Classroom Assignment: JavaScript Promise

Learning Objective:

Understand how to create and use Promises in JavaScript.

Expected Completion Time:

Best Case: 15 min

Average Case: 20 min

Assignment Details:

Complete the following tasks to practice creating and handling Promises in JavaScript.

Assignment Requirements:

- Create a Promise named `conditionalPromise` that resolves with the message `"Resolved successfully"` if a random number is greater than 0.5, and rejects with the message `"Rejected"` otherwise.
  [Hint: Use Math.random()]
- Use the `conditionalPromise` created to log the resolved or rejected value to the console using `.then` and `.catch`.

Expected Outcome:

Upon completion, you should be able to:

- Understand how to create and use Promises in JavaScript.

- Learn to handle resolved and rejected Promises using `.then` and `.catch`.