

자바스크립트 비동기 마스터하기

Web/Mobile 공소나

동기 ? 비동기?

자바스크립트 작동 방식

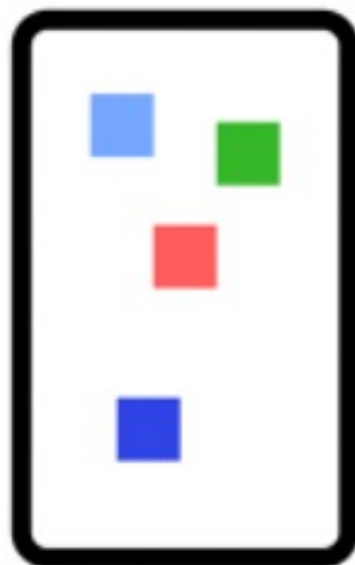
비동기 처리

자바스크립트

한번에 하나의 작업만 처리하는 방식으로 동작



Memory Heap



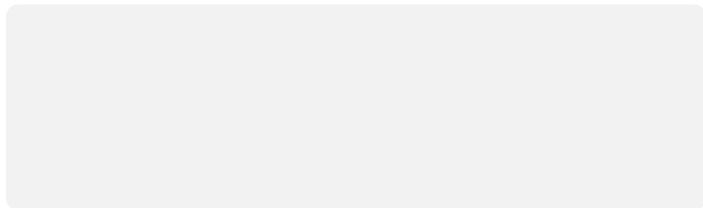
Call Stack



code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console



Call Stack



code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

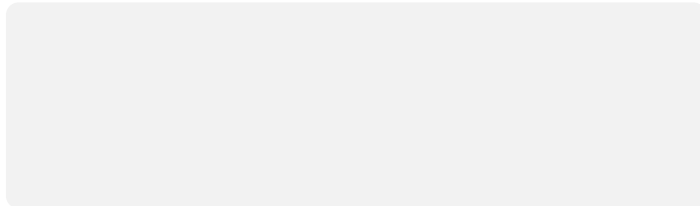
Call Stack

start()

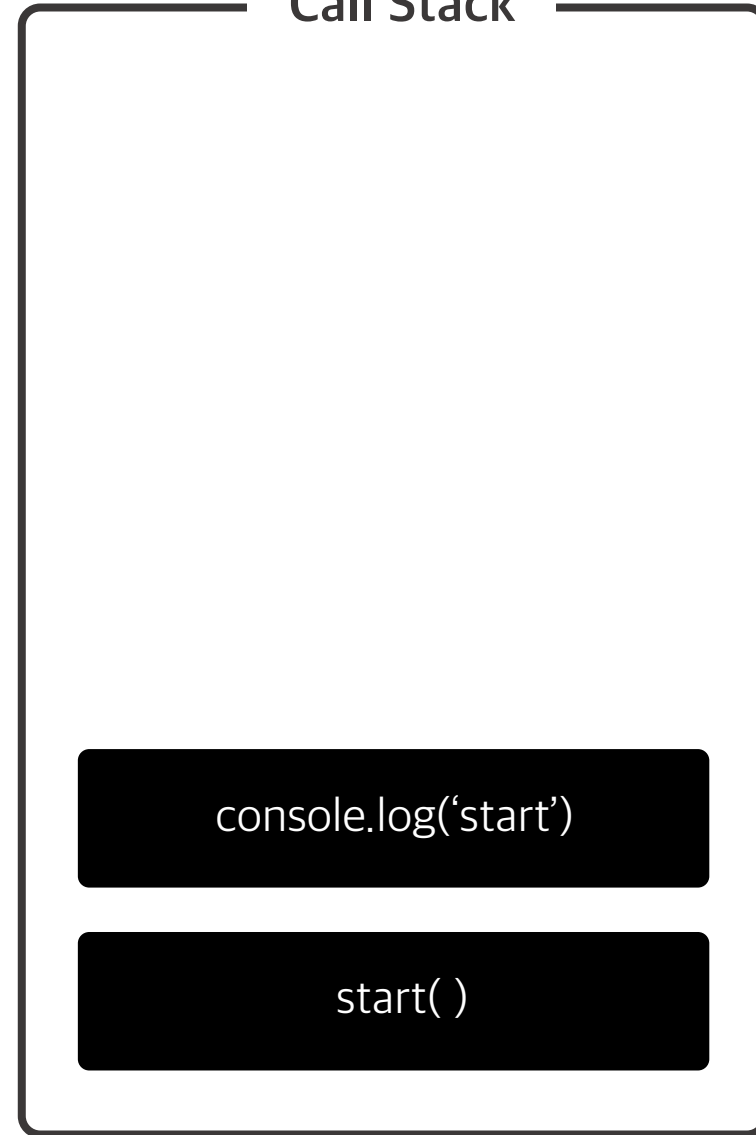
code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console



Call Stack



code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

start

Call Stack

start()

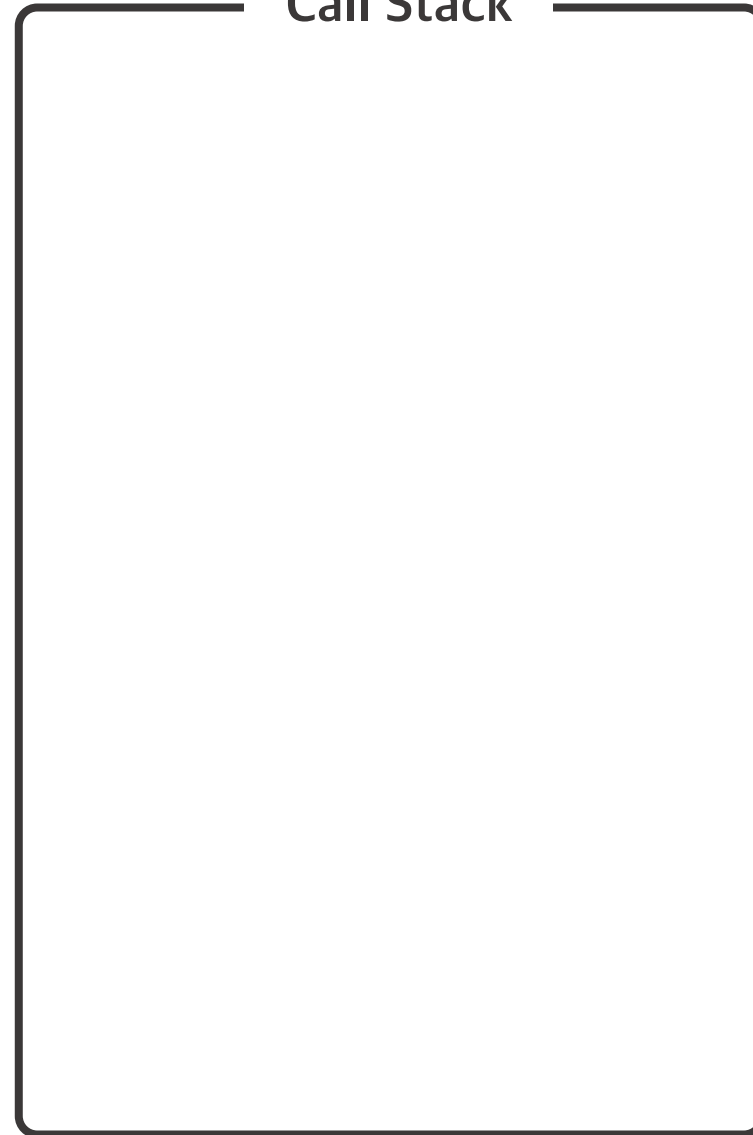
code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

start

Call Stack



code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

start

Call Stack

end()

code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

start

Call Stack

console.log('end')

end()

code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

```
start  
end
```

Call Stack

```
end( )
```

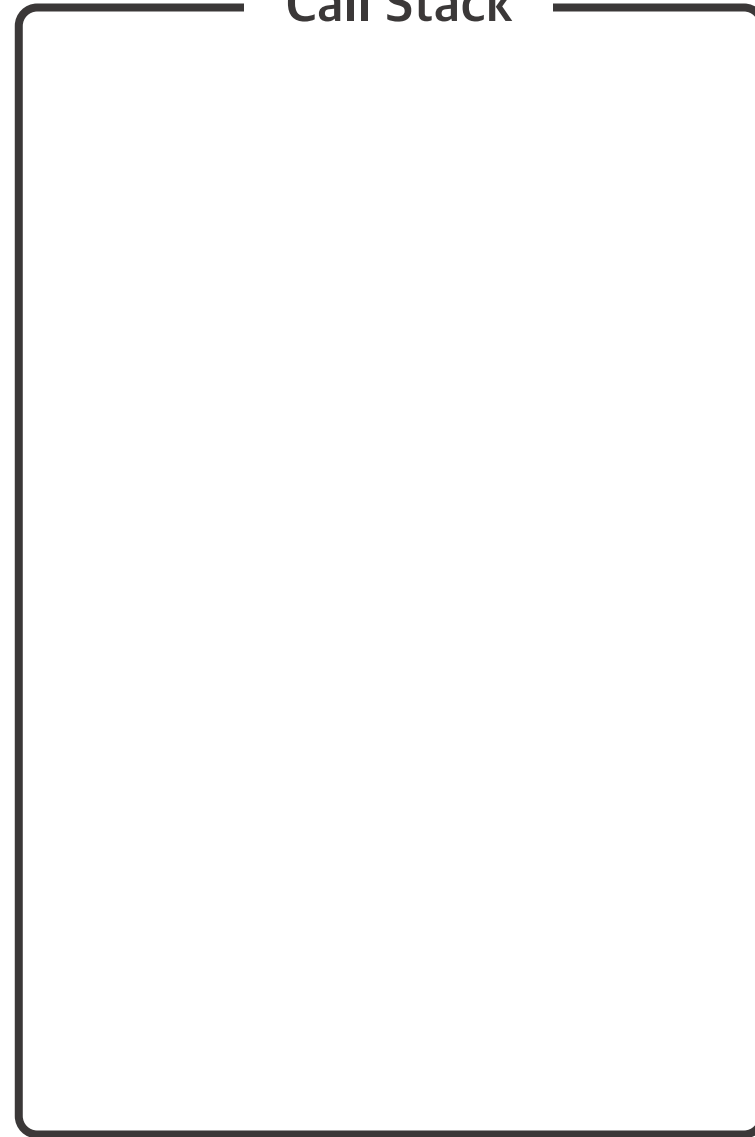
code

```
function start() {  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

