Comp 324/424 - Client-side Web Design

Spring Semester 2019 - Week 11

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ES6 Generators & Promises - intro

- generators and promises are new to plain JavaScript
  - *introduced with ES6 (ES2015)*
- **Generators** are a special type of function
  - *produce multiple values per request*
  - *suspend execution between these requests*
- *generators* are useful to help simplify convoluted loops
- suspend and resume code execution, &c.
  - *helps write simple, elegant async code*
- **Promises** are a new, built-in object
  - *help development of async code*
- promise becomes a placeholder for a value not currently available
  - *but one that will be available later*

ES6 Generators & Promises - async code and execution

- JS relies on a single-threaded execution model
- query a remote server using standard code execution
  - *block the UI until a response is received and various operations completed*
- we may modify our code to use callbacks
  - *invoked as a task completes*
  - *should help resolve blocking the UI*
- callbacks can quickly create a *spaghetti* mess of code, error handling, logic...
- *Generators* and *Promises*
  - *elegant solution to this mess and proliferation of code*

ES6 Generators & Promises - promises - intro

- a *promise* is similar to a placeholder for a value we currently do not have
  - *but we would like later...*
- it's a guarantee of sorts
  - *eventually receive a result to an asynchronous request, computation, &c.*
- a result will be returned
  - *either a value or an error*
- we commonly use *promises* to fetch data from a server
  - *fetch local and remote data*
  - *fetch data from APIs*

ES6 Generators & Promises - promises - example

```
// use built-in Promise constructor - pass callback function with two para
const testPromise = new Promise((resolve, reject) => {
  resolve("test return");
  // reject("an error has occurred trying to resolve this promise...");
});

// use `then` method on promise - pass two callbacks for success and failu
testPromise.then(data => {
  // output value for promise success
  console.log("promise value = "+data);
}, err => {
  // output message for promise failure
  console.log("an error has been encountered...");
});
```

- use the built-in *Promise* constructor to create a new promise object
- then pass a function
  - *a standard arrow function in the above example*

ES6 Generators & Promises - promises - executor

- function for a Promise is commonly known as an *executor* function
  - *includes two parameters, `resolve` and `reject`*
- *executor* function is called immediately
  - *as the Promise object is being constructed*
- `resolve` argument is called manually
  - *when we need the promise to resolve successfully*
- second argument, `reject`, will be called if an error occurs
- uses the *promise* by calling the built-in `then` method
  - *available on the promise object*
- `then` method accepts two callback functions
  - *`success` and `failure`*
- `success` is called if the *promise* resolves successfully
- the `failure` callback is available if there is an error

ES6 Generators & Promises - promises - example

explicit use of `resolve`

```
/*
* promise1.js
* wrap Array in Promise using resolve()...
*/

let testArray = Promise.resolve(['one', 'two', 'three']);

testArray.then(value => {
console.log(value[0]);
// remove first item from array
value.shift();
// pass value to chained `then`
return value;
})
.then(value => console.log(value[0]));
```

- Demo - Promise.resolve

ES6 Generators & Promises - promises - callbacks & async

- async code is useful to prevent execution blocking
  - *potential delays in the browser*
  - *e.g. as we execute long-running tasks*
- issue is often solved using *callbacks*
  - *i.e. provide a callback that's invoked when the task is completed*
- such long running tasks may result in errors
- issue with callbacks
  - *e.g. we can't use built-in constructs such as* `try-catch` *statements*

ES6 Generators & Promises - promises - callbacks & async - example

```
try {
  getJSON("data.json", function() {
    // handle return results...
  });
} catch (e) {
  // handle errors...
}
```

- this won't work as expected due to the code executing the callback
  - *not usually executed in the same step of the event loop*
  - *may not be in sync with the code running the long task*
- errors will usually get lost as part of this long running task
- another issue with callbacks is nesting
- a third issue is trying to run parallel callbacks
- performing a number of parallel steps becomes inherently tricky and error prone

ES6 Generators & Promises - promises - further details

- a *promise* starts in a pending state
  - *we know nothing about the return value*
  - *promise is often known as an unresolved promise*
- during execution
  - *if the promise's resolve function is called*
  - *the promise will move into its fulfilled state*
  - *the return value is now available*
- if there is an error or *reject* method is explicitly called
  - *the promise will simply move into a rejected state*
  - *return value is no longer available*
  - *an error now becomes available*
- either of these states
  - *the promise can now no longer switch state*
  - *i.e from rejected to fulfilled and vice-versa...*

ES6 Generators & Promises - promises - concept example

an example of working with a promise may be as follows

- code starts (execution is ready)
- promise is now executed and starts to run
- promise object is created
- promise continues until it resolves
  - *successful return, artificial timeout &c.*
- code for the current promise is now at an end
- promise is now resolved
  - *value is available in the promise*
- then work with resolved promise and value
  - *call `then` method on promise and returned value...*
  - *this callback is scheduled for successful resolve of the promise*
  - *this callback will always be asynchronous regardless of state of promise...*

ES6 Generators & Promises - promises - callbacks & async - example

promise from scratch

```
/*
* promisefromscratch-delay.js
* create a Promise object from scratch...use delay to check usage
* promise may only be called once per execution due to delay and timeout..
*/

// check promise usage relative to timer...either timeout will cause the p
function resolveWithDelay(delay) {
  return new Promise(function(resolve, reject) {
    // log Promise creation...
    console.log('promise created...waiting');
        // resolve promise if delay value is less than 3000
    setTimeout(function() {
      resolve(`promise resolved in ${delay} ms`);
    }, delay);
        // resolve promise if delay is greater than 3000
    setTimeout(function() {
      resolve(`promise resolved in 3000ms`);
    }, 3000);
  })
}

// fulfilled with delay of 2000 ms
resolveWithDelay(2000).then(function(value) {
  console.log(value);
});
// fulfilled with default timeout of 3000 ms
// resolveWithDelay(6000).then(function(value) {
//   console.log(value);
// });
```

- Demo - Promise from scratch

ES6 Generators & Promises - promises - explicitly reject

- two standard ways to reject a promise
- e.g. explicit rejection of promise

```
const promise = new Promise((resolve, reject) => {
    reject("explicit rejection of promise");
});
```

- once the promise has been rejected
  - *an error callback will always be invoked*
  - *e.g. through the calling of the `then` method*

```
promise.then(
  () => fail("won't be called..."),
  error => pass("promise was explicitly rejected...");
);
```

- also chain a `catch` method to the `then` method
- as an alternative to the error callback. e.g.

```
promise.then(
  () => fail("won't be called..."))
  .catch(error => pass("promise was explicitly rejected..."));
```

ES6 Generators & Promises - promises - example

promise error handling

```
/*
* promise-basic-error1.js
* basic example usage of promise error handling and order...
*/

Promise
  .resolve(1)
  .then(x => {
    if (x === 2) {
      console.log('val resolved as', x);
    } else {
      throw new Error('test failed...')
    }
  })
  .catch(err => console.error(err));
```

