Programming JS - Asynchronous

* Promises

Promise is a technique in JavaScript for handling asynchronous execution.

A promise is a special formasoript object that links the "producing code" and the "consuming code" together.

The "producing code" takes whatever time it needs to produce the promised result, "and the "promise" makes that result available to all the subscribed code when it's ready.

Let promise: new Promise (function (revolve, reject) { Mexecutor (the producing code, "einger")

When new Promise is created, the executor runs automatically Its argument <u>revolve</u> and <u>reject</u> one callbacks provided by Iwascript itself.

A promise object can be in one of three states:

2) Pending

i) Fulfilled (with a value)

iti) Rejected (with a reason)

When the executor obtains the result, be it soon or late, doesn't matter, it should call one of these callbacks:

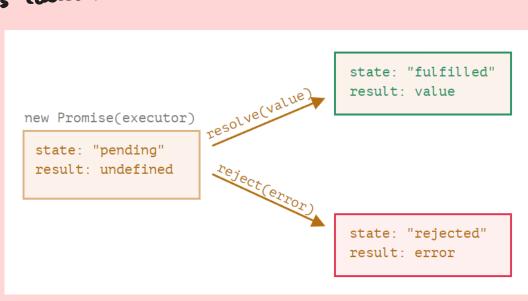
· resolve (value) — if the job is finished successfully, with value

· reject (ennon) — if an ennon has occurred, with the error

The promise object returned by the new Promise has these internal properties:

· state - initially "pending", then changes to either "fulfilled" when revolve is called or "rejected" when reject

· result - initially undefined, then changes to value when resolve (value) called on error when reject (error) is colled.



* Async/await

Introduced in ES 2017, it is a syntactic sugar for promises. It is a special syntax to work with promises in a more comfortable fashion.

4 Async functions

The async keyword can be placed before a function, like this: async function f() { returns a revolved promise with return 1; the result 1.

The word "async" before a function means one simple thing: a function that always returns a promise. Other values are wrapped in a resolved promise automatically.

4 Await

let value = avoit promice;

Awaid works only inside async functions.

The keyword await makes JavaScript wait until that promise settler and return its result.