```
1.
```

Why Promises

JavaScript often needs to wait for things — like fetching data from an API. Without Promises, this can get messy and hard to manage. Promises give us a clean way to handle asynchronous code.

2.

```
Creating a Promise
```

A Promise represents a value that will be available now, later, or never.

Example: const promise = new Promise((resolve, reject) => { let success = true; if (success) resolve("Data loaded"); else reject("Error loading data"); });

3.

```
Using .then() and .catch()
You can handle the result of a Promise like this:
promise.then(result => console.log(result)).catch(error => console.error(error))
```

4.

Chaining Promises

You can run multiple asynchronous actions one after another.

Example: fetch("data.json").then(res => res.json()).then(data => console.log(data)).catch(err => console.log("Error:", err))

5.

```
Async / Await
```

Async and await make Promises easier to read.

Example:

```
async function getData() {

try {

const res = await fetch("data.json");

const data = await res.json();

console.log(data);
} catch (error) {

console.log("Error:", error);
}
}
```

6.

Promise States

A Promise can be:

Pending I still working

- Fulfilled II finished successfully
- Rejected 🛭 finished with an error