- Demo - Promise error handling with catch

ES6 Generators & Promises - promises - real-world promise - getJSON

```
// create a custom get json function
function getJSON(url) {
  // create and return a new promise
  return new Promise((resolve, reject) => {
    // create the required XMLHttpRequest object
    const request = new XMLHttpRequest();
    // initialise this new request - open
    request.open("GET", url);
    // register onload handler - called if server responds
    request.onload = function() {
      try {
        // make sure response is OK - server needs to return status 200 co
        if (this.status === 200) {
          // try to parse json string - if success, resolve promise succes
          resolve(JSON.parse(this.response));
        } else {
          // different status code, exception parsing JSON &c. - reject th
          reject(this.status + " " + this.statusText);
        }
      } catch(e) {
        reject(e.message);
      }
    };

    // if error with server communication - reject the promise...
    request.onerror = function() {
      reject(this.status + " " + this.statusText);
    };

    // send the constructed request to get the JSON
    request.send();
  });
}
```

ES6 Generators & Promises - promises - real-world promise - usage

```
// call getJSON with required URL, then method for resolve object, and cat
getJSON("test.json").then(response => {
  // check return value from promise...
  response !== null ? "response obtained" : "no response";
}).catch((err) => {
  // Handle any error that occurred in any of the previous promises in the
    console.log('error found = ', err); // not much to show due to return
});
```

ES6 Generators & Promises - promises - chain

- calling `then` on the returned promise creates a new *promise*
- if this promise is now resolved successfully
  - *we can then register an additional callback*
- we may now chain as many `then` methods as necessary
- create a sequence of promises
  - *each resolved &c. one after another*
- instead of creating deeply nested callbacks
  - *simply chain such methods to our initial resolved promise*
- to catch an error we may chain a final `catch` call
- to catch an error for the overall chain
  - *use the `catch` method for the overall chain*

```
getJSON().then()
.then()
.then()
.catch((err) => {
  // Handle any error that occurred in any of the previous promises in the
    console.log('error found = ', err); // not much to show due to return
});
```

- if a failure occurs in any of the previous promises
  - *the `catch` method will be called*

ES6 Generators & Promises - promises - wait for multiple promises

- promises also make it easy to wait for multiple, independent asynchronous tasks
- with `Promise.all`, we may wait for a number of promises

```
// wait for a number of promises - all
Promise.all([
// call getJSON with required URL, `then` method for resolve object, and
getJSON("notes.json"),
getJSON("metadata.json")]).then(response => {
  // check return value from promise...response[0] = notes.json, response
  if (response[0] !== null) {
        console.log("response obtained");
    console.log("notes = ", JSON.stringify(response[0]));
    console.log("metadata = ", JSON.stringify(response[1]));
    }
}).catch((err) => {
  // Handle any error that occurred in any of the previous promises in the
    console.log('error found = ', err); // not much to show due to return
});
```

- order of execution for tasks doesn't matter for `Promise.all`
- by using the `Promise.all` method
  - *we are simply stating that we want to wait...*
- `Promise.all` accepts an array of promises
  - *then creates a new promise*
  - *promise will resolve successfully when all passed promises resolve*
- it will reject if a single one of the passed promises fails
- return promise is an array of succeed values as responses
  - *i.e. one succeed value for each passed in promise*

ES6 Generators & Promises - promises - racing promises

- we may also setup competing promises
  - *with an effective prize to the first promise to resolve or reject*
  - *might be useful for querying multiple APIs, databases, &c.*

```
Promise.race(
  [
  // call getJSON with required URL, `then` method for resolve object, and
  getJSON("notes.json"),
  getJSON("metadata.json")]).then(response => {
    if (response !== null) {
        console.log(`response obtained - ${response} won...`);
    }
  }).catch((err) => {
    // Handle any error that occurred in any of the previous promises in t
    console.log('error found = ', err); // not much to show due to return
  });
);
```

- method accepts an array of promises
  - *returns a completely new resolved or rejected promise*
  - *returns for the first resolved or rejected promise*

ES6 Generators & Promises - promises - Fetch API

- MDN - Fetch API

ES6 Generators & Promises - promises - Fetch API - Example

basic usage

```
/*
* fetch-basic1.js
* basic example usage of Fetch API...
*/

fetch('./assets/notes.json')
  .then(response => {
    return response.json();
  })
  .then(myJSON => {
    console.log(myJSON);
  });
```

- Demo - Fetch API - basic usage

ES6 Generators & Promises - promises - Fetch API - Example

catching errors

```
/*
* fetch-basic-error1.js
* basic example usage of Fetch API...chain `catch` to `then` for error ha
*/

fetch('./assets/item.json')
  .then(response => {
    // reactions passed to `then` used to handle fulfillment of a promise
    return response.json();
  })
  .then(myJSON => {
    console.log(myJSON);
  })
  .catch(err => {
    // reactions passed to `catch` executed with a rejection reason...
    console.log(`error detected - ${err}`);
  });
```

- Demo - Fetch API - catching errors

ES6 Generators & Promises - promises - Fetch API - Example

Fetch with Promise all

```
/*
* fetch-promise-all.js
* basic example usage of Promise.all...using Fetch API
*/

Promise
  .all([
    fetch('./assets/items.json'),
    fetch('./assets/notes.json')
  ])
  .then(responses =>
    Promise.all(responses.map(res => res.json()))
  ).then (json => {
    console.log(json);
  });
```

- Demo - Fetch API - Promise all

ES6 Generators & Promises - promises - Fetch API - Example

Fetch with Promise race

```
/*
* fetch-promise-race.js
* basic example usage of Promise.race...using Fetch API
*/

Promise
  .race([
    fetch('./assets/items.json'),
    fetch('./assets/notes.json')
  ])
  .then(responses => {
    return responses.json()
  })
  .then(res => console.log(res));
```

- Demo - Fetch API - Promise race

ES6 Generators & Promises - generators

- a *generator* function generates a sequence of values
  - *commonly not all at once but on a request basis*
- generator is explicitly asked for a new value
  - *returns either a value or a response of no more values*
- after producing a requested value
  - *a generator will then suspend instead of ending its execution*
  - *generator will then resume when a new value is requested*

ES6 Generators & Promises - generators - example

```
//generator function
function* nameGenerator() {
  yield "emma";
  yield "daisy";
  yield "rosemary";
}
```

- define a generator function by appending an *asterisk* after the keyword
  - `function* ()`
- use the `yield` keyword within the body of the generator
  - *to request and retrieve individual values*
- then consume these generated values using a standard loop
  - *or perhaps the new `for-of` loop*

ES6 Generators & Promises - generators - iterator object

- if we make a call to the body of the generator
  - *an iterator object will be created*
- we may now communicate with and control the generator using the iterator object

```
//generator function
function* NameGenerator() {
  yield "emma";
}
// create an iterator object
const nameIterator = NameGenerator();
```

- iterator object, `nameIterator`, exposes various methods including the `next` method

ES6 Generators & Promises - generators - iterator object - next()

- use `next` to control the iterator, and request its next value

```
// get a new value from the generator with the 'next' method
const name1 = nameIterator.next();
```

- `next` method executes the generator's code to the next yield expression
- it then returns an object with the value of the yield expression
  - *and a property `done` set to false if a value is still available*
- `done` boolean will switch to *true* if no value for next requested yield
- `done` is set to *true*
  - *the iterator for the generator has now finished*