```
start  
end
```

Call Stack



한번에 하나의 작업만 수행한다
= 동기적으로 동작한다

code

```
function start() {  
  longlongTime();  
  console.log('start');  
}  
  
function end() {  
  console.log('end');  
}  
  
start();  
end();
```

console

start

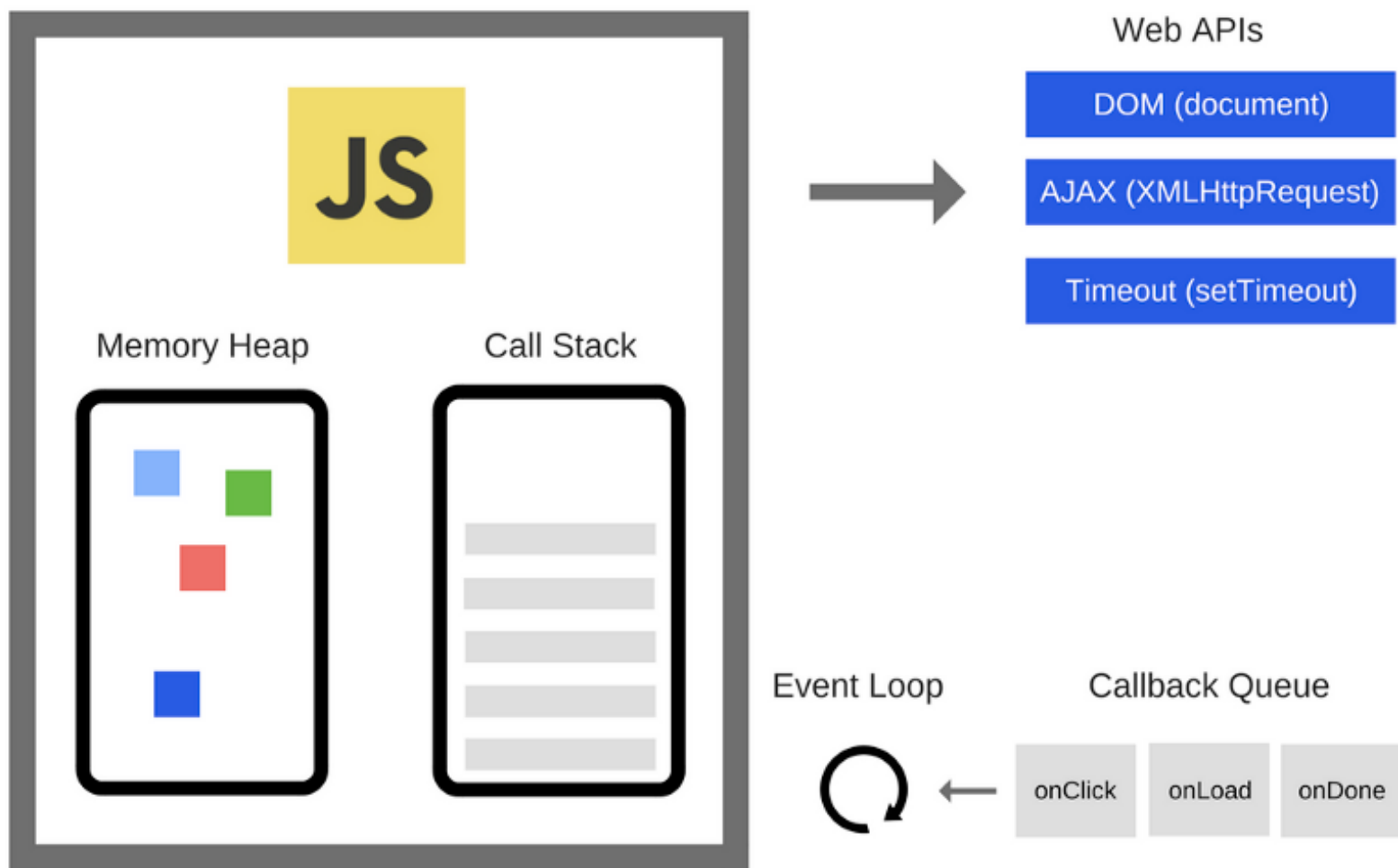
Call Stack



longlongTime()

start()

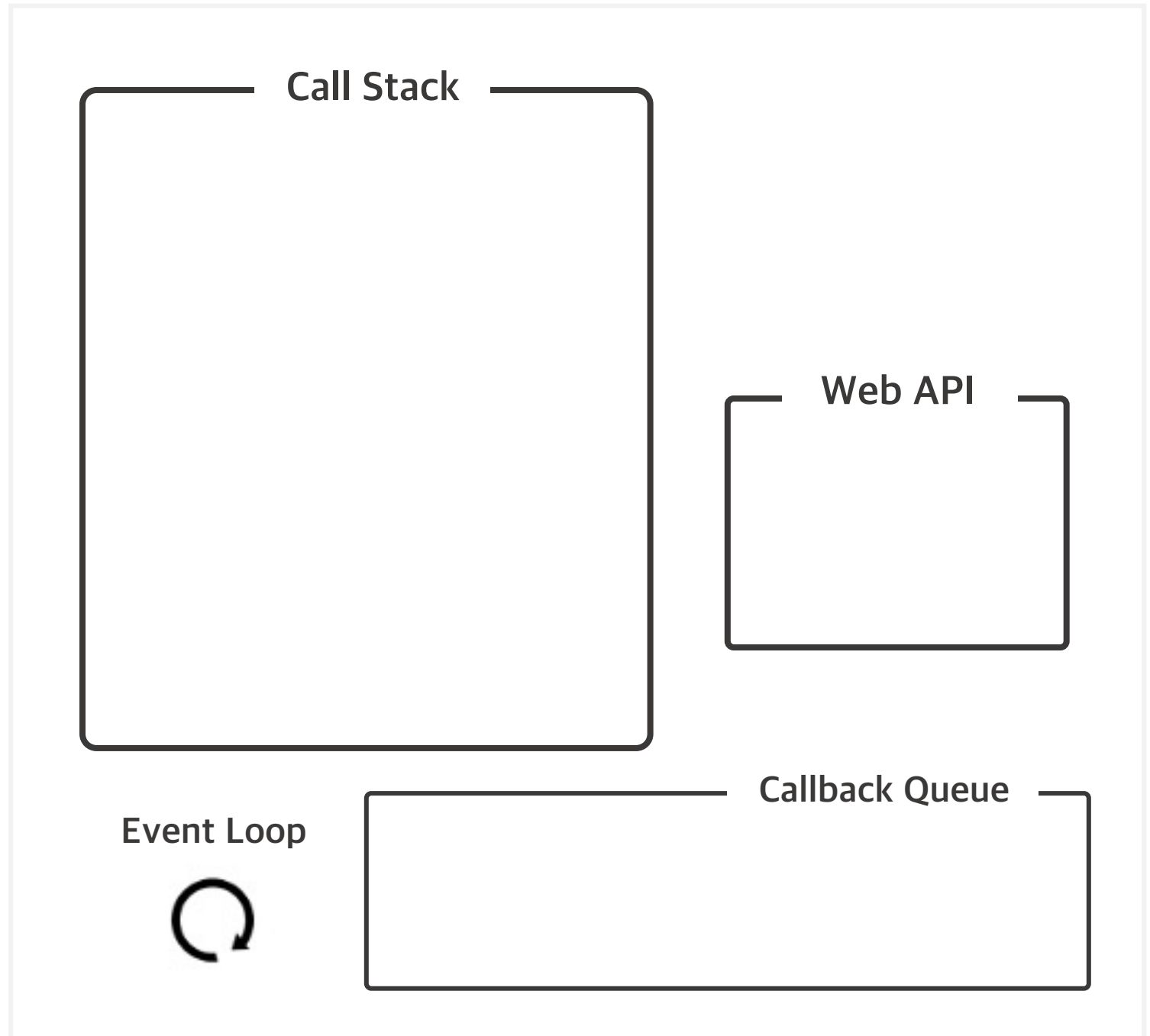
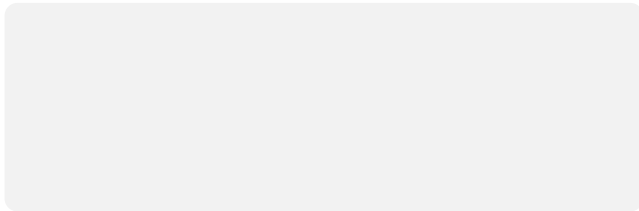
**자바스크립트 런타임 환경은
자바스크립트를 비동기적으로 동작하게 만든다.**



code

```
function start() {  
  | console.log('start');  
}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

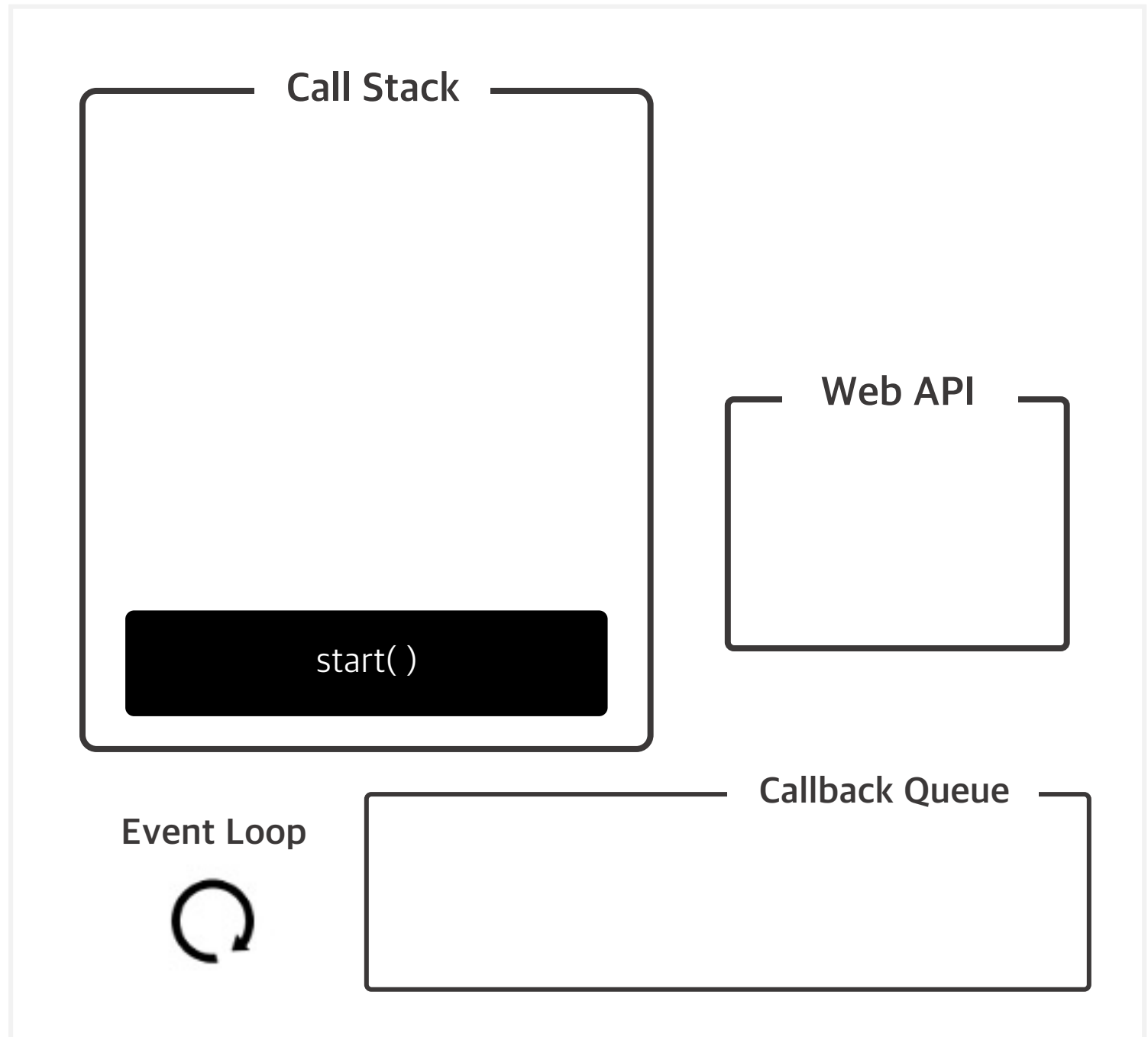
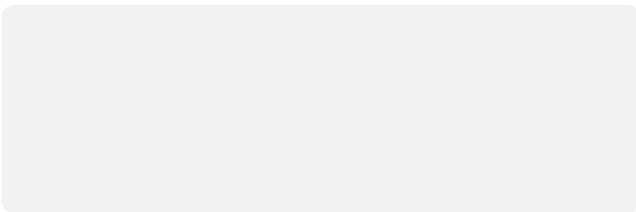
console



