

EMPTY PROMISES

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LOADING AN IMAGE IN JS

```
function imageSize(url) {  
  return new Promise((resolve, reject) => {  
    const img = new Image();  
  
    img.onload = function() {  
      resolve({ width: this.width, height: this.height });  
    };  
    img.onerror = reject;  
  
    img.src = url;  
  });  
}
```

LOADING AN IMAGE IN JS

```
function imageSize(url) {  
  const prom = emptyPromise();  
  const img = new Image();  
  
  img.onload = function() {  
    prom.resolve({ width: this.width, height: this.height });  
  };  
  img.onerror = prom.reject;  
  
  img.src = url;  
  return prom;  
}
```

WITHOUT emptyPromise

```
function fileContents(path) {  
  return new Promise((resolve, reject) => {  
    fs.readFile(path, (e, data) => {  
      if (e) reject(e);  
      else resolve(data);  
    });  
  });  
}
```

WITH emptyPromise

```
function fileContents(path) {  
  const p = emptyPromise();  
  
  fs.readFile(path, (e, data) => {  
    if (e) p.reject(e);  
    else p.resolve(data);  
  });  
  
  return p;  
}
```

DEFINITION

```
function emptyPromise() {  
  let callbacks;  
  const p = new Promise((resolve, reject) => {  
    callbacks = { resolve, reject };  
  });  
  
  p.resolve = (val) => callbacks.resolve(val);  
  p.reject = (val) => callbacks.reject(val);  
  
  return p;  
}
```

WHEN MIGHT YOU USE IT?

WHEN YOU NEED TO RESOLVE/REJECT A PROMISE OUTSIDE THE SCOPE WHERE THE PROMISE IS CREATED

EXAMPLES

- > CONVERTING CALLBACK-BASED CODE
- > WAITING FOR `isLoggedIn` TO SETTLE
 - > REQUEST CONSOLIDATION

WAIT FOR `isLoggedIn` TO SETTLE

(LIVECODING)

WAITING ON ACTIONS

```
hagridActions: ['fetchProjects'],
async mounted() {
  await this.hagridPromise('fetchProjects');
  // at this point, you can be confident that projects have been fetched.
  const toSelect = this.$route.query.projectId || this.projects[0].id;
  this.selectProject(this.projects.find(p => p.id === toSelect));
},
```

WAITING ON ACTIONS

```
hagridActions: ['fetchProjects'],
async mounted() {
  await this.hagridPromise('fetchProjects');
  // at this point, you can be confident that projects have been fetched.
  const toSelect = this.$route.query.projectId || this.projects[0].id;
  this.selectProject(this.projects.find(p => p.id === toSelect));
},
```

WHAT IF SOMEONE REQUESTS

hagridPromise('notYetDispatched')?

```
getPromise(actionName) {
```

```
}
```

```
setPromise(actionName, p) {
```

```
}
```

```
getPromise(actionName) {  
    if (this.promises[actionName]) return this.promises[actionName];
```

```
}
```

```
setPromise(actionName, p) {
```

```
}
```

```
getPromise(actionName) {  
    if (this.promises[actionName]) return this.promises[actionName];  
    if (this.unknownPromises[actionName]) {  
        return this.unknownPromises[actionName];  
    }  
}
```

```
}  
setPromise(actionName, p) {
```

```
}
```

```
getPromise(actionName) {
  if (this.promises[actionName]) return this.promises[actionName];
  if (this.unknownPromises[actionName]) {
    return this.unknownPromises[actionName];
  }

  this.unknownPromises[actionName] = emptyPromise();
  // 🙌
}

setPromise(actionName, p) {
```

```
getPromise(actionName) {
  if (this.promises[actionName]) return this.promises[actionName];
  if (this.unknownPromises[actionName]) {
    return this.unknownPromises[actionName];
  }

  this.unknownPromises[actionName] = emptyPromise();
  // 🙌
  return this.unknownPromises[actionName];
}
setPromise(actionName, p) {
```

```
getPromise(actionName) {  
  if (this.promises[actionName]) return this.promises[actionName];  
  if (this.unknownPromises[actionName]) {  
    return this.unknownPromises[actionName];  
  }  
  
  this.unknownPromises[actionName] = emptyPromise();  
  // 🙅  
  return this.unknownPromises[actionName];  
}  
setPromise(actionName, p) {  
  if (this.unknownPromises[actionName]) {  
    this.unknownPromises[actionName].resolve(p);  
    delete this.unknownPromises[actionName];  
  }  
}
```



```
getPromise(actionName) {  
  if (this.promises[actionName]) return this.promises[actionName];  
  if (this.unknownPromises[actionName]) {  
    return this.unknownPromises[actionName];  
  }  
  
  this.unknownPromises[actionName] = emptyPromise();  
  // 🙌  
  return this.unknownPromises[actionName];  
}  
setPromise(actionName, p) {  
  if (this.unknownPromises[actionName]) {  
    this.unknownPromises[actionName].resolve(p);  
    delete this.unknownPromises[actionName];  
  }  
  this.promises[actionName] = p;  
}
```