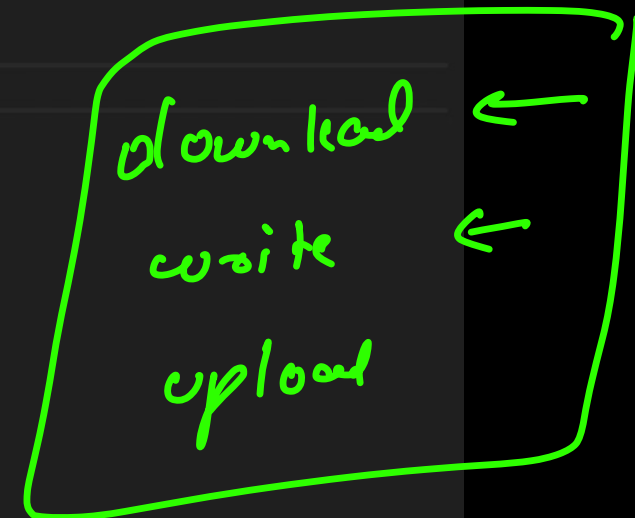


```
1  ## Tasks:
2
3  Write three dummy functions without using promises and only using normal callbacks,
4  All three functions are dummy, you dont need actual implementation.
5  These dummy functions are to just represent a delay.
6  - Write a function to download data from a url
7  - Write a function to save that downloaded data in a file and return the filename
8  - Write a function to upload the file written in previous step to a newurl
9
10  ...
11  function downloader(url, cb) {
12      // write a dummy impl using setTimeout to show a delay
13  }
14
15  function writeFile(data, cb) {
16      // write a dummy impl using setTimeout to show a delay
17  }
18
19  function uploadFile(fileName, newUrl, cb) {
20      // write a dummy impl using setTimeout to show a delay
21  }
22  ...
23
24  - The download should take say 4sec delay, filewrite should take 2sec delay, upload should take 3sec delay
25  - Write the above callbacks and use them in a manner that first download happens then writefile happens
26  and then upload happens
```



tightly  
coupled

loosely  
coupled

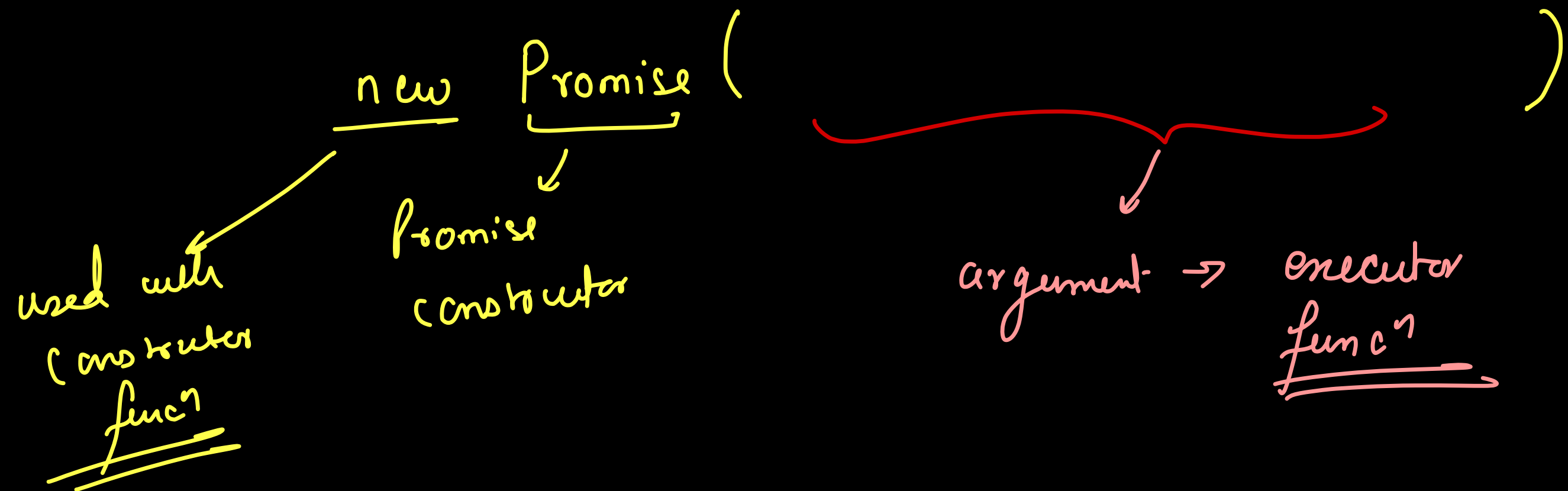
fence<sup>n</sup> download ( — ) {  
    —  
    —  
    —  
    write file ( )  
}

download  
↓  
upload

(3)

## Creation Of Promises

To create a new promise :



What is a constructor ? → it is a func<sup>n</sup> capable of creating new objects -

what is an executor func<sup>n</sup>

↳ this func<sup>n</sup> contains the impl defenry how the promise will fullfill or reject.