code

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  console.log('start');  
}  
  
function sayGdsc(){  
  console.log('gdsc');  
}  
  
function end() {  
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}  
  
start();  
end();
```

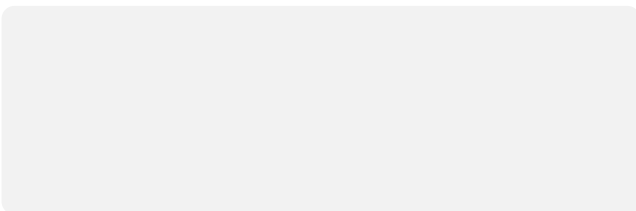
console



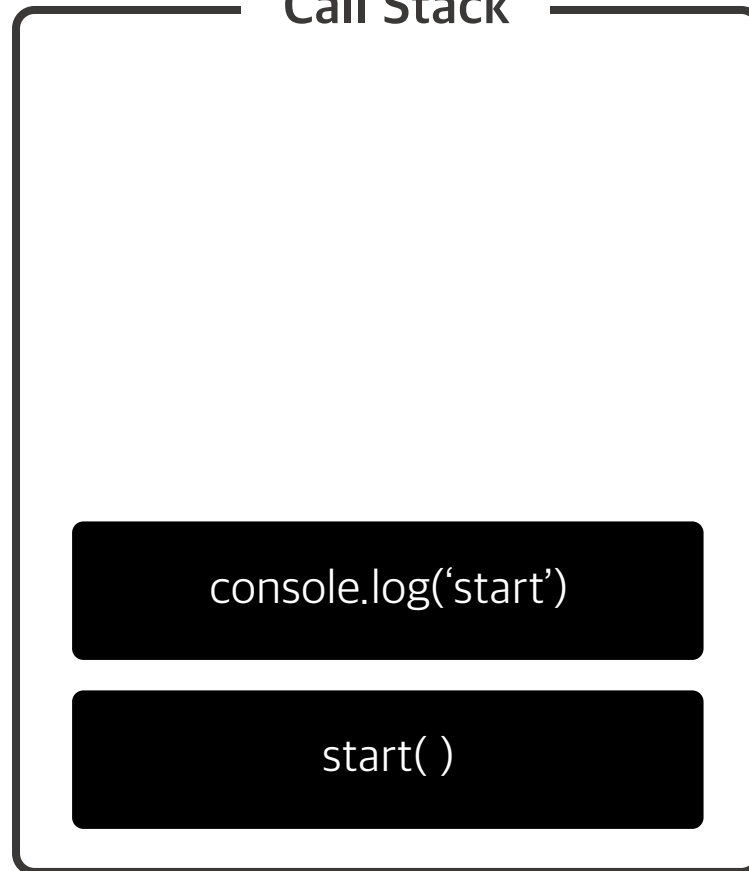
code

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function sayGdsc(){  
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}  
  
function end() {  
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}  
  
start();  
end();
```

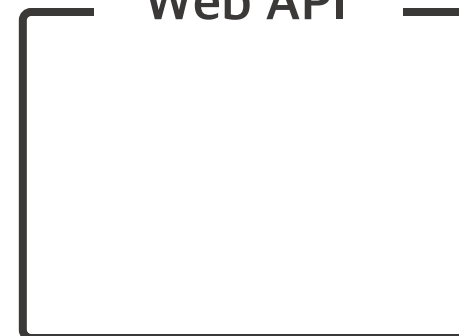
console



Call Stack



Web API



Event Loop



Callback Queue

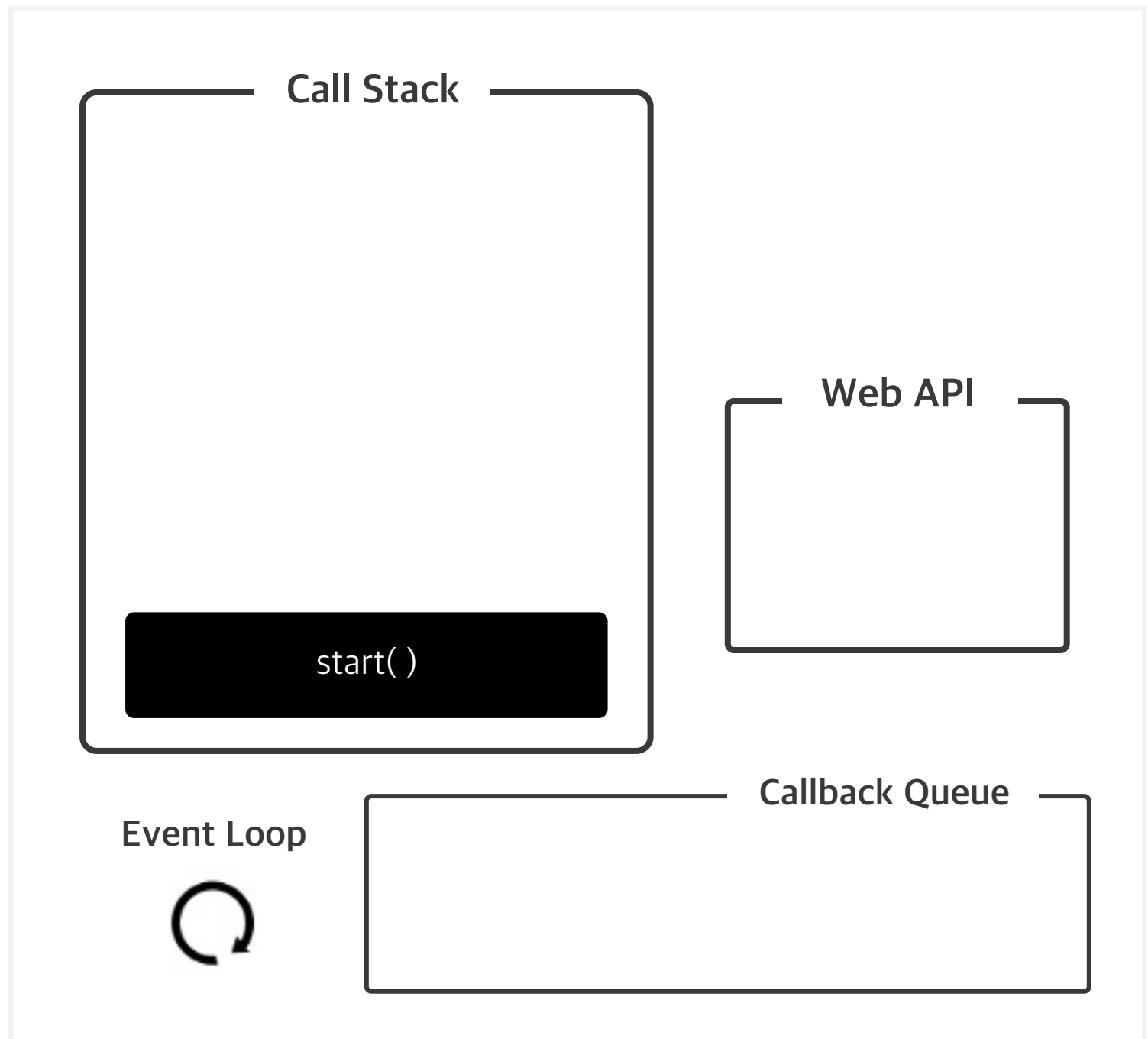


code

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}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
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}  
  