ES6 Generators & Promises - generators - iterate over iterator object

- iterate over the iterator object
  - *return each value per available yield expression*
  - *e.g. use the `for-of` loop*

```
// iterate over iterator object
for(let iteratorItem of NameGenerator()) {
  if (iteratorItem !== null) {
    console.log("iterator item = "+iteratorItem+index);
  }
}
```

ES6 Generators & Promises - generators - call generator within a generator

- we may also call a generator from within another generator

```
//generator function
function* NameGenerator() {
  yield "emma";
  yield "rose";
  yield "celine";
  yield* UsernameGenerator();
  yield "yvaine";
}

function* UsernameGenerator() {
  yield "frisby67";
  yield "trilby72";
}
```

- we may then use the initial generator, `NameGenerator`, as normal

ES6 Generators & Promises - generators

example - pass generator to function

```
function getRandomNote(gen) {
  console.log(`getRandomNote called...`);
  const g = gen();
  fetch('./assets/input/notes.json', {
    headers: new Headers({
      Accept: 'application/json'
    })
  })
  .then(res => res.json())
  .then(json => {
      return g.next(json);
  })
  .catch(err => g.throw(err))
}

getRandomNote(function* printRandomNote() {
  console.log(`generator function executes...`);
  const json = yield;

})
```

- Demo - Generators - pass generator to function

ES6 Generators & Promises - generator - recursive traversal of DOM

- document object model, or DOM, is tree-like structure of HTML nodes
- every node, except the root, has exactly one parent
  - *and the potential for zero or more child nodes*
- we may now use generators to help iterate over the DOM tree

```
// generator function - traverse the DOM
function* DomTraverseGenerator(htmlElem) {
  yield htmlElem;
  htmlElem = htmlElem.firstElementChild;
  // transfer iteration control to another instance of the
  // current generator - enables sub iteration...
  while (htmlElem) {
    yield* DomTraverseGenerator(htmlElem);
    htmlElem = htmlElem.nextElementSibling;
  }
}
```

- benefit to this generator-based approach for DOM traversal
  - *callbacks are not required*
- able to consume the generated sequence of nodes with a simple loop
  - *and without using callbacks*
- able to use generators to separate our code
  - *code that is producing values - e.g. HTML nodes*
  - *code consuming the sequence of generated values*

ES6 Generators & Promises - traversal with generators

- traversed using depth-first search
- algorithm tries to go deeper into tree structure
  - *when it can't it moves to the next child in the list*
- e.g. define a `class` to create a Node
  - *creates with value and arbitrary amount of child nodes*

```
// Node class - holds a value and arbitrary amount of child nodes...
class Node {
  constructor(value, ...children) {
    this.value = value;
    this.children = children;
  }
}
```

Then, we create a basic node tree,

```
// define basic node tree - instantiate nodes from
const root = new Node(1,
  new Node(2),
  new Node(3,
    new Node(4,
      new Node(5,
        new Node(6)
      ),
      new Node(7)
    )
  ),
  new Node(8,
    new Node(9),
    new Node(10)
  )
)
```

- various implementations we might create for a traversal generator...

ES6 Generators & Promises - generator function

- e.g. depth first generator function for traversing the tree

```
// FN: depthFirst generator
function* depthFirst(node) {
  yield node.value;
  for (const child of node.children) {
    yield* depthFirst(child);
  }
}

// log tree recursion
console.log([...depthFirst(root)]);
```

ES6 Generators & Promises - generator - exchange data with a generator

- also send data to a generator
- enables bi-directional communication
- a pattern might include
  - *request data*
  - *then process the data*
  - *then return an updated value when necessary to a generator*

ES6 Generators & Promises - generator - exchange data with a generator - example

```
// generator function - send data to generator - receive standard argument
function* MessageGenerator(data) {
  // yield a value - generator returns an intermediator calculation
  const message = yield(data);
  yield("Greetings, "+ message);
}

const messageIterator = MessageGenerator("Hello World");
const message1 = messageIterator.next();
console.log("message = "+message1.value);

const message2 = messageIterator.next("Hello again");
console.log("message = "+message2.value);
```

- first call with the `next()` method requests a new value from the generator
  - *returns initial passed argument*
  - *generator is then suspended*
- second call using `next()` will resume the generator, again requesting a new value
- second call also sends a new argument into the generator using the `next()` method
- newly passed argument value becomes the complete value for this yield
  - *replacing the previous value `Hello World`*
- we can achieve the required bi-directional communication with a generator
- use `yield` to return data from a generator
- then use iterator's `next()` method to pass data back to the generator

ES6 Generators & Promises - generator - detailed structure

Generators work in a detailed manner as follows,

- **suspended start**
  - *none of the generator code is executed when it first starts*
- **executing**
  - *execution either starts at the beginning or resumes where it was last suspended*
  - *state is created when the iterator's `next()` method is called*
  - *code must exist in generator for execution*
- **suspended yield**
  - *whilst executing, a generator may reach `yield`*
  - *it will then create a new object carrying the return value*
  - *it will yield this object*
  - *then suspends execution at the point of the yield...*
- **completed**
  - *a `return` statement or lack of code to execute*
  - *this will cause the generator to move to a complete state*

ES6 Generators & Promises - generators & iterables

fibonacci number generator

- example generator for Fibonacci sequence
- generator will output an infinite sequence of numbers
- we may also call individual iterations of the sequence
  - e.g.

```
// generator function - value per iteration & done will not return true...
function* fibonacci() {
  // define start values for fibonacci sequence
  let previous = 0;
  let current = 1;
  // loop will continue to iterate fibonacci sequence
  while(true) {
    // return current value in fibonacci sequence
    yield current;
    // compute next value for sequence...
    const next = current + previous;
    // update values for next iteration of loop in fibonacci sequence
    previous = current;
    current = next;
  }
}

// instantiate iterator object using fibonacci generator
const g = fibonacci();

// call iterator
console.log(g.next());
```

- to improve performance, and prevent memory and execution timeout
  - *add **memoisation** to script*
  - *a type of local cache for the execution of the algorithm...*

ES6 Generators & Promises - async I/O using generators

- use generators and generator helpers to create simple async input and output
  - *use with saving data &c.*
  - *a consistent and abstracted usage design for a custom generator*

```
// called with passed generator function
function saveItems(itemList) {
  const items = [];
  const g = itemList();
  return more(g.next());
  function more(item) {
    if (item.done) {
      return save(item.value);
    }
    return details(item.value);
  }
  function details(endpoint) {
    // check inputs are called & location...
    console.log(`details called - ${endpoint}`);
    return fetch(endpoint)
      .then(res => res.json())
      .then(item => {
        items.push(item);
        return more(g.next(item));
      })
  }
  function save(endpoint) {
    // check output is called & location...
    console.log(`save endpoint - ${endpoint}`);
    /*return fetch(endpoint, {
      method: 'POST',
      body: JSON.stringify({ items })
    })
    .then(res => res.json());*/
  }
}

saveItems(function* () {
```

```
  yield './assets/input/items.json';
  yield './assets/input/notes.json';
  return './assets/output/journal.json';
})
```

ES6 Generators & Promises - promises - combine generators and promises

an example usage for generators and promises,

- `async` function takes a *generator*, calls it, and creates the required *iterator*
  - *use iterator to resume generator execution as needed*
  - *declare a handle function - handles one return value from generator*
  - *one iteration of iterator*
  - *if generator result is a promise & resolves successfully - use iterator's `next` method*
  - *promise value sent back to generator*
  - *generator resumes execution*
  - *if error, promise gets rejected*
  - *error thrown to generator using iterator's `throw` method*
  - *continue generator execution until it returns `done`*
- `generator` - executes up to each `yield getJSON()`
  - *promise created for each `getJSON()` call*
  - *value is fetched async - generator is paused whilst fetching value...*
  - *control flow is returned to current invocation point in `handle` function whilst paused*
- `handle` function
  - *yielded value to `handle` function is a promise*
  - *able to use `then` and `catch` methods with promise object*
  - *registers success and error callback*
  - *execution is able to continue*

ES6 Generators & Promises - lots of examples

e.g.

