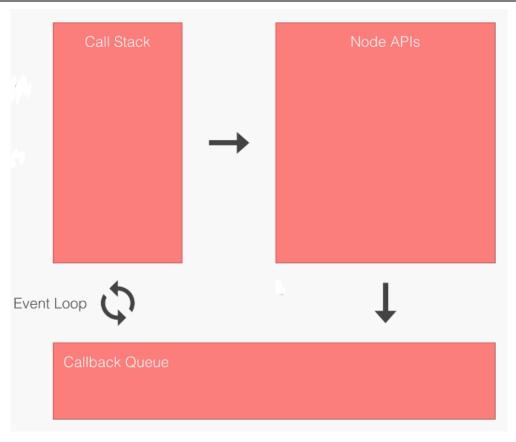
# Asynchonous

ASYNCHRONOUS NODE.JS

# **Wнат із іт?**

It's an Asynchronous execution of node js commands and functions.

### How it work



#### #1: Call Stack:

Where all the **synchronous** code put in stack to the execution process.

#### #2: Nope API:

Where all the Asynchronous code during execution process, then when they finish they move to:

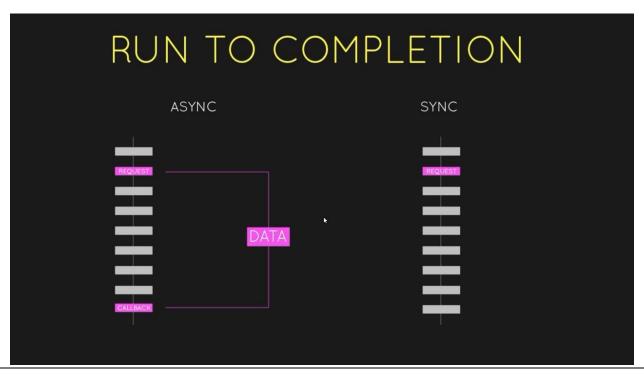
#### #3: Callback Queue:

Where its wait until **Call Stack** is empty and then move to it to execute.

#### #4: Event Loop:

The loop that check if the Call Stack is empty to send the waiting callback to it.

# **Asynchronous VS Sunchronous**



# **Asynchronous Request**

هو أن تنفذ الدالة بحيث لا تعيق تنفيذ الكود don't block the code

ففي حال احتاجت الدالة وقت تقوم بمتابعة الكود وتنفيذ الدالة التالية فتقوم بإنشاء نيسب Thread خارج الجافا سكربت لإحضار البيانات الخاصة بها

وعند اكتمال احضار هذه البيانات يتم وضع دالة استدعاء Callback في نهاية الكود لإكمال الدالة المؤجلة.

```
readAsync(article_loc, function(){
  console.log(article);
});
readAsync(authors_loc, function(){
  console.log(authors);
});
```

# Synchronous Request

هو أن تنفذ الدوال في الكود بشكل تسلسلي بحيث يتم تنفيذ الدالة التالية بعد انتهاء الدالة التي قبلها بشكل كامل.

# SYNCHRONOUS JS

- > JavaScript code runs on a single thread (can do 1 thing at a time)
- Synchronous code waits for 1 action to complete before moving on to the next

```
var article = readSync(article_loc);
console.log(article);
var authors = readSync(authors_loc);
console.log(authors);
```

## **Functions**

setTimeout( () => {callback function}, time event);

the time to wait until execute the callback function.

JSON.stringify(body, undefined, 2)

To pretty print JSON objects, in depth 2.

#### encodeURIComponent(string)

to convert string into encoded URI for the browser.

decodeURIComponent (encode URI)

to convert encoded URI into string.

# **Defenitions**

#### Callback function:

it's a function that gets passed as an argument to another function and its executed after some event happens.

e.g. setTimeout(callback, time event)

# Promises

MANAGE ASYNCHRONOUS COMPUTATIONS

# **Wнат is iт?**

Promise is an object that represent an action that hasn't finish yet.

Promise is a placeholder for something that will happen in the future (grab the data and return it to us).

# **How it works?**

As soon as this Asynchronous request is made is return a Promise object straight away before this Data is retrieve and come back to us,

And within this Promise object we can register callback that will run when the request complete.

### **Functions**

```
var somePromise = new Promise((resolve, reject) => {
   setTimeout(() => {
      resolve('Hey. It worked!');
      // reject('Unable to fulfill promise');
    }, 2500);
});

somePromise.then((message) => {
   console.log('Success: ', message);
}, (errorMessage) => {
   console.log('Error: ', errorMessage);
});
```

.then(resolve function, reject function)

**Note:** we can only resolve or reject the promise once, and we can't reject a promise that it have been resolved before or the opposite.

# **Asynchronous Add Function**

```
var asyncAdd = (a,b) => {
    return new Promise( (resolve, reject) => {
        setTimeout( () => {
            if (typeof a === 'number' && typeof b === 'number') {
                resolve(a + b);
            } else {
                reject('Arguments must be numbers.');
            }
            }, 2000);
        });

asyncAdd(5,7).then((result) => {
            console.log('Result: ', result);
        }, (errMsg) => {
            console.log(errMsg);
        });
};
```

# Error for Chain of asynchronous code

```
asyncAdd(5,7)
.then((result) => {
   console.log('Result: ', result);
   return asyncAdd(result,20);
}).then((result) => {
   console.log('The result is:', result);
}).catch( (errMsg) => {
   console.log(errMsg);
});
```

When we have a chain of asynchronous code we define **.catch()** method to catch the error in all of them.

# Weather app with Promises