start();  
end();
```

console

start

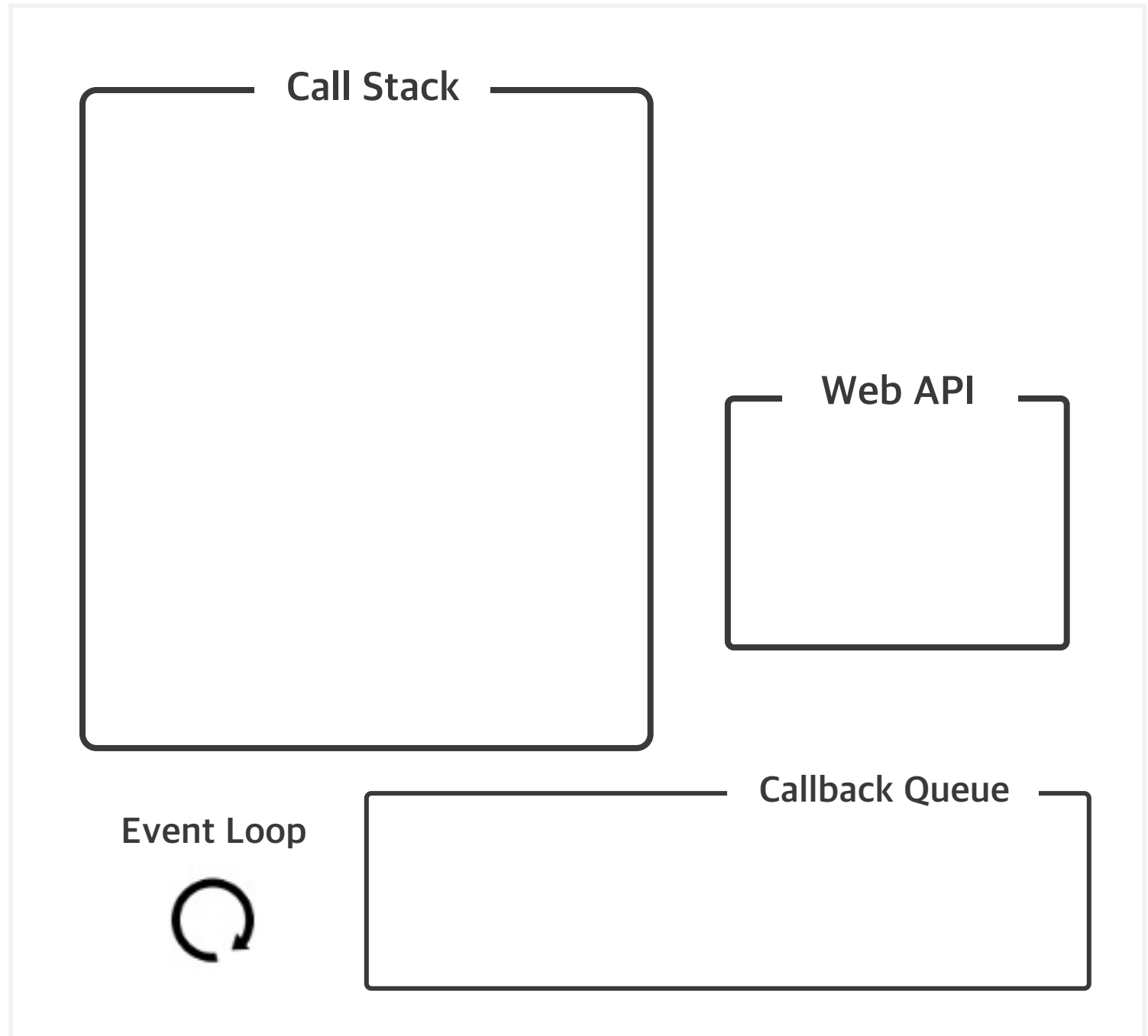


code

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}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start



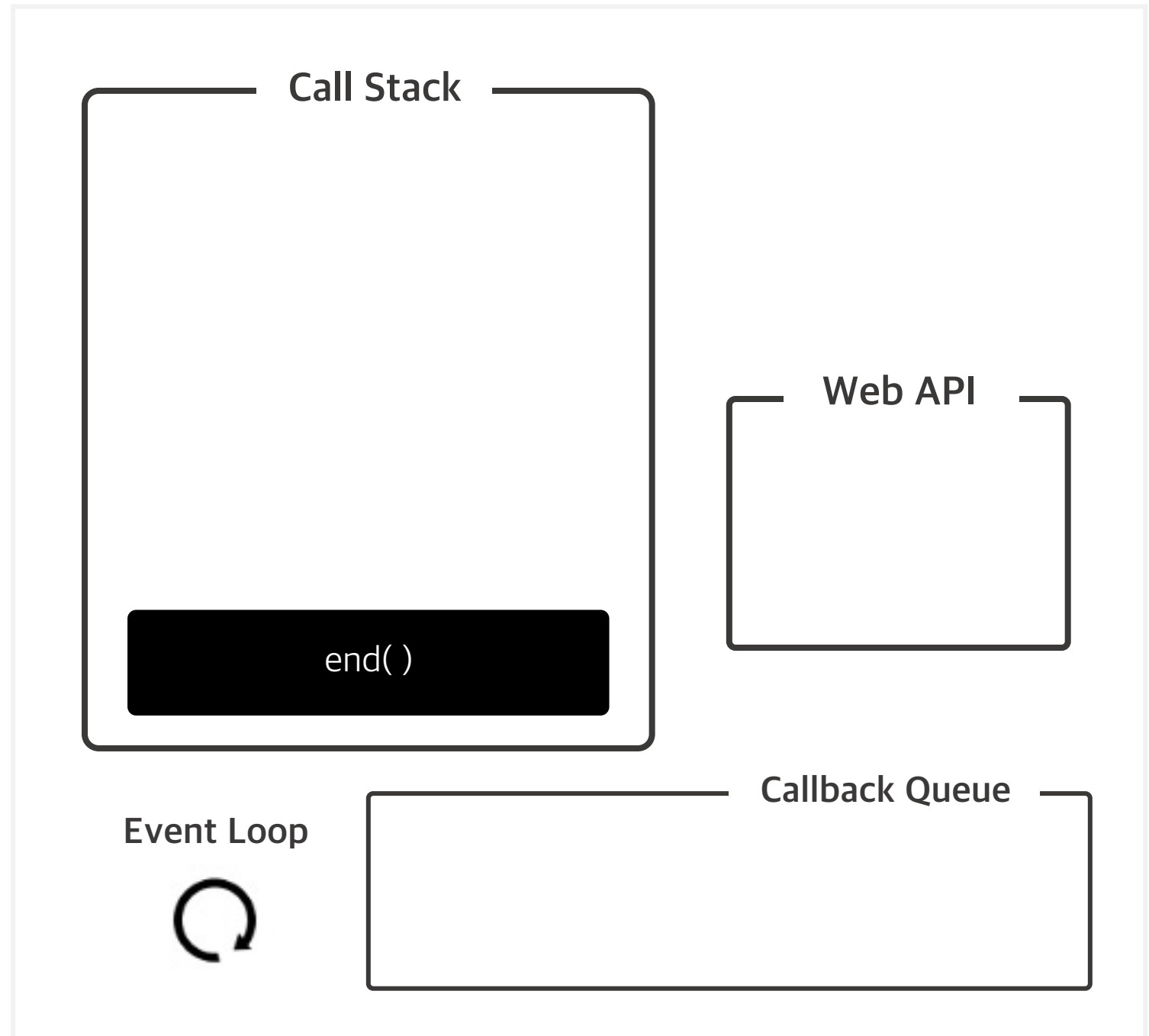
code

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function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```



console

start



code

```
function start() {  
  console.log('start');  
}  
  
function sayGdsc(){  
  console.log('gdsc');  
}  
  
function end() {  
  setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start

Call Stack

setTimeout(sayGdsc,1000)

end()

Web API

Event Loop



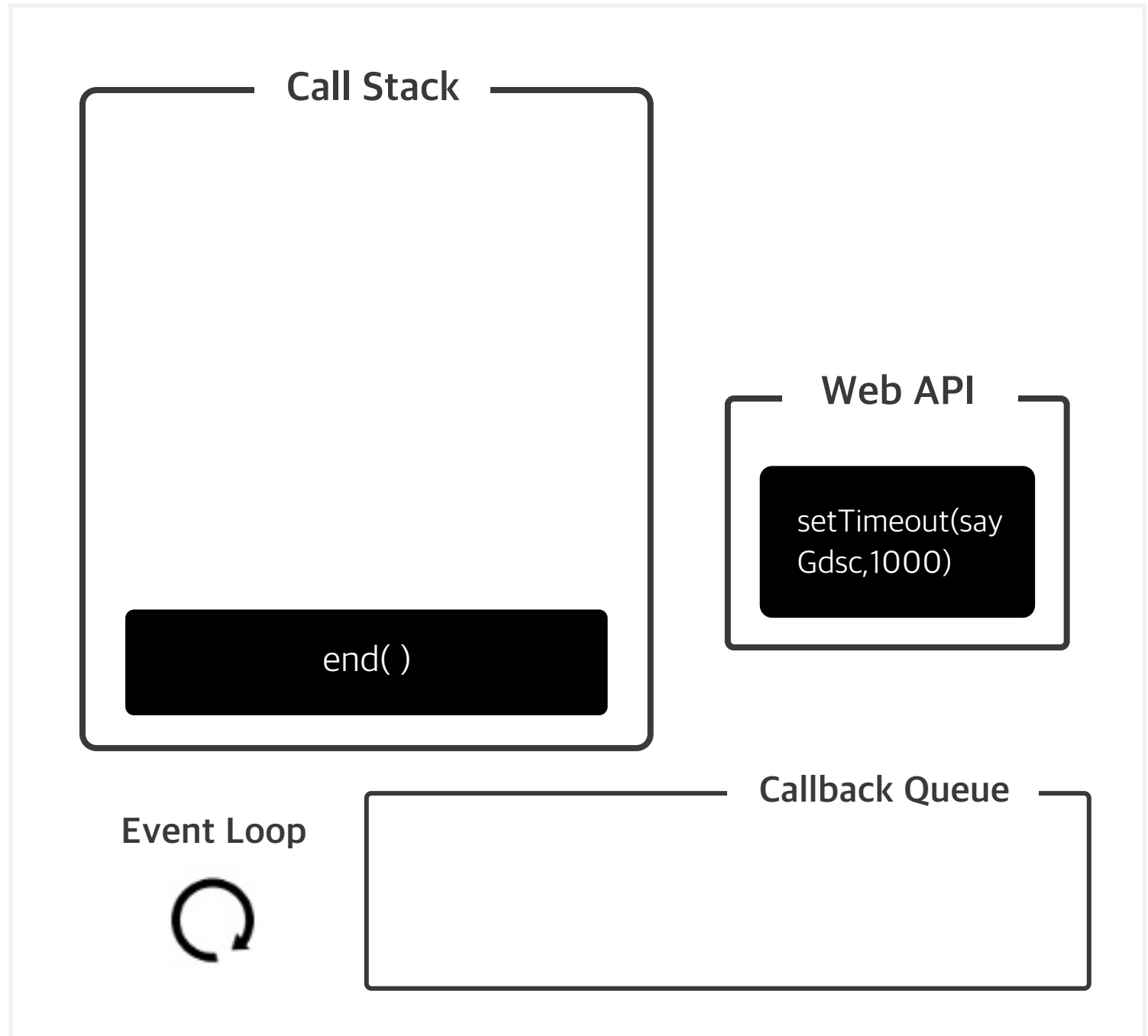
Callback Queue

code

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  | console.log('start');  
}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start