- generator
  - *basic*
  - *basic-iterator*
  - *basic-iterator-over*
  - *basic-loop*
  - *basic-dom*
  - *basic-send-data*
  - *basic-send-data-2*
- promises
  - *basic*
  - *basic-cors-flickr*
  - *basic-xhr-local*
  - *basic-promise-all*
  - *basic-promise-race*
- generator & promise - async
  - *basic*

ES2017 Async & Await

- in ES2017, JavaScript gained native syntax to describe asynchronous operations
- now use *async/await* to work with asynchronous operations
- `Async` functions allow developers to take a promise-based implementation
  - *then use synchronous-like patterns of a generator*
  - *e.g. async implementation with sync usage patterns...*
- `await` may only be used inside `async` functions
  - *denoted with the `async` keyword*
- `async` function works in a similar manner to standard generators
  - *e.g. suspending execution in local context until a promise settles*
- if awaited expression is not originally a promise object
  - *it will be cast to a promise in this context...*

ES2017 Async & Await - example 1

- example usage with try/catch

```
async function read() {
  // use try/catch to handle errors in awaited promises within async funct
  try {
    const model = await getRandomBook();
  } catch (err) {
    console.log(err);
  }
}
// call function as usual
read();
```

- use return Promise object

```
async function read() {
  const model = await getRandomBook();
}
// call function as usual - work with return promise object...
read()
  .then()
```

ES2017 Async & Await - example 2

Node.js and command line

- example usage with command line arguments
- custom Promise object
- async/await with try/catch block
- initial error handling

```
/*
* basic-error.js
* - error handling for async...
*/

function getArgs() {
  // Node Process command line arguments
  const args = process.argv;
  // custom Promise object with resolve and reject
  return new Promise((resolve, reject) => {
      if (args[2] === 'test') {
        resolve(args);
      } else {
        reject('no args');
      }
  });
}

async function main() {
  try {
    let data = await getArgs();
    return data;
  } catch(e) {
    throw new Error(`main failed...${e}`);
  }
}

main()
.then(console.log)
.catch(console.log);
```

ES2017 Async & Await - example 3

initial `fetch`

```
// FN: 'fetch' from JSON
function getNotes() {
  return fetch('./assets/files/notes.json', {
    headers: new Headers({
      Accept: 'application/json'
    })
  })
  .then(res => res.json());
}
```

ES2017 Async & Await - example 4

- example fetch usage

```
/*
* basic-async1.js
* async called with sync-like try/catch block
* 'awaits' return from fetch to local JSON file
*/

// FN: 'fetch' from JSON
function getNotes() {
  return fetch('./assets/files/notes.json', {
    headers: new Headers({
      Accept: 'application/json'
    })
  })
  .then(res => res.json());
}

// FN: async/await
async function read() {
  try {
    const notes = await getNotes();
    console.log(`notes FETCH successful`);
  } catch (err) {
    console.log(err);
  }
}

read();
```

- Demo - Async & Await - Fetch example

ES2017 Async & Await - example 5 - part 1

sample iterable functions

```
/*
* FNs: iterable computed data
* functions support all major ES6 data structures
* - arrays, typed arrays, maps, sets...
*/

// FN: iterable entries() - default iterator for data structure entries
function dataEntryIterator(data) {
  for (const pair of data.entries()) {
    console.log(pair);
  }
}

// FN: iterable keys() - default iterator for data structure keys
function dataKeysIterator(data) {
  for (const key of data.keys()) {
    console.log(key);
  }
}

// FN: iterable values() - default iterator for data structure values
function dataValuesIterator(data) {
  for (const value of data.values()) {
    console.log(value);
  }
}
```

ES2017 Async & Await - example 5 - part 2

async and await usage - a bit of fun...

```
// FN: async/await
async function read() {
  try {
    // await return from FETCH for notes.json file
    const data = await getNotes();
    const notes = data['notes'];
    // wrap return notes array in iterator
    const iter = notes[Symbol.iterator]();
    // test iterator with next for each result...
    console.log(iter.next());
    console.log(iter.next());
    console.log(iter.next());
    console.log(iter.next());
    console.log(`notes FETCH successful`);
    dataEntryIterator(notes);
    dataKeysIterator(notes);
    dataValuesIterator(notes);
  } catch (err) {
    console.log(err);
  }
}

read();
```

- Demo - Async & Await - example with iterables

HTML5, CSS, & JS - example - part 1

add grid layout

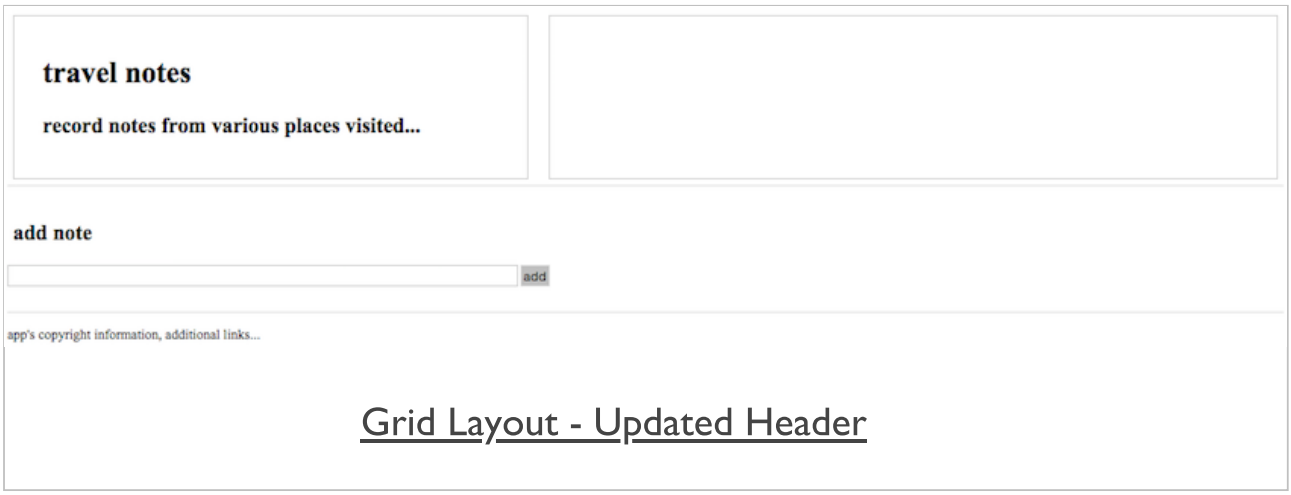
- update the layout of our Travel Notes application to include a grid layout
- apply this grid layout to the overall application
  - *organisation and presentation of the notes*
- remove the centred, fixed width for the body in our style.css stylesheet
- removes centre styling, results in content spanning full width of browser window
- add the grid layout to help us control this layout

```
<link rel="stylesheet" type="text/css" href="assets/styles/grid.css">
```