→ new Promise ( ( res, rej ) ⇒ ~~X~~ )

↑ executor func<sup>n</sup>

→ resolver func<sup>n</sup>

→ rejector func<sup>n</sup>

$$\left. \begin{array}{l} \text{ } \end{array} \right\}$$

also that  
decides  
when the  
promise  
resolves

what is res and ry ??

res  $\Rightarrow$  resolver funcn. if you call res any time in the executor callback it will make the promise state go from pendency to fulfilled. it takes one argument as well. that argument becomes value of promise after fulfillment -

new Promise ((res, ry)  $\Rightarrow$  {

// \_\_\_\_\_  
res(10);

})

2) `ry` → `rejecter funcn`. It is does the same thing as  
resolver just for `reject state`

**# NOTE** → when executor callback `funcn` completes  
all of its statements, the promise obj gets

created -

```

1  function createAsyncPromise() {
2  →  return new Promise((res, rej) => {
3      // async algorithm
4      ↗ ↘  setTimeout(function timerCompleted() {
5          // lets change the state of promise
6          const value = Math.random();
7          if(value < 0.5) {
8              // resolve the promise
9              res(value);
10         } else {
11             // reject the promise
12             rej(value);
13         }
14     }, 10000);
15     ↪  });
16 }
17

```

execute cb

R. 2

Time → 10 sec → timerComp

timerComplete

cb gun

state: pending  
value: undefined  
onFulfilled: []  
onRejected: []

Promise

new Promise ((res, rej) => {

});

ps.then ((ful), rej)