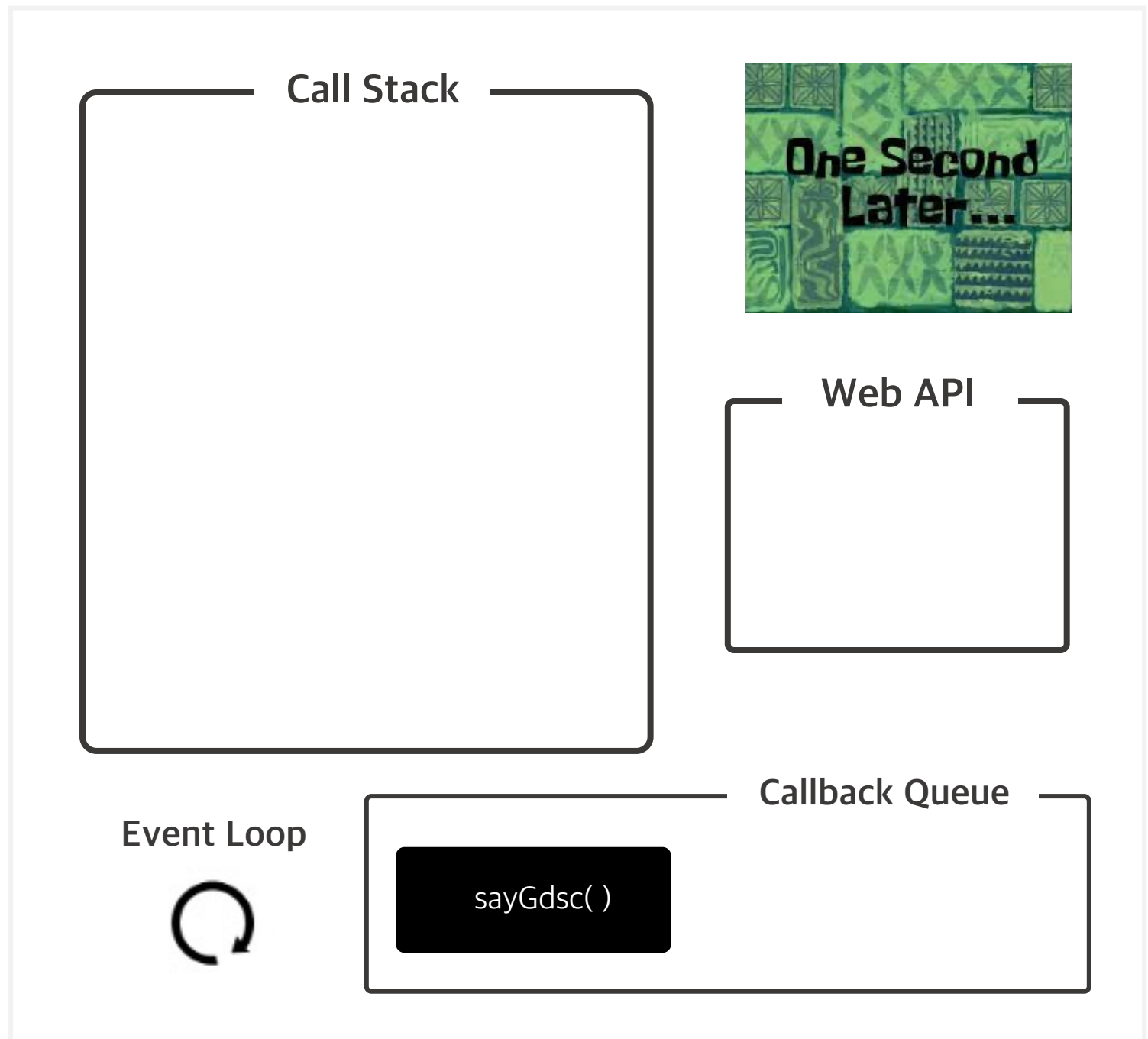


code

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}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start



code

```
function start() {  
  | console.log('start');  
}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start



Call Stack

sayGdsc()

Web API

Event Loop



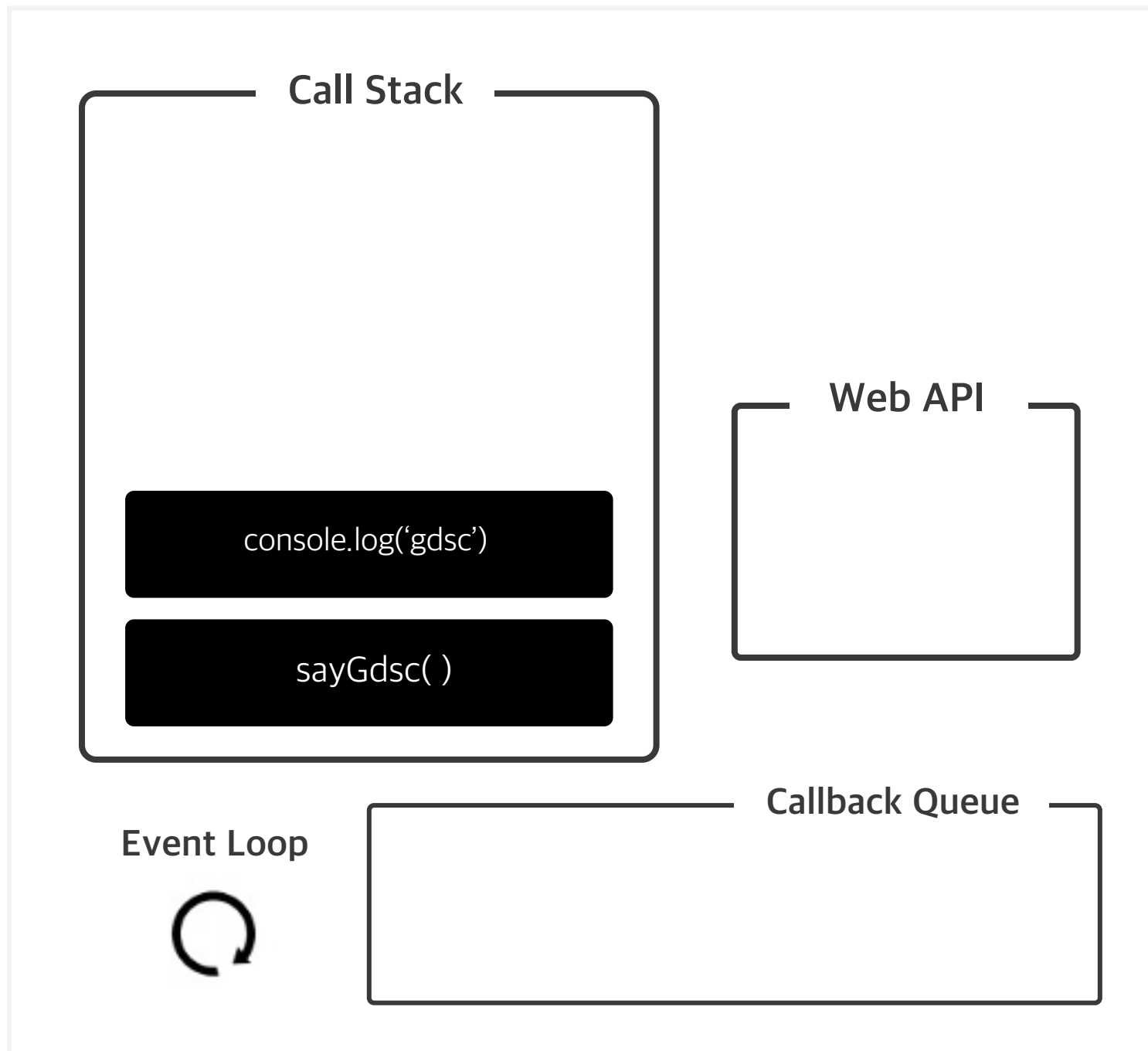
Callback Queue

code

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}  
  
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}  
  
function end() {  
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}  
  
start();  
end();
```

console

start

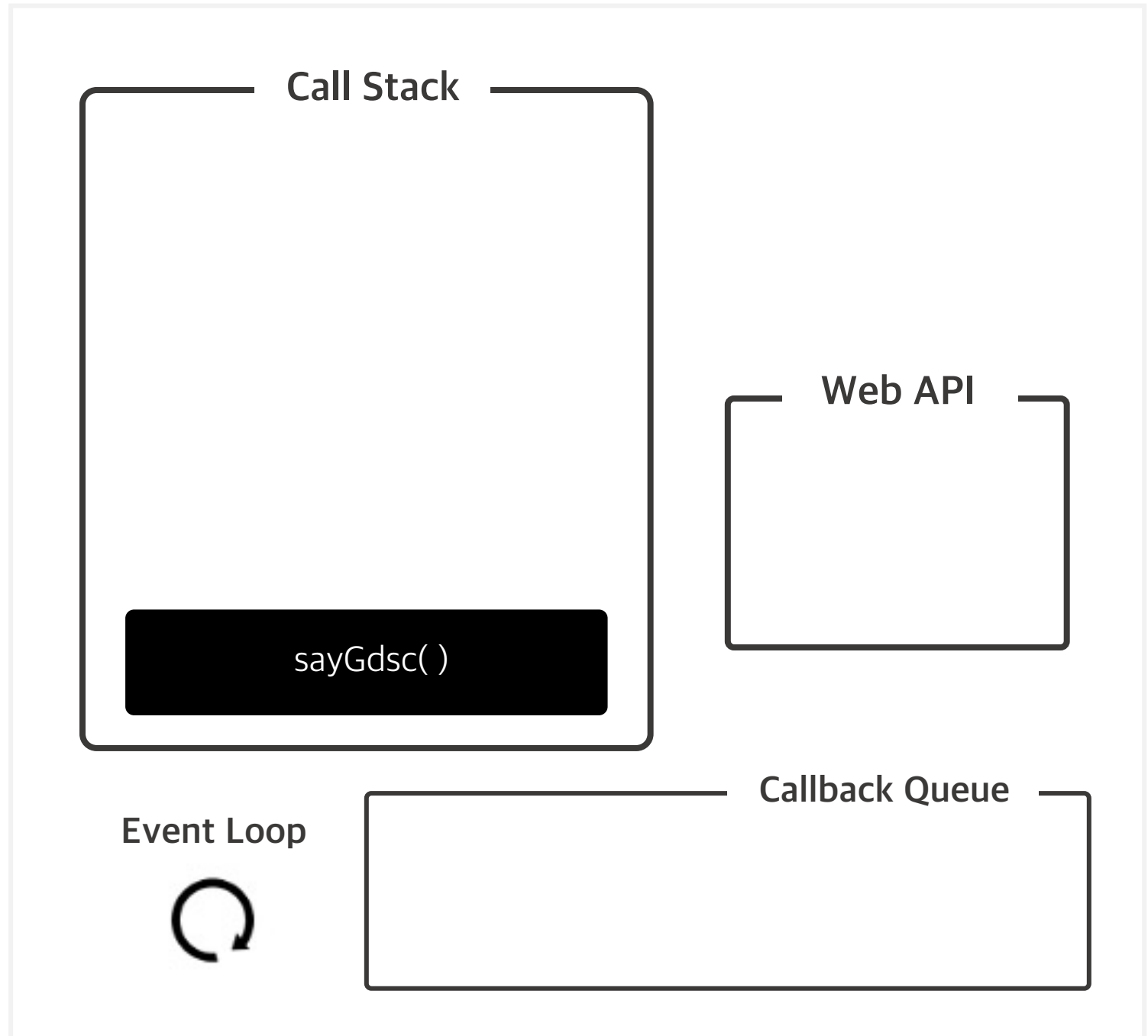


code

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  | console.log('start');  
}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start
gdsc

