WORKING ISN'T GOOD ENOUGH

I see a lot of code that works but is of low quality

Working code is not the end of programming

Working code is the beginning of programming

You need to write for:

- Easy to change
- ...repeatedly
- Easy to understand
- ...with minimal effort

SEPARATION OF CONCERNS

One of the most common problem is lack of SOC

- Functions are too "coupled" to the rest of the code Changing some part (such as HTML)
- Should not mean you have to change code everywhere HTML should have nothing to do with calling a service.

ALL coding expects SOC, not just JS, not just web dev

EXAMPLE HTML FOR POOR JS CODING

Sample HTML for a simple TODO list

EXAMPLE OF POOR SERVICE CALL, PART

1

WHAT NEEDS TO HAPPEN?

- Attach an event listener
- Indicate call in-progress (spinner)
- ...here "..." text and disabled
- Read in data from form/input fields
- Send call
- Handle errors, OR
- Read results
- ...This will be a full list of tasks
- ...including the new one
- Update list of tasks
- Clear the form/input fields

FIRST PROBLEM

That's a lot!

...So do not try to do it all in one function!

FIXING THAT ISSUE (BUT NOT EVERYTHING)

```
const addButton = document.querySelector('.add-task');
addButton.addEventListener('click', (e) => {
   e.preventDefault();
   adjustButton(addButton);
   const formData = gatherFormInfo();
   addTask(formData, addButton);
});
```

This is more readable, but doesn't FIX the problems

- we pass addButton to addTask() to reset the button text/state
- But addTask() still coupled to the HTML
 - Still has to set the list
 - Has to report errors

BETTER SEPARATION

```
const addButton = document.querySelector('.add-task');
const taskList = document.querySelector('.tasks');

addButton.addEventListener('click', (e) => {
    e.preventDefault();
    const origText = setSpin({button: addButton, spin: true});
    const formData = gatherFormInfo();
    addTask(formData)
    .then( taskList => {
        refreshList(taskList);
        resetNewTaskInput();
    })
    //...
});
```

WHY/HOW IS THIS BETTER?

The real change is not here, it is inside addTask

- addTask() no longer touches ANY html
- It is given data, returns data
- Errors are rejected as data
- Caller can decide how to react to this data
- Can be reused for different purposes!
- Does not change if the HTML changes!

That is the "Separation" in "Separation of Concerns"

HERE'S THE REST OF CALLING ADDTASK

Notice .fetch() is inside addTask()

```
addTask(formData)
.then( taskList => {
    refreshList(taskList);
    resetNewTaskInput();
})
.catch( err => {
    reportError(err);
})
.then( () => {
    setSpin({
        button: addButton, text: origText, spin: false
    });
});
});
```

But using results are outside addTask()

DETAILS

Some things required an extra step

• "spinner" was done before fetch and after .catch()

Most parts got easier!

Doing less means fewer things to worry about!

And it all makes more sense

All changes to HTML in the event handler

You want to minimize "side-effects"

- Code is more reusable
- Know what functions do without looking at code

A WELL-WRITTEN SERVICE CALL

• sends/gets data

That's all

That involves translating data (incl errors)

- Not reading data from HTML
- Not displaying data
- Not displaying errors

Promises make it easy to attach behaviors

• **IF** you return the promise!

SAMPLE ADDTASK

Notice we **return** the promise

• We don't add any behavior except data parsing/translation

```
function addTask( { taskText } ) {
  return fetch( '/tasks',
    method: 'POST',
    headers: new Headers({
        'content-type': 'application/json'
    }),
    body: JSON.stringify({ text: taskText });
})
// ...the rest
};
```

PARSING THE RESPONSE

There is not ONE way

```
//...the fetch call
.catch( err => Promise.reject('Network issues'))
.then( response => {
   if(response.ok) {
      return response.json();
   }
   return Promise.reject(response.statusCode);
})
// ...returned to caller
```

Here our errors are unstructured

• Always good to provide structure