- then modify content categories, child elements to use new grid css

```
<!-- document header -->
<header>
  <div class="row">
    <div class="col-5">
      <h3>travel notes</h3>
      <h5>record notes from various places visited...</h5>
    </div>
    <div class="col-7"></div>
  </div>
</header>
```

Image - HTML5, CSS, & JS - grid layout



Grid Layout - Updated Header

HTML5, CSS, & JS - example - part 2

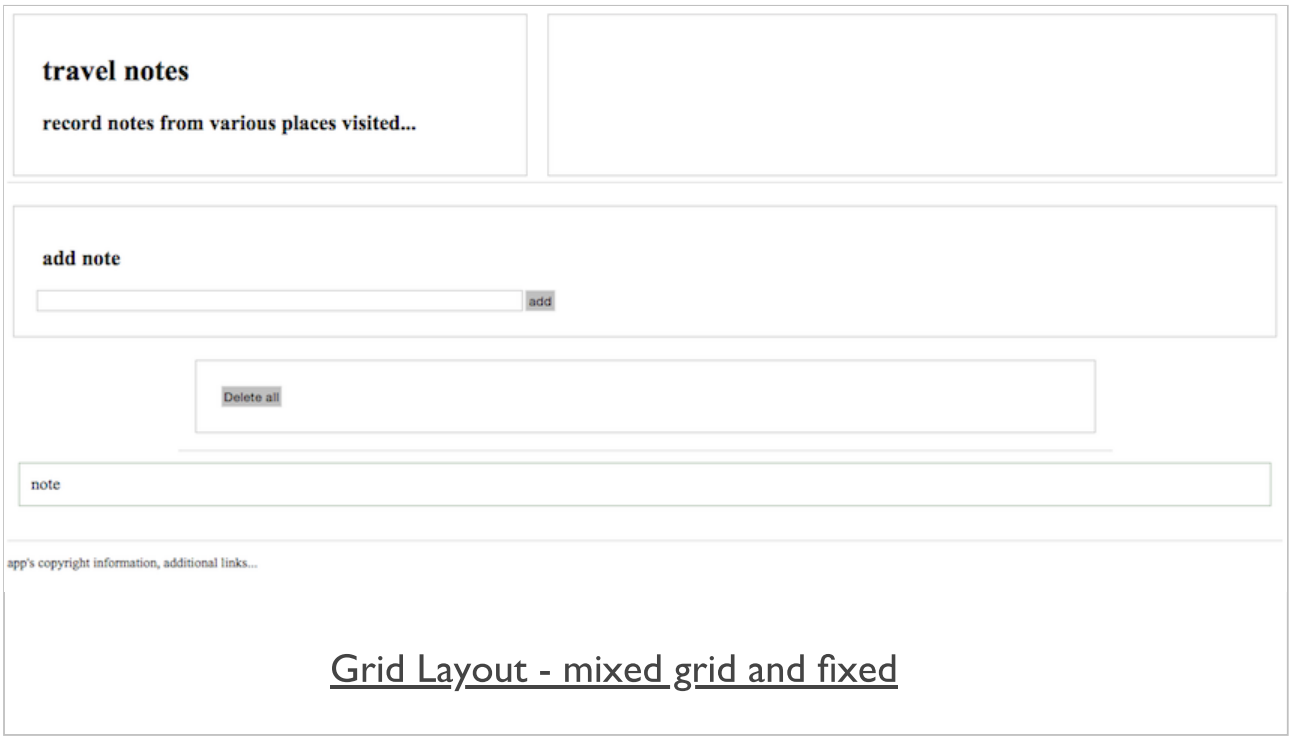
add grid layout

- update our main content to position the `note-input` and `note-controls`

```
<!-- note input -->
<section class="note-input">
  <div class="row">
    <div class="col-12">
      <h5>add note</h5>
      <input><button>add</button>
    </div>
  <div>
</section>
<!-- note controls for delete... -->
<section class="note-controls">
  <div class="row">
    <div class="col-12">
      <button id="notes-delete">Delete all</button>
    </div>
  </div>
</section>
```

- still need to amend style.css to remove additional fixed styling

Image - HTML5, CSS, & JS - grid layout 2



Grid Layout - mixed grid and fixed

HTML5, CSS, & JS - example - part 3

add grid layout

- fix mixed rendering by removing width, margin, and padding for `.note-controls`

```
/* note controls */
.note-controls {
  border-bottom: 1px solid #dedede;
  display: none;
}
```

- continue to update Travel Notes app
  - *modify output for notes*
  - *add further options for users*

DEMO - Travel Notes - grid layout with media queries

HTML5, CSS, & JS - example - part 4

add flex to grid layout

- an additional option to consider - flex layouts
  - *a recent W3 working draft*
  - *aims to provide efficient way to align and proportion content*
- known as **Flexbox Layout**
  - *idea is to apportion width and height for content*
  - *proportions relative to container even when their size is unknown or dynamic*
- flex layout could, in theory, replace a full grid layout
  - *considered more a complement to overall grid structure*
- defined flex container expands items to fill the container's available space
  - *can also shrink them to prevent any possible overflow*
- think of a flex layout as supporting multiple directions
  - *direction agnostic*
- many properties available for **flex**
  - *focus upon styling flex container and any flex items*

HTML5, CSS, & JS - example - part 5

add flex to grid layout

- we might specify CSS properties for a flex container

```
.flex-container {
display: flex; /* defines container as flex */
flex-direction: row; /* defines positioning of items added to container */
flex-wrap: wrap; /* defines whether to wrap items to another line */
justify-content: flex-start; /* defines start point and distribution of it
}
```

- allows us to position our container starting at the left
  - *items contained in a row*
  - *contained items wrapping to additional lines if necessary*
- many additional options available for each property
- also add rulesets for specific styling of items within a flex container
- we could add properties to a flex item such as
  - *specify the order of the flex items*
  - *whether a particular item can grow or shrink relative to content*
  - *default size of an item before any remaining space is distributed*
  - *individual alignment for a given item...*