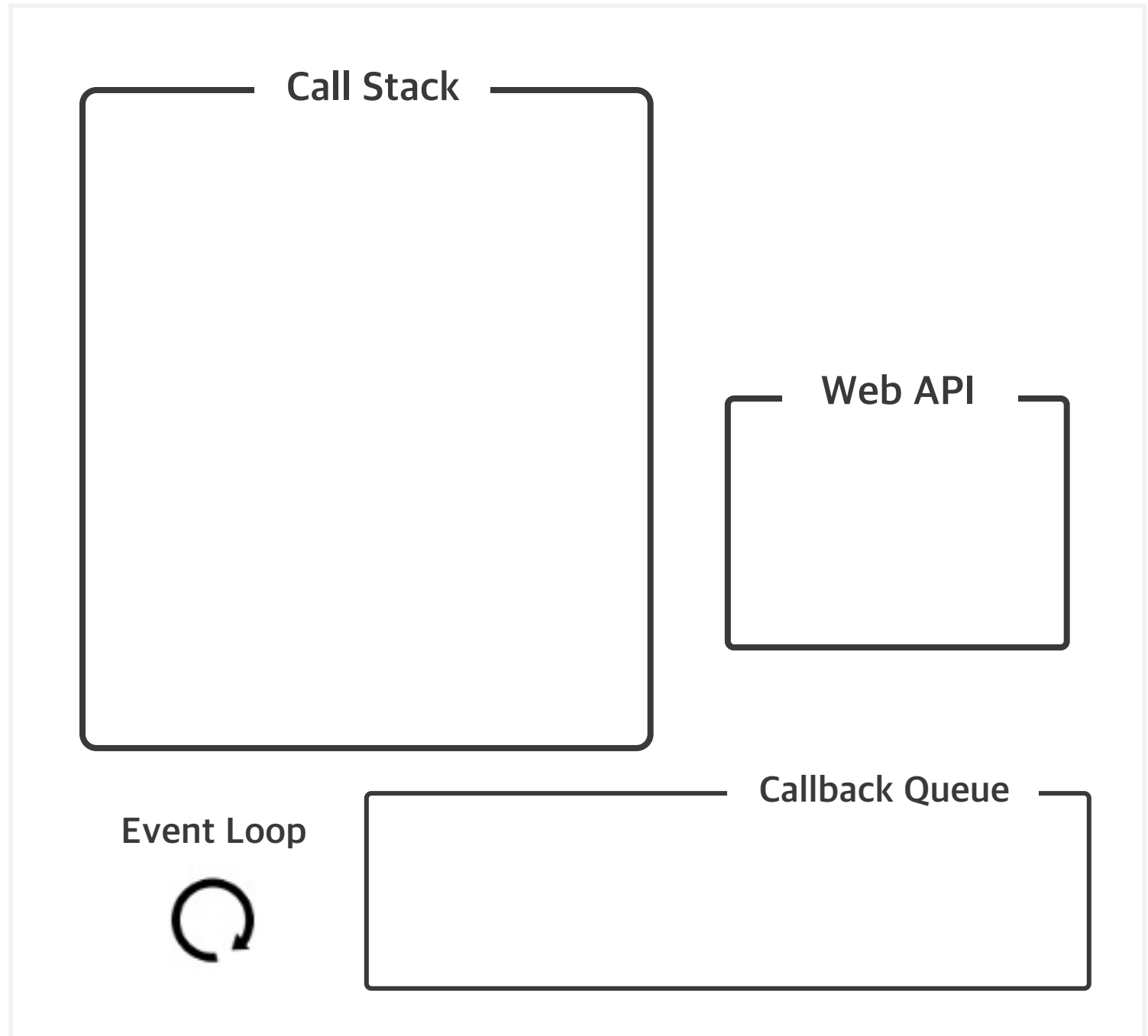


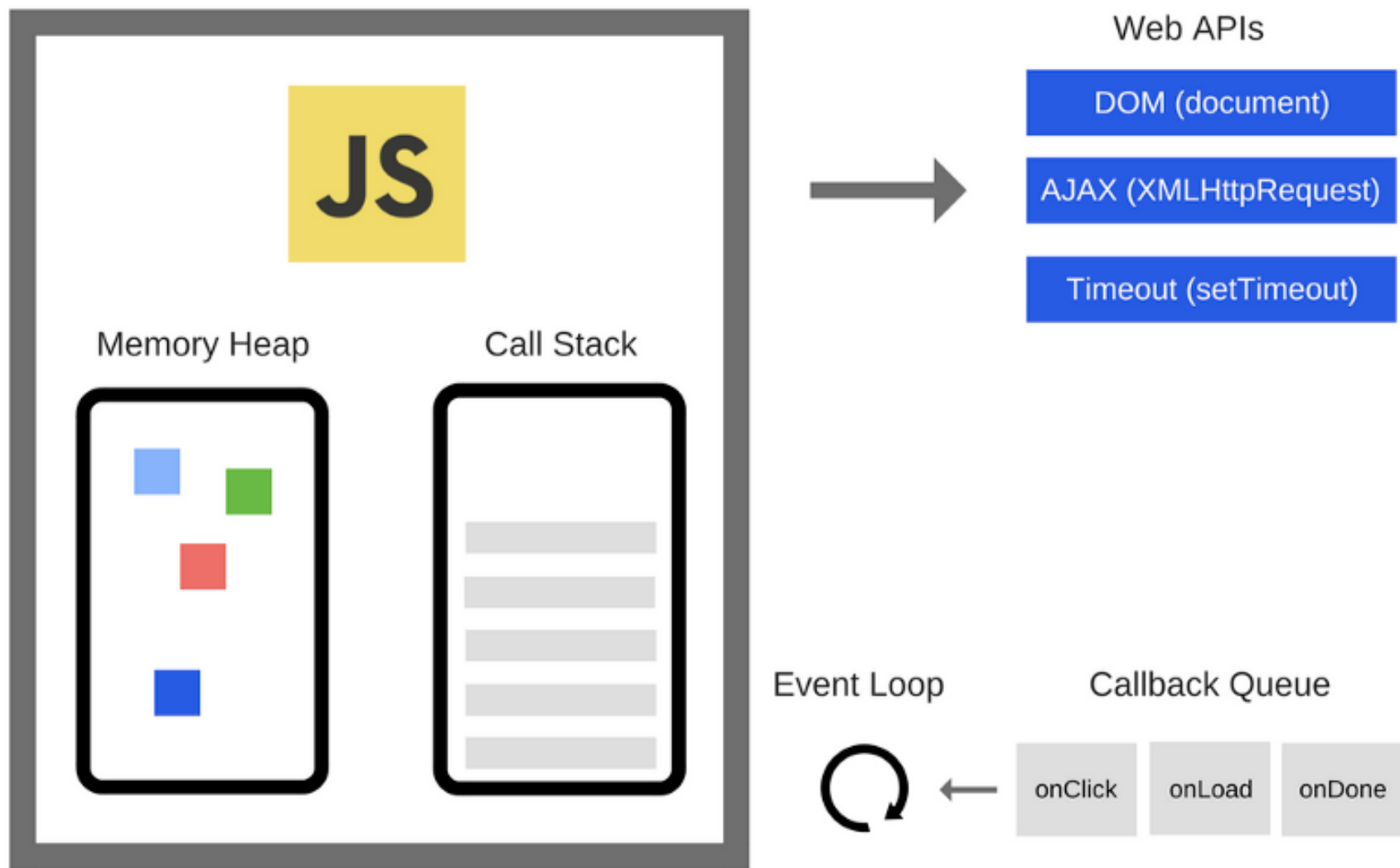
code

```
function start() {  
  | console.log('start');  
}  
  
function sayGdsc(){  
  | console.log('gdsc');  
}  
  
function end() {  
  | setTimeout(sayGdsc,1000);  
}  
  
start();  
end();
```

console

start
gdsc






1. setTimeout(callback,0)

```
function A(){  
  console.log('A');  
}  
  
function B(){  
  setTimeout(function(){  
    console.log('B')  
  },0)  
}  
  
function C(){  
  console.log('C');  
}  
  
A();  
B();  
C();
```



2. setTimeout(callback,2000) but..

 loupe

help

1 function A(){
2 console.log('A');
3 }
4
5 function B(){
6 setTimeout(function(){
7 console.log('B')
8 },2000)
9 }
10
11 }
12
13 function C(){
14 console.log('C');
15 }
16
17 function D(){
18 console.log('D');
19 }
20
21 A();
22 B();
23 C();
24 D();

Edit Rerun Pause Resume

Click me! Edit

Call Stack

console.log('A')

A()