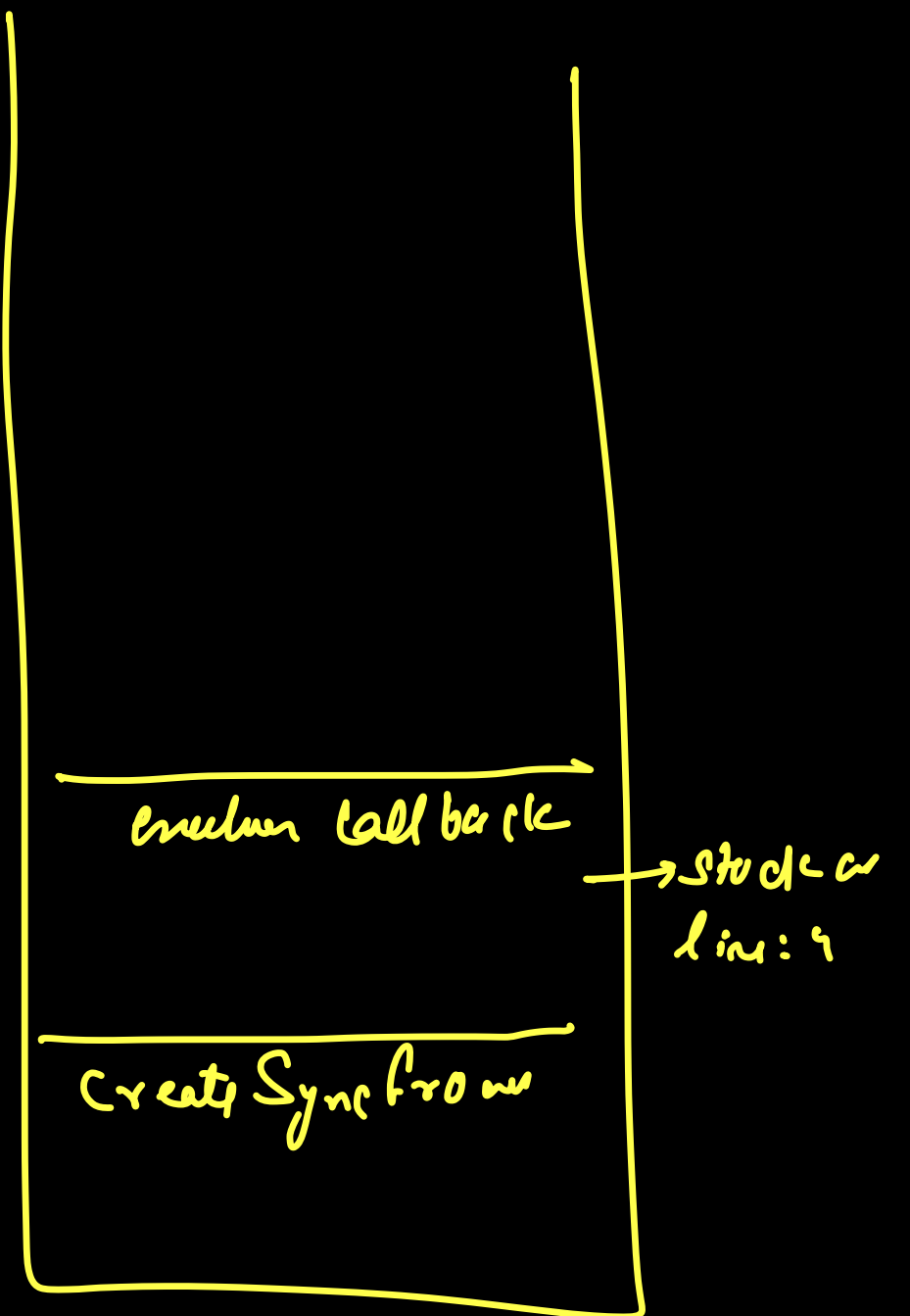
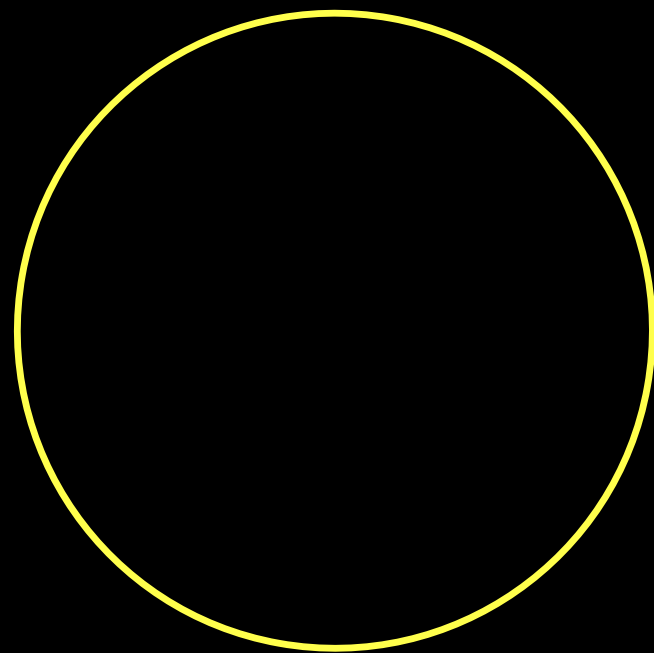
```

1  function createSyncPromise() {
2      return new Promise((res, rej) => {
3          // async algorithm res(100):
4          for(let i = 0; i < 100000000000; i++) {
5              // blocking code
6          }
7
8          res(100);
9      });
10 }
11
12 const response = createSyncPromise();

```

Handwritten annotations on the code:

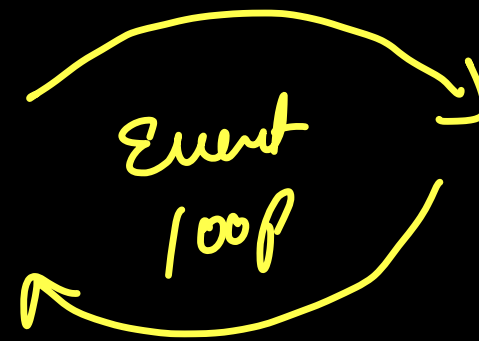
- An arrow points from the text "end call back" to the closing parenthesis of the Promise executor function on line 9.
- A bracket on line 4 groups the for loop and the `res(100);` call, with an arrow pointing to the text "async algorithm".
- The line `res(100);` on line 8 is underlined.
- The line `const response = createSyncPromise();` on line 12 is underlined.



```

1 function createAsyncPromise() {
2     return new Promise((res, rej) => {
3         // async algorithm
4         setTimeout(function timerCompleted() {
5             // lets change the state of promise
6             const value = Math.random(); 0.4
7             if(value < 0.5) {
8                 // resolve the promise
9                 res(value);
10            } else {
11                // reject the promise
12                rej(value);
13            }
14        }, 5000);
15    });
16 }
17 const response = createAsyncPromise();
18 response.then(function fulfillHandler(value) {
19     console.log("promise fulfilled with", value);
20 }, function rejectHandler(value) {
21     console.log("promise rejected with", value);
22 })
23 for(let i = 0; i < 10000000000; i++) {
24     // blocking code
25 }

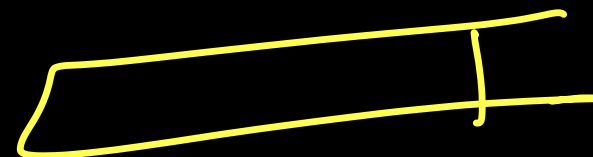
```



↓ cb queue



fulfill Handler



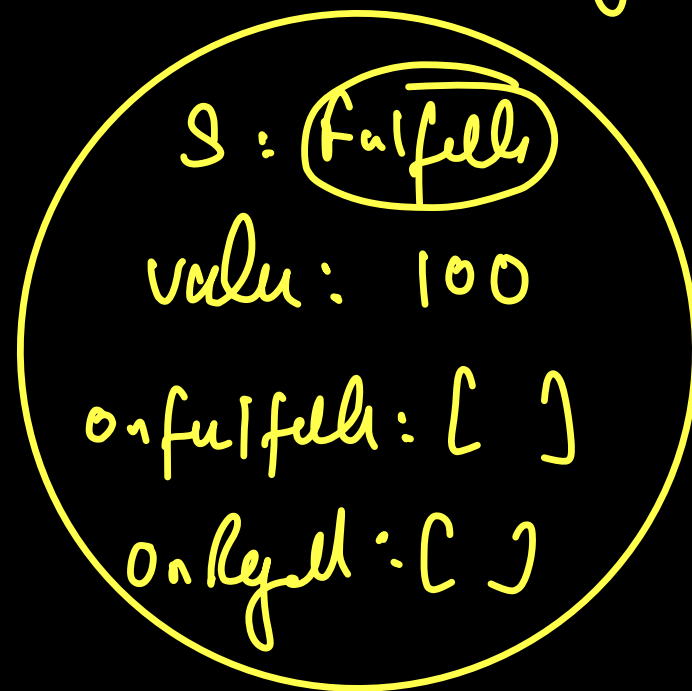
↑ microtask queue

R. E  
Timer: 5000,

response

state: F  
value: 0.4  
onFulfill: [ ]  
onReject: [rejectHandler]

State changes before the  
registration handler



pr. then (fh, rh)

```

1 function createAsyncPromise() {
2   return new Promise((res, rej) => {
3     // some logic
4     res(10);
5   });
6 }
7 → const response = createAsyncPromise();
8 // we have a fulfilled promise
9 for(let i = 0; i < 10000000000; i++) {
10  // something
11 }
12 response.then(function fulfillHandler(value) {
13   console.log("1. promise fulfilled with", value);
14 }, function rejectHandler(value) {
15   console.log("1. promise rejected with", value);
16 });
17 for(let i = 0; i < 10000000000; i++) {
18   // something
19 }

```

100%

cb que



micro task que



fulfill

response

state: f  
 value: 10  
 on fulfill: [ ]  
 on reject: [ reject ]

R.E

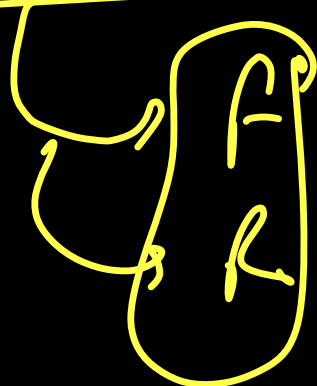
↓  
 f

how promise solve 10C ??

Razoolay ( credential, cb )

Razoolay ( credential ) ?  
new promise ( \_\_\_\_\_ )

3



response. then  $(f_h, \sigma f_h)$

↓  
p = fs.rename("old.txt", "new.txt")

p.then(fh, rh)