HTML5, CSS, & JS - example - part 6

add flex to notes

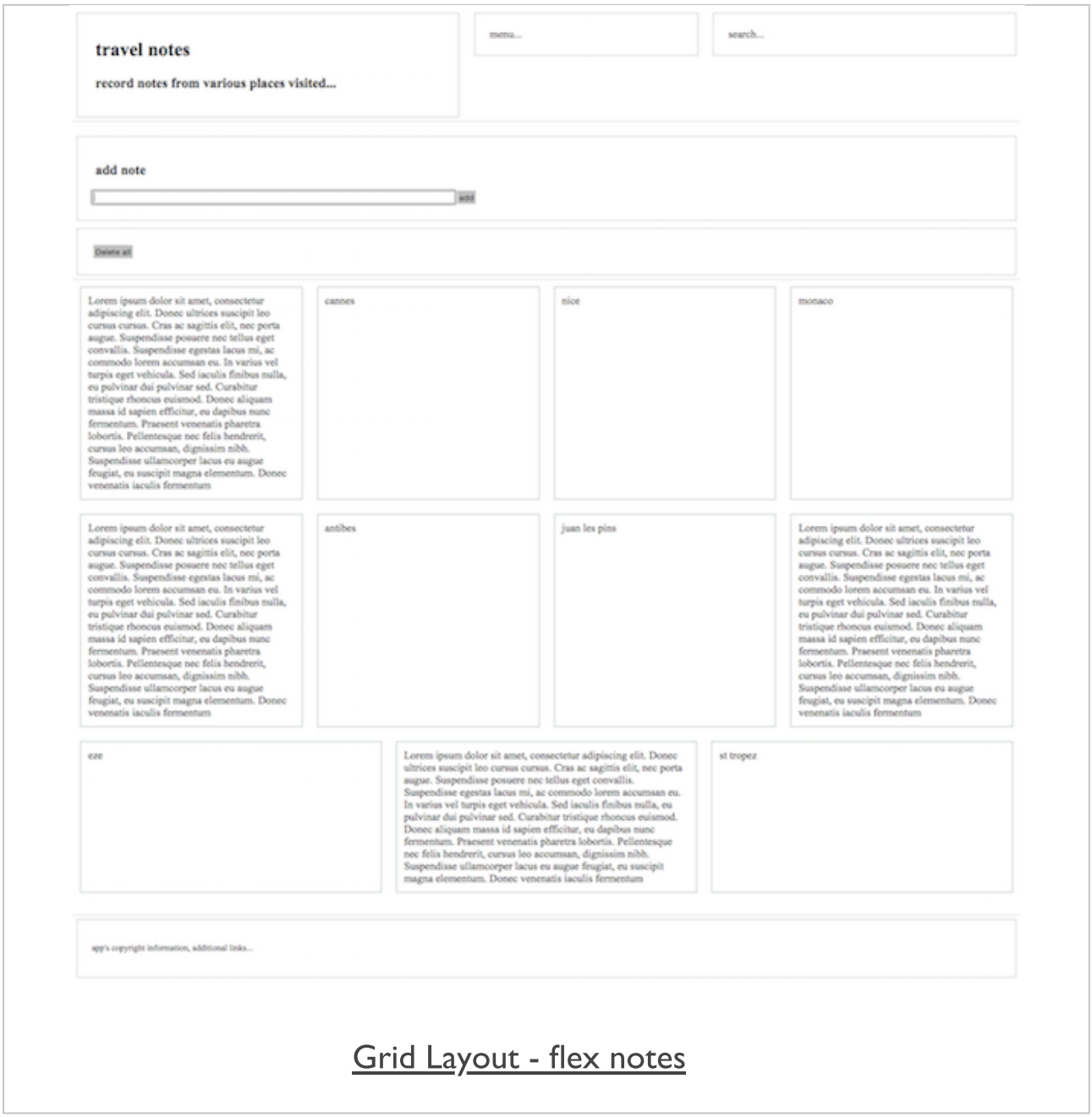
- flex container and items useful for organising and positioning our notes
- due to uncertainty about content, size, and general note requirements
  - *flex positioning and styling removes the need for assumptions or fixed sizes*
- we can start to modify the styling and rendering of our notes using flex

```
/* flex item */
.flex-item {
  flex-basis: 300px; /* default size before extra */
  flex-grow: 1; /* all items will be equal */
}
```

- gives us a default smallest size for each note
- then the ability for each note to grow to fill the row as required
- also work with responsive layouts
  - *due to the minimum size and the option to grow for each item*
  - *and wrap flex items per flex container*
- modify and update styles as we develop travel notes app

DEMO - Travel Notes - grid layout with flex notes

Image - HTML5, CSS, & JS - Flex Notes

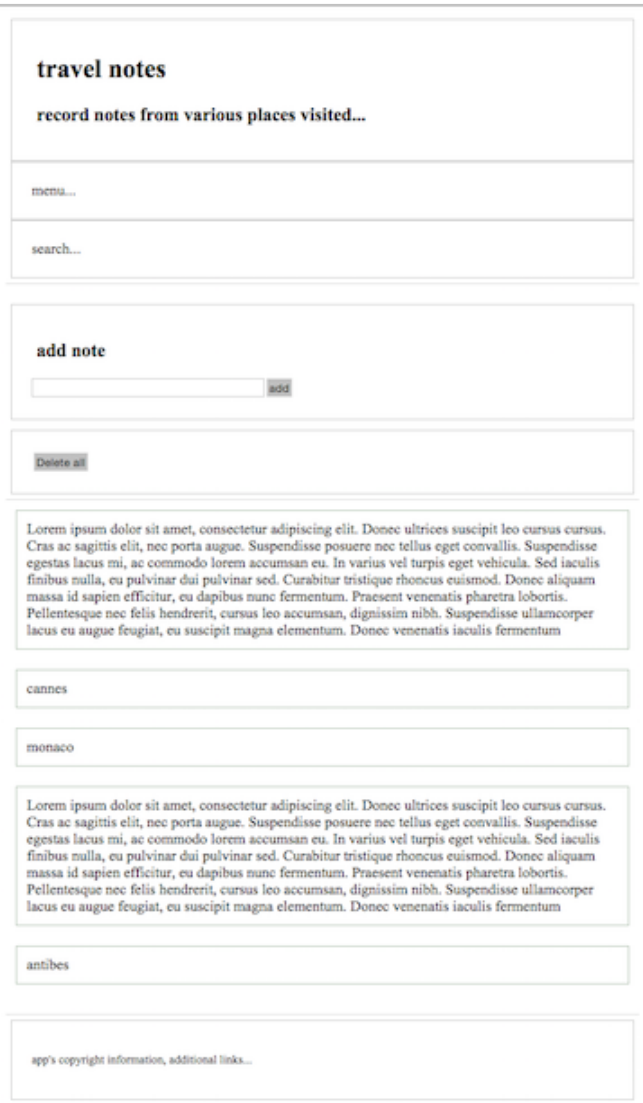


Grid Layout - flex notes

Image - HTML5, CSS, & JS - Flex Notes 2

Grid Layout - flex notes - medium

Image - HTML5, CSS, & JS - Flex Notes 3



Grid Layout - flex notes - small

HTML5, CSS, & JS - example - part 7

add flex to notes

Notes with Flex and Media Queries

HTML5, CSS, & JS - example - part 1

add AJAX and JSON - load notes from json

- update our **travel notes** app to allow us to load some test persistent notes from a local JSON file
- initial JSON is as follows

```
{
  "travelNotes": [{
    "created": "2015-10-12T00:00:00Z",
    "note": "a note from Cannes..."
  }, {
    "created": "2015-10-13T00:00:00Z",
    "note": "a holiday note from Nice..."
  }, {
    "created": "2015-10-14T00:00:00Z",
    "note": "an autumn note from Antibes..."
  }]
}
```