Web Apis

Callback Queue

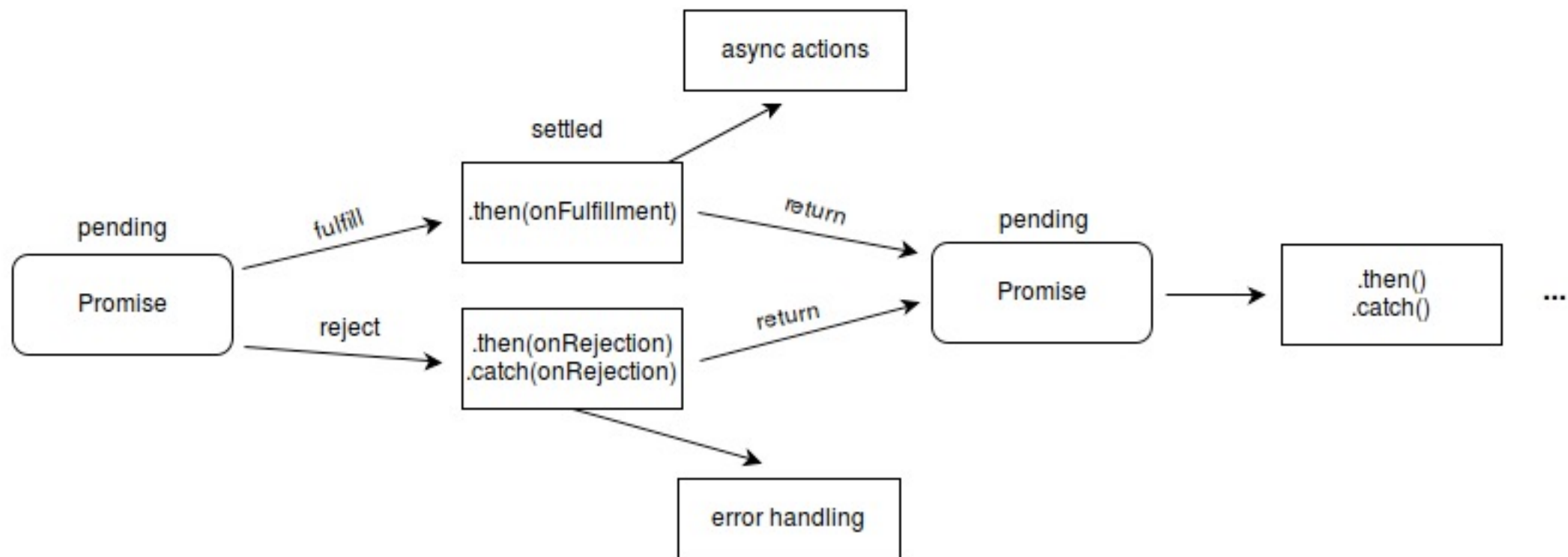
자바스크립트 비동기 처리하는 3가지 방법

1. 콜백 함수

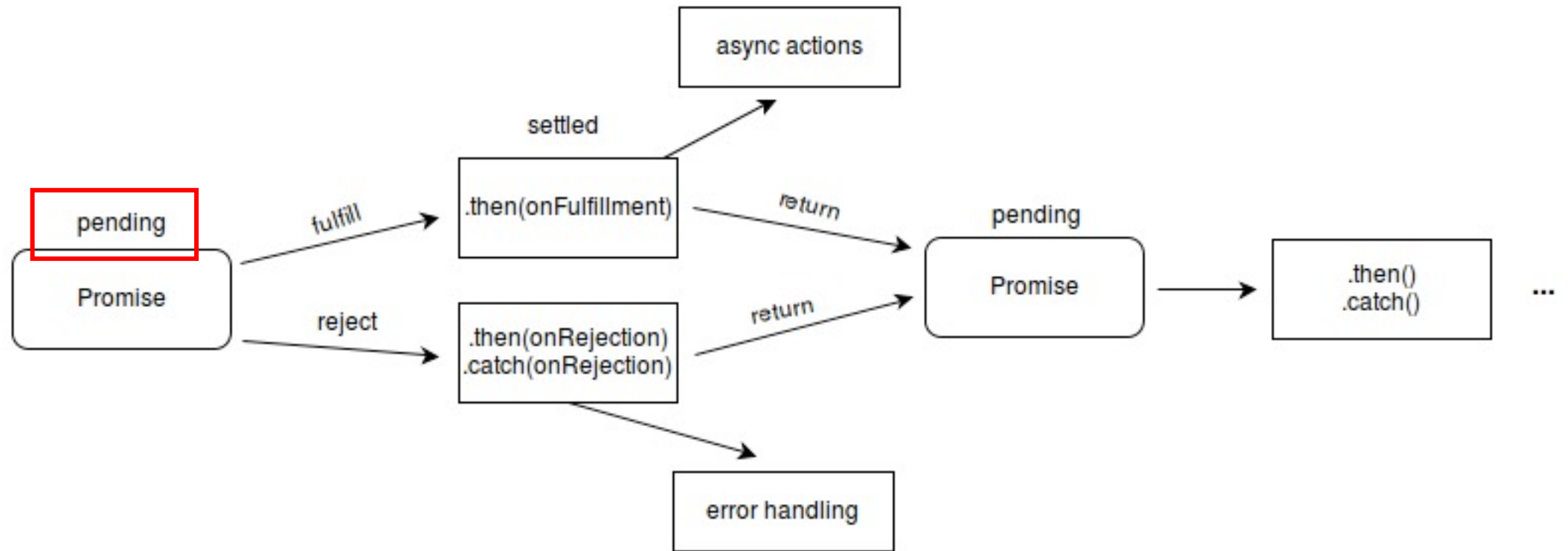
콜백 지옥

```
1 // Callback Hell
2
3
4 a(function (resultsFromA) {
5     b(resultsFromA, function (resultsFromB) {
6         c(resultsFromB, function (resultsFromC) {
7             d(resultsFromC, function (resultsFromD) {
8                 e(resultsFromD, function (resultsFromE) {
9                     f(resultsFromE, function (resultsFromF) {
10                         console.log(resultsFromF);
11                     })
12                 })
13             })
14         })
15     })
16 });
17
```

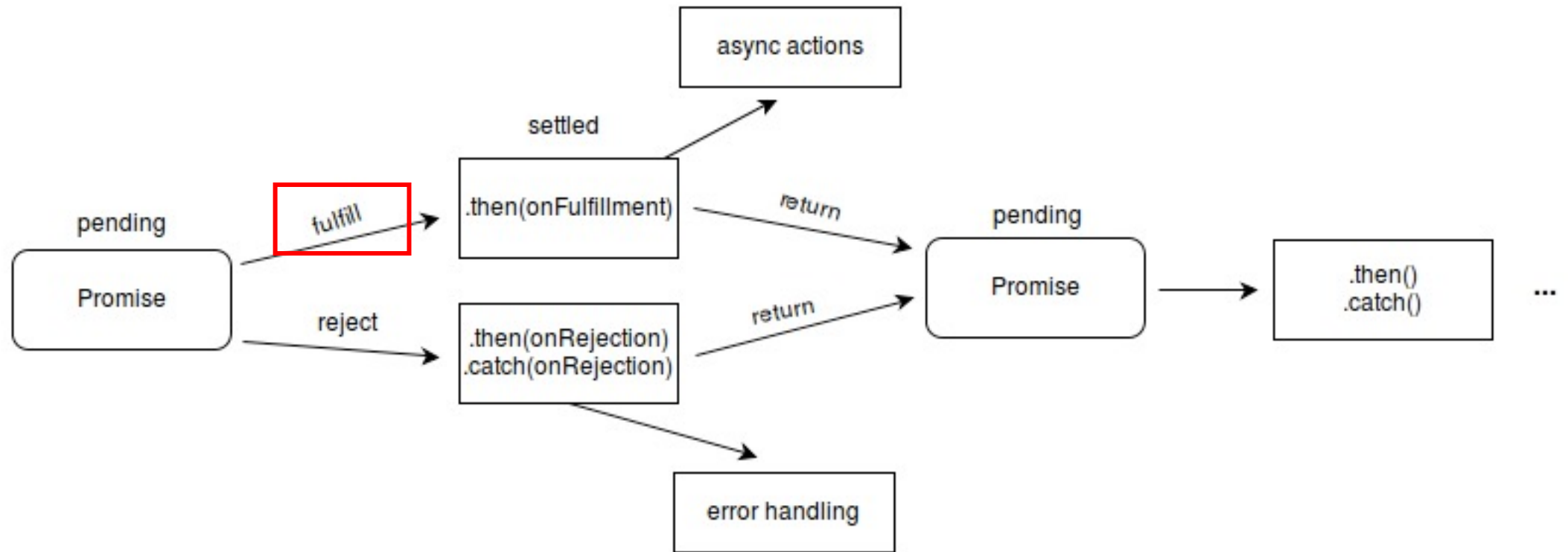
2. Promise



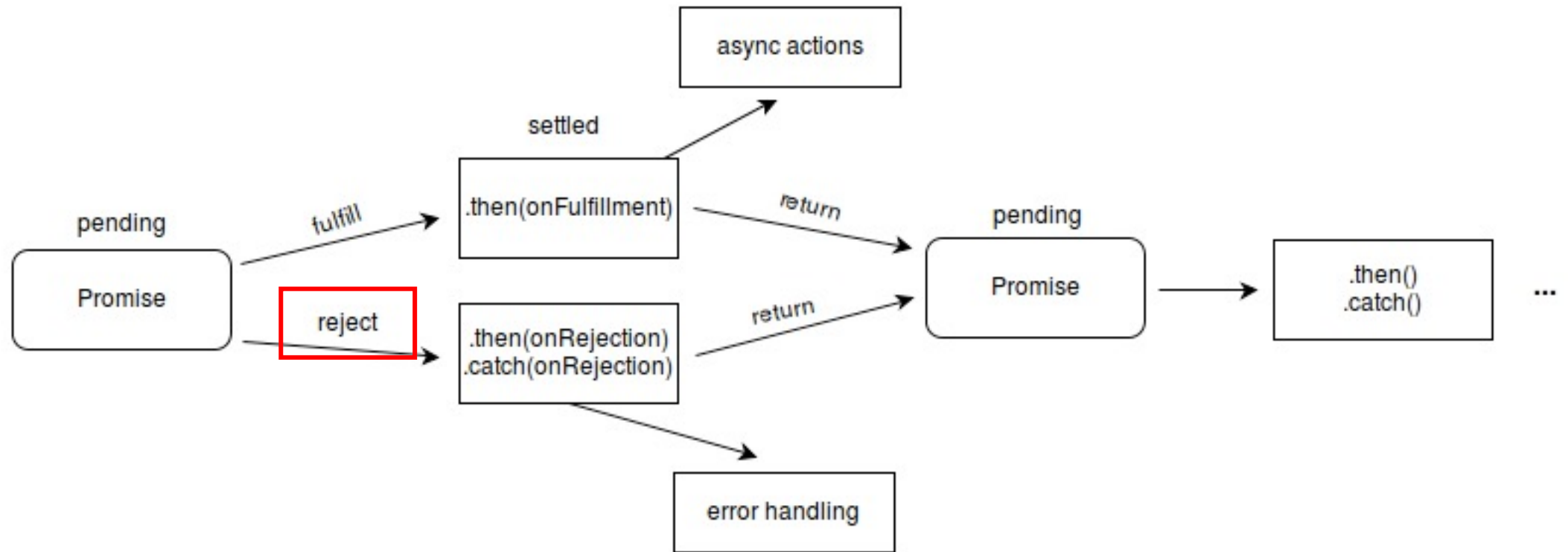
- pending : 비동기 처리 로직이 아직 미완료 상태로 대기 중



- pending : 비동기 처리 로직이 아직 미완료 상태로 대기 중
- fulfilled : 비동기 처리 로직이 완료되어 promise가 결과 값을 반환한 상태



- pending : 비동기 처리 로직이 아직 미완료 상태로 대기 중
- fulfilled : 비동기 처리 로직이 완료되어 promise가 결과 값을 반환한 상태
- rejected : 비동기 처리를 실패하거나 오류가 발생한 상태



1. new Promise()

```
function getData(){  
  return new Promise(function(resolve,reject){  
    const data = 10;  
    resolve(data);  
    reject(new Error('just error'))  
  })  
}  
  
getData()  
  .then(function(data){console.log(data)})  
  .catch(function(err){console.log(err)})
```

2. Promise.resolve()

```
function getData2(){  
  const data = 10;  
  return Promise.resolve(data)  
}  
  
getData2().then(function(data){  
  console.log(data)  
})
```

* Promise.reject()도 같은 맥락에서 사용된다.

setTimeout 과 Promise..

```
setTimeout(() => console.log("timeout"));
```

```
Promise.resolve()  
  .then(() => console.log("promise"));
```

```
console.log("code");
```

