

* Promises → It's used to handle async tasks.

. then & . catch

```
async function test() {  
  console.log("Some syn");  
  const dl = await P1;  
}
```

⇒ async

test();

Promise.all \rightarrow $\&$ of promises

& it's seeking for
first rejected promises

$\left. \begin{array}{l} P1 \rightarrow \checkmark \\ P2 \rightarrow \checkmark \\ P3 \rightarrow \checkmark \end{array} \right\} \rightarrow [d1, d2, d3]$

$\left. \begin{array}{l} P1 \rightarrow \checkmark \\ P2 \rightarrow \times \\ P3 \rightarrow \checkmark \end{array} \right\} \rightarrow e2$

$\left. \begin{array}{l} P1 \rightarrow \times \\ P2 \rightarrow \times \end{array} \right\} \rightarrow$

$\left. \begin{array}{l} \text{first} \\ \text{promise} \end{array} \right\} \rightarrow$
 $\left. \begin{array}{l} \text{to get failed} \end{array} \right\}$

Promise.any \rightarrow It's "OR" of promises.

Δ it's seeking for first fulfilled promise.

$P_1 \rightarrow X$

$P_2 \rightarrow X$

$P_3 \rightarrow X$

aggregated
error

not an
array
of ~~errors~~

$P_1 \rightarrow \checkmark$
 $P_2 \rightarrow \checkmark$

first fulfilling
promise

$P_1 \rightarrow \checkmark$

$P_2 \rightarrow X$

$P_3 \rightarrow X$

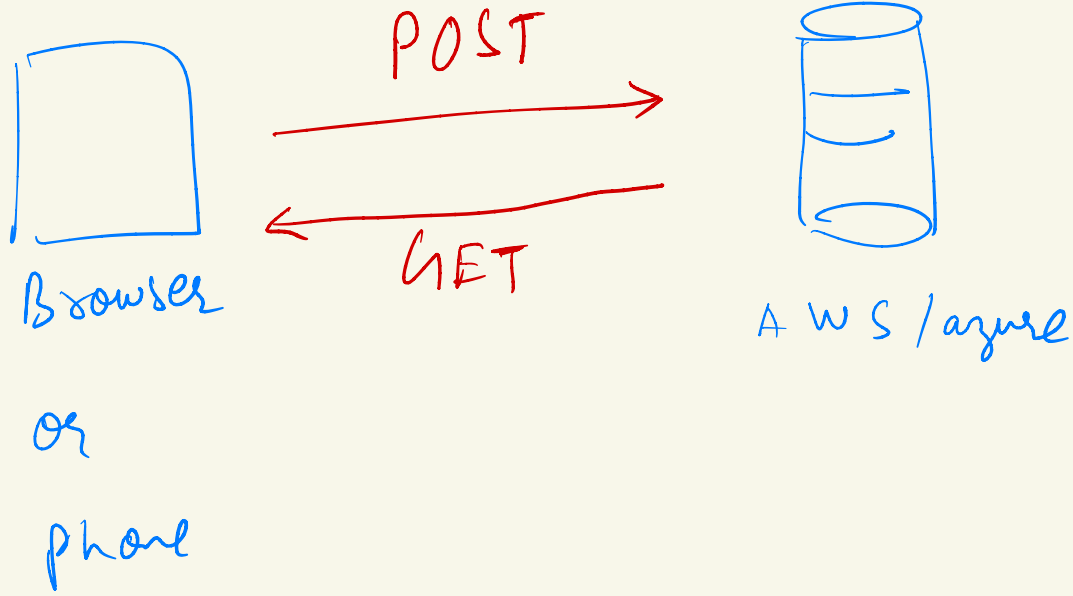
$d1$

Promise		
State	pending	Settled
Value	undefined	data / error

fulfilled (resolved) (data)

rejected (error)

* Promise.race



fetch → all the API calls
 ↳ GET

 ↓ ↓
POST GET

* default value of fetch is 1E7