HTML5, CSS, & JS - example - part 2

add AJAX and JSON - load notes from json

- add option to load notes from JSON as app initially loads
  - *use deferred promise pattern*
  - *checks source JSON as it loads via the promise*
  - *then outputs the end result*
- start with the following update

```
//get the notes JSON
function getNotes() {
  //.get returns an object derived from a Deferred object - do not need ex
  var $deferredNotesRequest = $.getJSON (
    "docs/json/notes.json",
    {format: "json"}
  );
  return $deferredNotesRequest;
}
```

HTML5, CSS, & JS - example - part 3

add AJAX and JSON - load notes from json

- help us better manage logic of our notes from app's loading and execution
  - *create two separate JS files*
- our updated structure might be as follows

```
...
|- assets
   |- scripts
      |- travel.js
      |- notes.js
...
```

- we can extend this further, as needed by app features and data

HTML5, CSS, & JS - example - part 4

add AJAX and JSON - load notes from json

- add our `.when()` function to the app's loader
  - *`.when()` function accepts a deferred object*
  - *in our case a limited promise*
- then allows us to chain additional deferred functions
  - *including required `.done()` function*
- for returned data, use standard response object to get `travelNotes`
  - *then iterate over the array for each property*
  - *for each iteration, we can simply call our `createNote` function*
  - *builds and renders required notes to the app's DOM*

```
//use deferred object from getJson
$.when(getNotes()).done(function(response) {
  //get travelNotes object
  var $travelNotes = response.travelNotes
  //process travelNotes array
  $travelNotes.forEach(function(item) {
    //check each property
    if (item !== null) {
      //get note
      var note = item.note;
      //create each note for rendering
      createNote(note);
    }
  });//end foreach
});
```

HTML5, CSS, & JS - example - part 5

add AJAX and JSON - load notes from json

- simple problem - existing `createNote()` function does not accept a parameter
- need to update the logic of that function to accept and handle a parameter
- also requires a quick update to any functions and calls to the `createNote()`
  - *event handlers for creating a new note using the `add` button and keypress within the input field*

```
//manage input field and new note output
function createNote(data) {
  ...
  //conditional check for data
  if (data !== "") {
  //set content for note
  $note.html(data);
  ...
  }
}
```

HTML5, CSS, & JS - example - part 6

add AJAX and JSON - load notes from json

- update our event handlers for the note input button and input field keypress as follows,

```
//handle user event for `add` button click
$(".note-input button").on("click", function(e) {
  var $note_data = getNoteInput();
  //call note builder function
  createNote($note_data);
});
```

```
//handle user event for keyboard press
$(".note-input input").on("keypress", function(e) {
  //check code for keyboard press
  if (e.keyCode === 13) {
    var $note_data = getNoteInput();
    //call note builder function
    createNote($note_data);
  }
});
```

- our notes now load by default as the app starts
- note input button and keypress work as expected
- DEMO - travel notes & JSON

Working with APIs - part 1

remote api options - Flickr

- **Travel Notes** app loads data from a local JSON file
- add option to load different types of data using remote APIs
  - *Flickr API for images, tags...*
- basics and principles are similar to the patterns we've already seen and tested
- test a sample JSON return from the Flickr API
- JSON return - useful properties for app
  - *title*
  - *link*
  - *media (direct url for image - where available)*
  - *description*
  - ...
- public feed for searching public photos, videos, groups, recent activity...
- Flickr API Public Feed - Cannes and France

Working with APIs - part 2

working with Flickr API

- query Flickr's public feed for photos
  - *we can use our now familiar pattern for requesting JSON*

```
//get the Flickr public feed JSON for images
function getImages() {
  //.get returns an object derived from a Deferred object - do not need ex
  var $deferredNotesRequest = $.getJSON (
  "http://api.flickr.com/services/feeds/photos_public.gne?jsoncallback=?",
    { tags: "cannes,france,boules",
      tagmode: "all",
      format: "json"
    });
  return $deferredNotesRequest;
}
```

- need to make a few specific modifications to the request
  - *JSONP to avoid browser security restrictions*

Working with APIs - part 3

working with Flickr API

- Flickr's public feed includes options
  - *eg: a specific user ID for photos, various tags, how tags are interpreted by the search...*
- use our `.when()` function to load and render some test images from Flickr

```
$.when(getImages()).done(function(response) {
  console.log("done..."+response);
  //use jQuery's generic iterative function for the response...
  $.each( response.items, function( i, item ) {
    buildImage(item.media.m);
    //limit test images to 8
    if ( i === 7 ) {
      return false;
    }
  });
});
```

- DEMO - AJAX and JSON - Flickr api

HTML5, CSS, & JS - example - part 7

working with Flickr API - update travel notes

- add option to Travel Notes app to allow a user to view images from Flickr
- need to update app's HTML, CSS, and JS
- modify how our notes, and associated options, are rendered to our users
- add a search option for photos on Flickr
- render our images to match the notes
- app's structure still reflects three primary content categories
  - *`header`, `main`, and `footer` with slight modifications to the `main` category*
- `main` content category updated to create two distinct rows for initial content
  - *contain defined semantic containers*
- row containing `.note-input` and Flickr search option `.contextual-choice`
  - *then split this row into two columns of 6*

HTML5, CSS, & JS - example - part 8

working with Flickr API - update travel notes HTML

- updated HTML for `.note-input` and Flickr search `.contextual-choice`

```
<div class="row">
  <!-- note input -->
  <section class="note-input col-6">
    <h5>add note</h5>
    <input><button>add</button>
  </section>
  <!-- contextual choice -->
  <section class="contextual-choice col-6">
    <h5>search flickr</h5>
    <input><button>search</button>
  </section>
</div>
```

HTML5, CSS, & JS - example - part 9

working with Flickr API - update travel notes HTML

- update the HTML for rendering the images
  - *add alongside our notes*
- create another row for these containers
  - *add two section containers for `.note-output` and `.contextual-output`*
- make `.note-output` slightly larger to show primary app focus

```
<div class="row">
  <!-- note output -->
  <section class="note-output col-7 flex-container">
  </section>
  <!-- contextual output -->
  <section class="contextual-output col-5 flex-container">
  </section>
</div>
```

HTML5, CSS, & JS - example - part 10

working with Flickr API - update travel notes JS

- add further functionality to **Travel Notes** app
- split our JS logic into three files to help with oranisation
  - *a main loader file, `travel.js`,*
  - *and a file each for notes and contextual options*
- updated app structure for JS

```
...

|- assets
   |- scripts
      |- contextual.js
      |- notes.js
      |- travel.js
...
```

- underlying logic for the notes will remain the same
  - *move loading of default notes to the `travel.js` main loader file*
- updates for searching, returning, and rendering images from Flickr
  - *added to the `contextual.js` file*

HTML5, CSS, & JS - example - part 11

working with Flickr API - update travel notes JS

- test Flickr API in our app using some set data for image tags
  - *respond to the user clicking on the search button*
  - *submit our query to Flickr*
  - *process the returned JSON for the images*
  - *render them for viewing*
- request and process our images using the familiar pattern

```
//get the Flickr public feed JSON for images
function getImages(data) {
  var img_tags = data;
  //.get returns an object derived from a Deferred object - do not need ex
  var $deferredNotesRequest = $.getJSON (
    "http://api.flickr.com/services/feeds/photos_public.gne?jsoncallback=?
    { tags: img_tags,
      tagmode: "all",
      format: "json"
    });
  return $deferredNotesRequest;
}
```