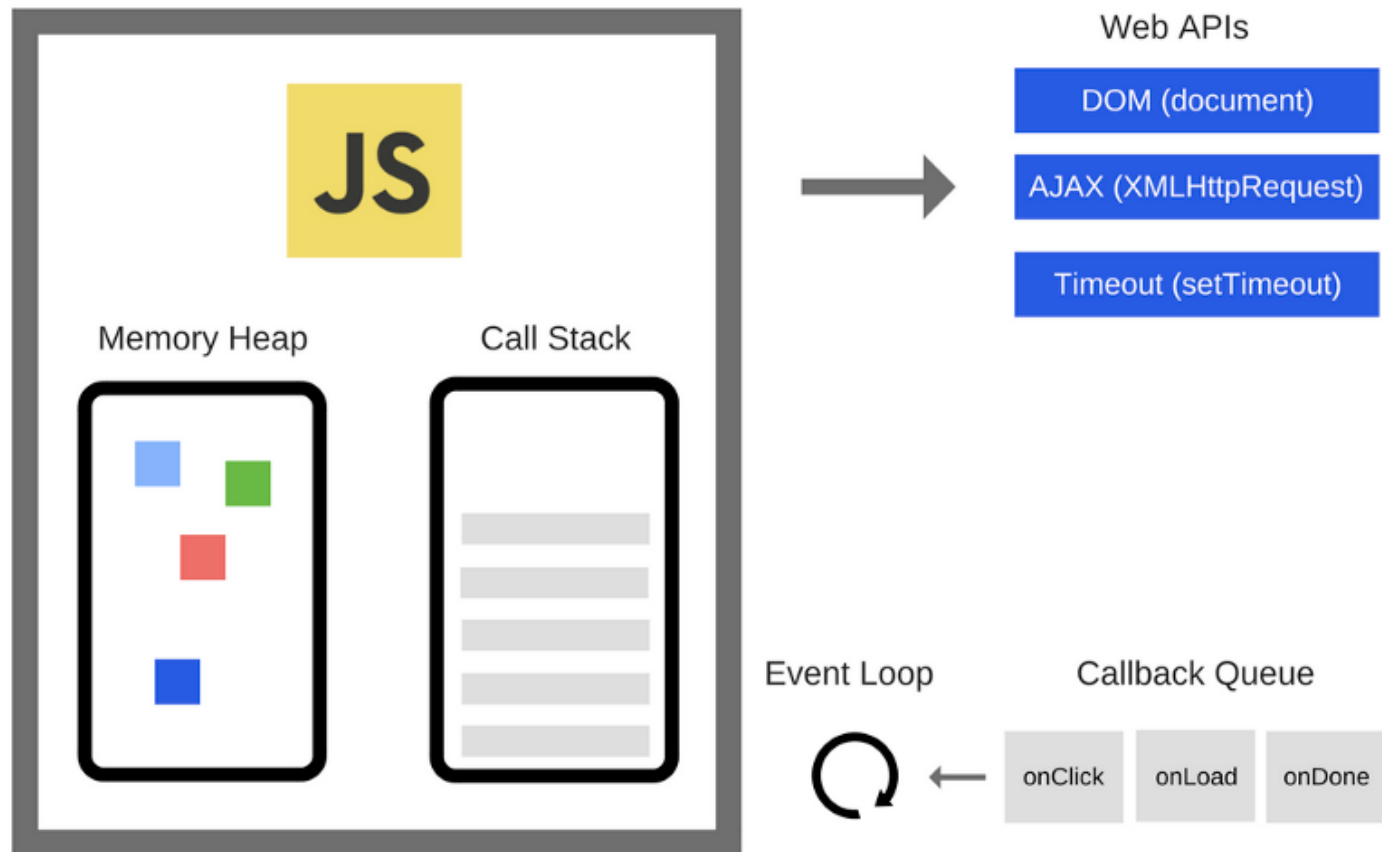
setTimeout 과 Promise..

```
setTimeout(() => console.log("timeout"));
```

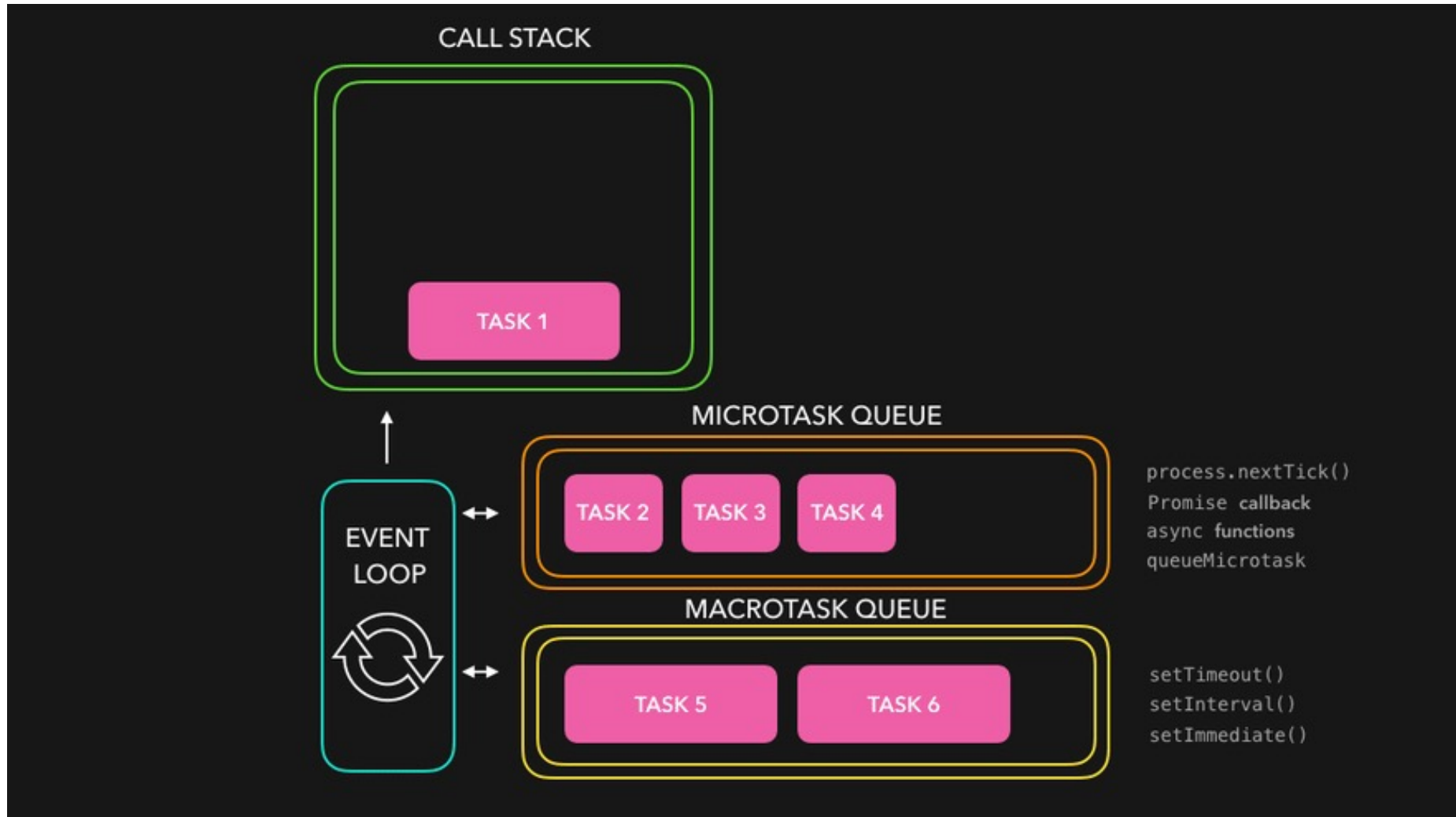
```
Promise.resolve()  
  .then(() => console.log("promise"));
```

```
console.log("code");
```

결과 : code -> promise -> timeout



microtask queue 와 macrotask queue



microtask queue > macrotask queue

```
getData()  
  .then(function(data) {  
    // ...  
  })  
  .then(function() {  
    // ...  
  })  
  .then(function() {  
    // ...  
  });
```


3. await/async

```
function fetchUser() {  
  return fetch(url).then(function(response) {  
    return response.json();  
  });  
}  
  
async function getData(){  
  const data = await fetchUser();  
  console.log(data);  
}
```

- async : 함수 앞에 기재 -> Promise 객체 반환
- await : async 함수 일시 중지 -> promise 결과값 기다린 후 함수 실행 재개
- await 는 async 함수 내에서만 사용할 것!

```
const one = () => Promise.resolve('One!')
```

```
async function myFunc() {  
  console.log('In function!')  
  const res = await one()  
  console.log(res)  
}
```

```
console.log('Before function!')  
myFunc();  
console.log('After function!')
```



node

```
Before function!
```

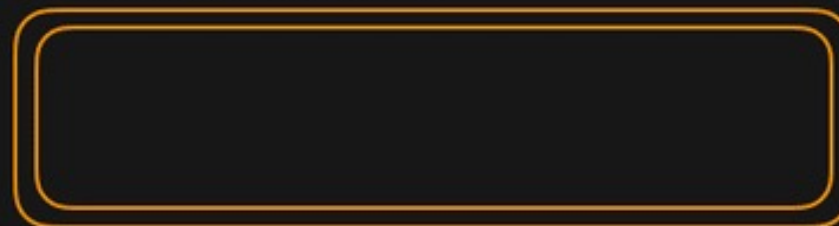
CALL STACK



EVENT
LOOP



MICROTASK QUEUE



```
const one = () => Promise.resolve('One!')
```

```
async function myFunc() {  
  console.log('In function!')  
  const res = await one()  
  console.log(res)  
}
```

```
console.log('Before function!')  
myFunc();  
console.log('After function!')
```

Before function!
In function!

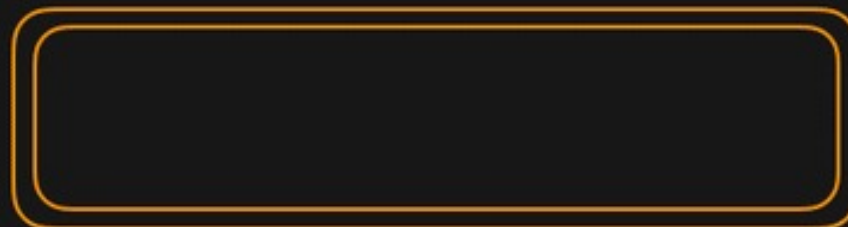
CALL STACK

myFunc()

EVENT
LOOP



MICROTASK QUEUE



```
const one = () => Promise.resolve('One!')
```

```
async function myFunc() {  
  console.log('In function!')  
  const res = await one()  
  console.log(res)  
}
```

```
console.log('Before function!')  
myFunc();  
console.log('After function!')
```

```
Before function!  
In function!
```

CALL STACK



EVENT
LOOP



MICROTASK QUEUE



```
const one = () => Promise.resolve('One!')
```

```
async function myFunc() {  
  console.log('In function!')  
  const res = await one()  
  console.log(res)  
}
```

```
console.log('Before function!')  
myFunc();  
console.log('After function!')
```

node

```
Before function!  
In function!
```

CALL STACK



EVENT
LOOP



MICROTASK QUEUE

