















## Promise vs Async/Await in JavaScript

 1234	 Feature	 Promise	 Async/Await
1	 <b>Definition</b>	Represents an <b>intermediate state</b> of an async operation	A <b>syntactic sugar</b> over Promises to write cleaner, synchronous-looking code
2	 <b>States</b>	Has <b>3 states</b> : <b>pending</b> , <b>fulfilled</b> , <b>rejected</b>	Doesn't have its own states (it wraps a Promise internally)
3	 <b>Execution Flow</b>	<b>then()</b> continues execution after previous task is done	<b>await</b> <b>pauses</b> execution until the Promise resolves
4	 <b>Chaining</b>	Uses <b>.then()</b> , <b>.catch()</b> for chaining and error handling	Uses <b>try...catch</b> blocks for better error handling
5	 <b>Complexity</b>	Can lead to <b>callback/promise hell</b> with deeply nested <b>.then()</b> chains	Easier to <b>read and maintain</b> with sequential flow
6	 <b>Example</b>	<pre>fetchData().then(res =&gt; doStuff(res)).catch(err =&gt; handleErr(err))</pre>	<pre>const res = await fetchData(); doStuff(res)</pre>
7	 <b>Error Handling</b>	<b>.catch()</b> to handle errors	<b>try...catch</b> block catches errors like <pre>try { await fetch() } catch {}</pre>
8	 <b>Debugging</b>	Harder to trace through <b>.then()</b> chains	Easier to step through line by line using debugger
9	 <b>Best Use Case</b>	When you need <b>parallel async calls</b> using <b>Promise.all()</b>	When you want <b>sequential</b> async operations (one after another)
10	 <b>Code Style Preference</b>	Better for <b>one-liners or simple chains</b>	Better for <b>complex logic and multiple awaits</b>

### Summary

- Use **Promise** when:
  - You want **parallel operations**.
  - The chain is simple.
  - You're using **Promise.all()** or **Promise.race()**.
- Use **Async/Await** when:
  - You want **cleaner, linear flow**.
  - You have **multiple sequential async calls**.
  - You want better **error handling and debugging**.