HTML5, CSS, & JS - example - part 12

working with Flickr API - update travel notes JS

- returned data using standard deferred promise object
  - *add a new function to handle the processing of the images*

```
function processImages(data) {
  $.when(getImages($img_data)).done(function(response) {
    //use jQuery's generic iterative function for the response...
    $.each( response.items, function( i, item ) {
      createImage(item.media.m);
      //limit test images to 4
      if ( i === 3 ) {
        return false;
      }
    });
  });
}
```

- using deferred promise object with `.when()` function chained to `.done()` function
- add jQuery's generic iterative function to help us process the response
  - *instead of standard JavaScript `.forEach()` option*
- loop through each value, and pass the image to our new function, `createImage()`
  - *ready for rendering to our app's DOM*
  - *limit number of images for testing*

HTML5, CSS, & JS - example - part 13

working with Flickr API - update travel notes JS

```
//manage new image output
function createImage(data) {
  //create each image element
  var img = $('<img class="flex-img">');
  //add image
  img.attr("src", data);
  //append to DOM
  $(".contextual-output").append(img);
}
```

- `.createImage()` function accepts a parameter for image data
- then process ready for rendering to the app's DOM
- image is added to a new `img` element with a new class of `.flex-img`
  - *creates a flex item for rendering*
- added to the new `.contextual-output` section
- rendered images displayed as thumbnails for the user
  - *complementary to the existing notes*

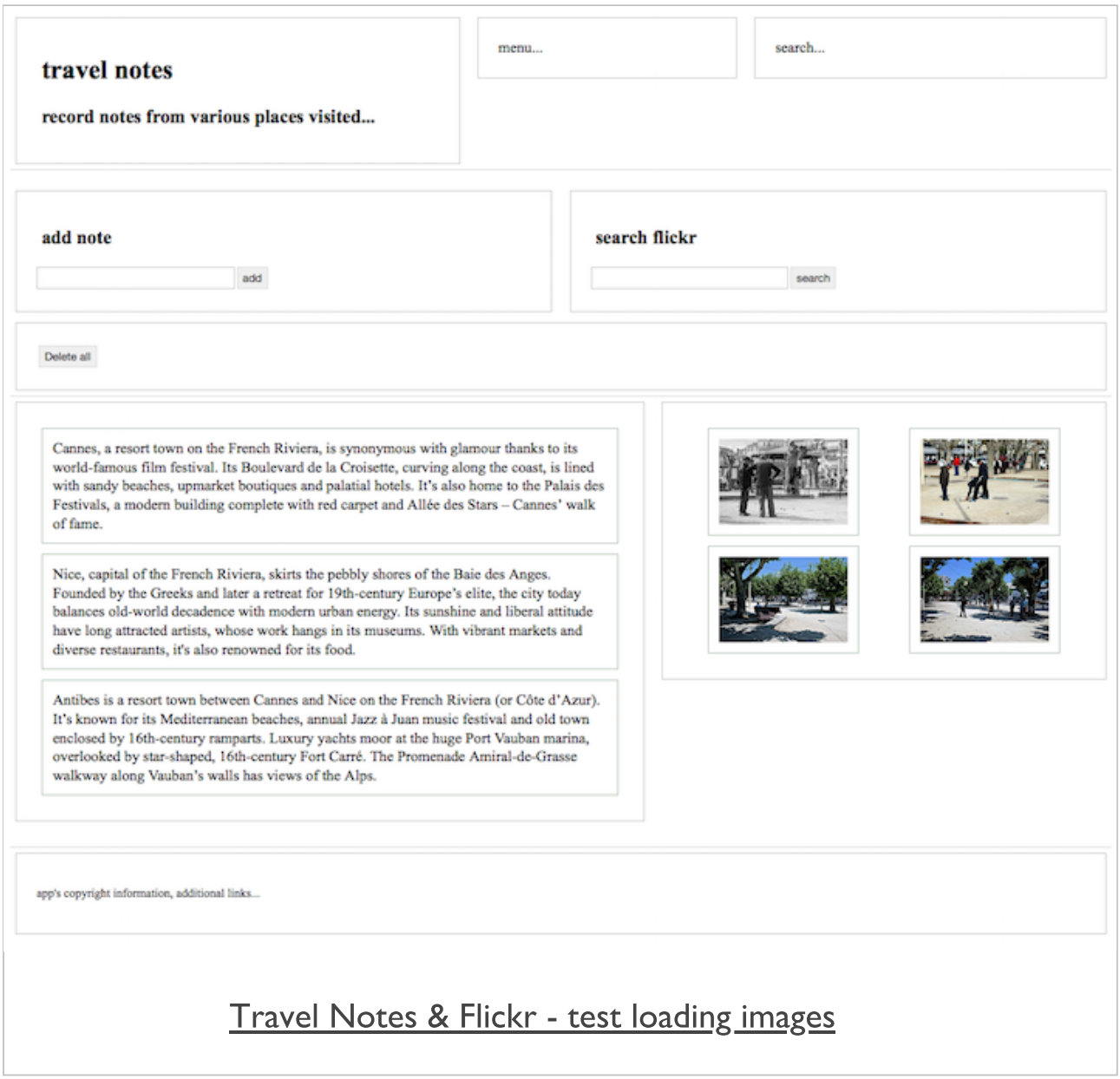
HTML5, CSS, & JS - example - part 14

working with Flickr API - update travel notes JS

- to add images to the app
  - *a user can enter their requested tags in the search field*
  - *then click on the `search` button to return any available images*
- event handler for this `search` button click uses the requested tags
  - *passes them as a parameter to the `processImages()` function*

```
//handle user event for image `search` button click
$(".contextual-choice button").on("click", function(e) {
  //test tags for testing image search
  $img_data = "cannes,france,boules"
  //process images
  processImages($img_data);
});
```

Image - HTML5, CSS, & JS - Travel Notes & Flickr



Travel Notes & Flickr - test loading images

Demos

- Fetch API
  - *basic usage*
  - *catching errors*
  - *Fetch API & Promise.all*
  - *Fetch API & Promise.race*
- Generators - plain JS
  - *Basic*
  - *Basic Iterator*
  - *Basic Iterator Over*
  - *Basic DOM Traversal*
  - *Basic Send Data*
  - *Basic Send Data 2*
  - *Pass generator to function*
- Promises - plain JS
  - *Basic*
  - *Basic CORS Flickr*
  - *Basic Promise All*
  - *Basic Race*
  - *Basic XHR Local*
  - *Promise error handling with catch*
  - *Promise from scratch*
  - *Promise.resolve*
- Travel notes app - series 3
  - *DEMO 1 - Travel notes - grid layout with media queries*
  - *DEMO 2 - Travel notes - demo2*
- Travel notes app - series 4
  - *DEMO 1 - Travel Notes & JSON*

Resources

- jQuery
  - *jQuery*
  - *jQuery API*
  - *jQuery - deferred*
  - *jQuery - .getJSON()*
  - *jQuery - JSONP*
  - *jQuery - promise*
- MDN
  - *MDN - JS*
  - *MDN - JS Const*
  - *MDN - JS - Iterators and Generators*
  - *MDN - JS Objects*