

Understading Promises, Callbacks, APIs

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```
Topics for Discussion:
1. Promises
2. Callbacks
fetch() function
4. Tailwind css
5. Project Demo
```

What is a Promise?

```
The Promise object supports two properties: state and result.
While a Promise object is "pending" (working), the result is undefined.
When a Promise object is "fulfilled", the result is a value.
When a Promise object is "rejected", the result is an error object.
```

```
let p = new Promise(function(resolve, reject) {
  let x = 1+1;
  if (x == 2) {
    resolve("OK");
  } else {
    reject("Error");
});
p.then((value)=> displayer(value))
```

p.catch((error)=>displayer(error))

```
Settled
                 Fulfilled
                                                                          return
                                                                                              Pending
                                                 .then(on fulfilled)
  Pending
                                                                                                                                .then()
PROMISE
                                                                                             PROMISE
                      Reject
                                                                        return
                                                                                                                                .catch()
                                                .then(on fulfilled)
```

What is a Callback?

Callback is a function which is to be executed after another function has finished execution. A callback's primary purpose is to execute code in response to an event. These events might be user-initiated, such as mouse clicks or typing. With a callback, you may instruct your application to "execute this code every time the user clicks a key on the keyboard."

.catch(on reject)

```
const printCount=(count,callback)=>
      setTimeout(() => {
       callback()
       document.body.append(count)
      }, 2000);
    const delayCounter=()=>
       setTimeout(() => {
       document.body.append('delayed Output')
      }, 5000);
   printCount(1,delayCounter)
```

Welcome to Callback Hell

```
fs.readdir(source, function (err, files) {
 if (err) {
    console.log('Error finding files: ' + err)
  } else {
    files.forEach(function (filename, fileIndex) {
     console.log(filename)
     gm(source + filename).size(function (err, values) {
       if (err) {
          console.log('Error identifying file size: ' + err)
        } else {
          console.log(filename + ' : ' + values)
         aspect = (values.width / values.height)
          widths.forEach(function (width, widthIndex) {
           height = Math.round(width / aspect)
            console.log('resizing ' + filename + 'to ' + height + 'x' + height)
            this.resize(width, height).write(dest + 'w' + width + '_' + filename, function(err) {
             if (err) console.log('Error writing file: ' + err)
          }.bind(this))
```

The Fetch API provides a JavaScript interface for accessing and manipulating parts of the HTTP pipeline, such as requests and responses. It also provides a global fetch()

The fetch() Function

method that provides an easy, logical way to fetch resources asynchronously across the network.

