

JavaScript Date, Async, Promise & Fetch - Complete Solutions

SECTION 1 - Date Object

TASK 1 - Digital Clock

```
function digitalClock() {  
    let now = new Date();  
    let h = now.getHours();  
    let m = now.getMinutes();  
    let s = now.getSeconds();  
  
    h = h < 10 ? "0"+h : h;  
    m = m < 10 ? "0"+m : m;  
    s = s < 10 ? "0"+s : s;  
  
    console.log(`Current Time: ${h} : ${m} : ${s}`);  
}  
setInterval(digitalClock,1000);
```

TASK 2 - Current Day

```
let days=["Sunday","Monday","Tuesday","Wednesday","Thursday","Friday","Saturday"];  
let today=new Date();  
console.log("Today is "+days[today.getDay()]);
```

TASK 3 - Age Calculator

```
let birthYear=2003;  
let age=new Date().getFullYear()-birthYear;  
console.log("Your age is "+age);
```

TASK 4 - Specific Date

```
let d=new Date();  
d.setFullYear(2020);  
d.setMonth(7);  
d.setDate(15);  
d.setHours(10);  
d.setMinutes(30);  
d.setSeconds(45);  
console.log(d.toLocaleString());
```

SECTION 2 - Timeout & Interval

TASK 5 - Delayed Message

```
setTimeout(()=>{  
    console.log("Welcome Naveen █");  
},3000);
```

TASK 6 - Stop Interval

```
let count=1;  
let interval=setInterval(()=>{  
    console.log(count);  
    count++;  
    if(count>5){  
        clearInterval(interval);  
        console.log("Stopped");  
    }  
},1000);
```

SECTION 3 - Promise

```
let number=15;
let check=new Promise((resolve,reject)=>{
    number>10 ? resolve("Valid number") : reject("Invalid number");
});

check
.then(res=>console.log(res))
.catch(err=>console.log(err))
.finally(()=>console.log("Done"));

SECTION 4 - Fetch
```

```
fetch("https://fakestoreapi.com/products")
.then(res=>res.json())
.then(data=>{
    data.forEach(p=>{
        console.log("Product: "+p.title);
        console.log("Price: "+p.price);
        console.log("-----");
    });
})
.catch(err=>console.log(err));
```

SECTION 5 - Execution Order

```
function one(){console.log("one");}
function two(){console.log("two");}
function three(){console.log("three");}

one();
setTimeout(two,0);
three();
```

Output:
one
three
two