

# Modern Asynchronous JavaScript

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## CALLBACKS



**Wes Higbee**

@g0t4 [www.weshigbee.com](http://www.weshigbee.com)

# Links

## Weather

<http://plnkr.co/edit/ZOAaSdtnfvR6WwiuVZ6s>

## Generator Control Flow Assistant

<http://plnkr.co/edit/3RQpB0etPVBhTVqD8AY9>

## GitHub repo

<https://github.com/gOt4/pluralsight-modern-async-js>

# Key Takeaways Reasoning About Asynchronous JavaScript



- Single-threaded (bank with one teller)
- Event Loop (line to use the bathroom)
- Non-blocking (forgot papers, next person serviced)
- Avoid blocking (don't hog the bathroom)
- Run to completion (satisfy customer before next)
- Cooperative Concurrency (customers play nice)
- Little Programs (customers in line)
- Think explicitly about Asynchronous Seams
- Timer delay not guaranteed (calendar /

## Callbacks



**Explicit Seams – blessing and curse**

**Seams rip across program**

**Another, difficult error mechanism**

**Boilerplate error handling**

**Hard to reuse error handling logic**

**Difficult to understand**

- Nesting
- Never called?
- Called multiple times?
- Called synchronously?

**Synchronizing parallelism is hard**