```
fetch('http://example.com/movies.json')
  .then((response) => response.json())
  .then((data) => console.log(data))
  .catch((err)=>console.log(err))
```

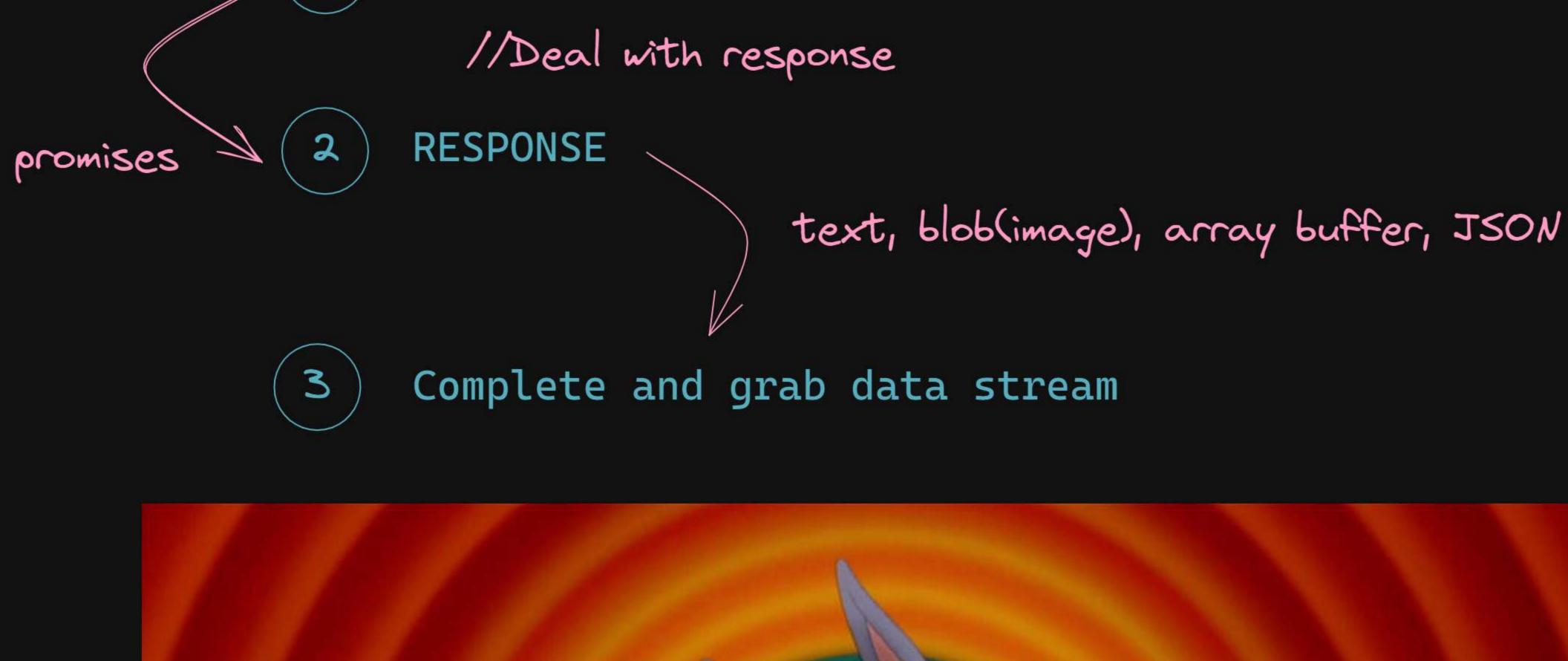
Application Programming Interface

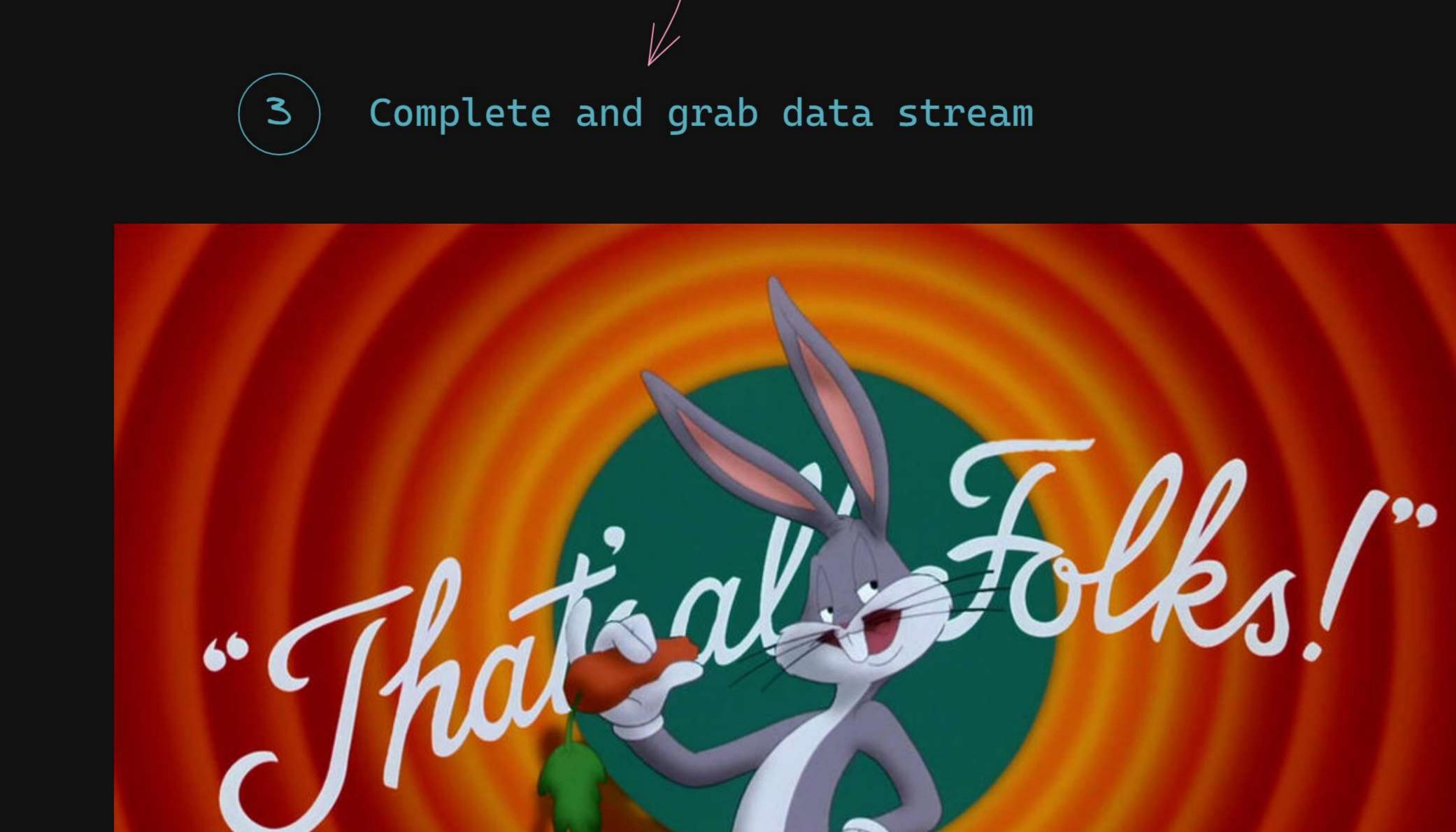


path

GET, POST HTTP requests

Call fetch(_





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