

## JS assignment questions

1. Create a function that returns a promise. The function should work in such a way that when you call `print().then(res => console.log(res))` it prints the string "Resolved" after 2 seconds.

```
function print() {  
  // Write your code here such that a string "Resolved" is Printed to console  
  after 2 seconds.  
}  
print().then(res => console.log(res))
```

```
function print() {  
  // Write your code here such that a string "Resolved" is Printed to console  
  after 2 seconds.  
  const mypromise = new Promise((resolve, reject) => {  
    setTimeout(resolve("Resolved"), 2000);  
  });  
  // function should return what the promise does  
  return mypromise;  
}  
print().then(res => console.log(res))
```

2. Convert the following callback-based function into a promise-based function.

```
function getDataFromServer(callback) {  
  // Simulate fetching data from the server  
  setTimeout(() => {  
    const data = { id: 1, name: 'John Doe' };  
    callback(data);  
  }, 1000);  
}
```

```

function getDataFromServer() {
  const mypromise = new Promise((resolve, reject) => {
    setTimeout(() => {
      const data = {
        id: 1,
        name: 'John Doe'
      };
      resolve(data);
    }, 2000);
  })
  return mypromise;
}

getDataFromServer().then(res =>{
  console.log(res)
})

```

3. Complete the below code

```

<!DOCTYPE html>
<html lang="en">
<head>
<title>Promise</title>
</head>
<body>
<button id="fetch_data" onclick="">Fetch data</button>
<div id="house_list"></div>
</body>
<script>
/**
 * Refer API Documentation https://anapioficeandfire.com/Documentation
 * Fetch the details of various houses in the Game of thrones universe
 *
 * Challenge 1
 * Fetch and list down the names of the houses when the user clicks on
 * 'Fetch data' button
 *
 * Challenge 2
 * Improve the result of challenge 1 by grouping the houses based on region
 * *Hint* use promise chaining

```

```
*/
```

```
</script>
```

```
</html>
```