

Lesson 05 Demo 04

Working with Promises

Objective: To implement promises

Tools required: Visual Studio Code

Prerequisites: NA

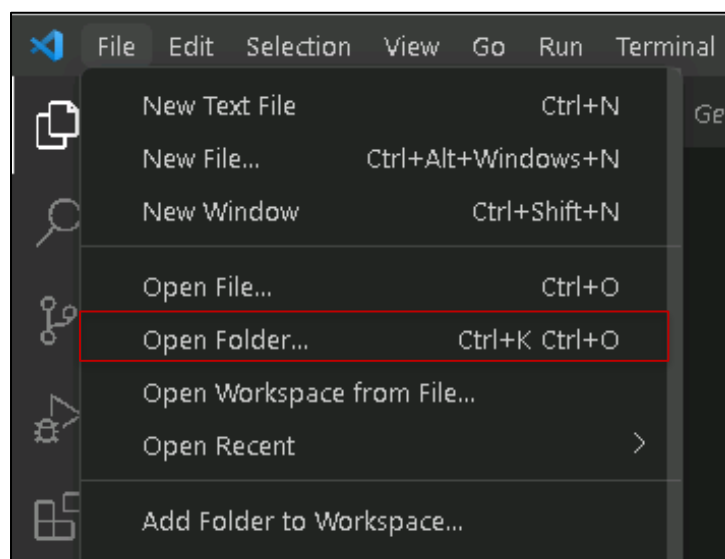
Steps to be followed:

1. Writing a JavaScript program for promises
2. Executing the program and verifying the working of promises

Step 1: Implementing a JavaScript program for promises with async

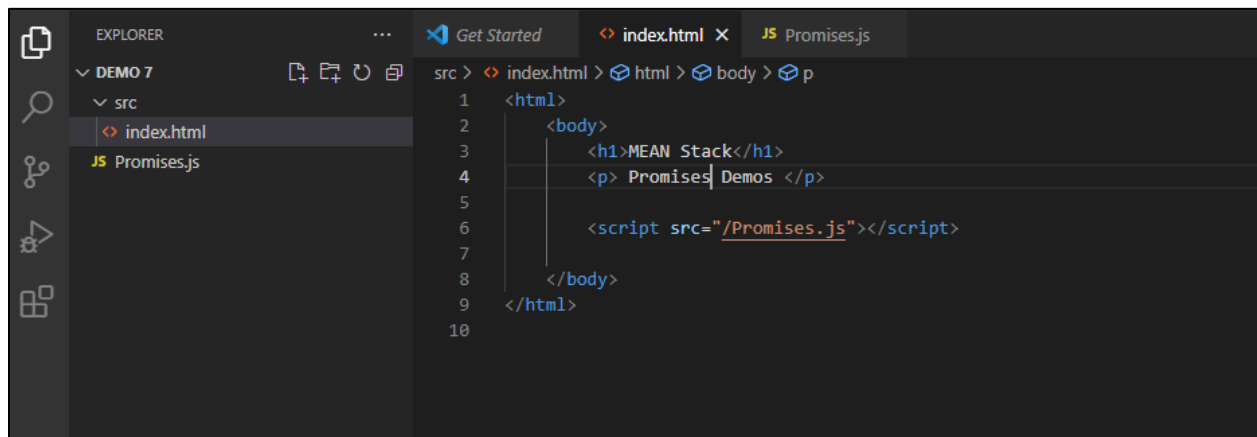
Note: Create a folder named **src** folder for the project.

1.1 Open Visual Studio Code and Right click on the **File** menu of the code editor and select **Open Folder** option:



1.2 Right click on the **src** folder of the project and select **New File** and enter the filename as **index.html** and write the code shown below in the **index.html**:

```
<html>
  <body>
    <h1>MEAN Stack</h1>
    <p> Promises Demos </p>
    <script src="Promises.js"></script>
  </body>
</html>
```



1.4 Right click on the **src** folder of the project and select **New File** and enter the filename as **Promises.js** and write the code shown below:

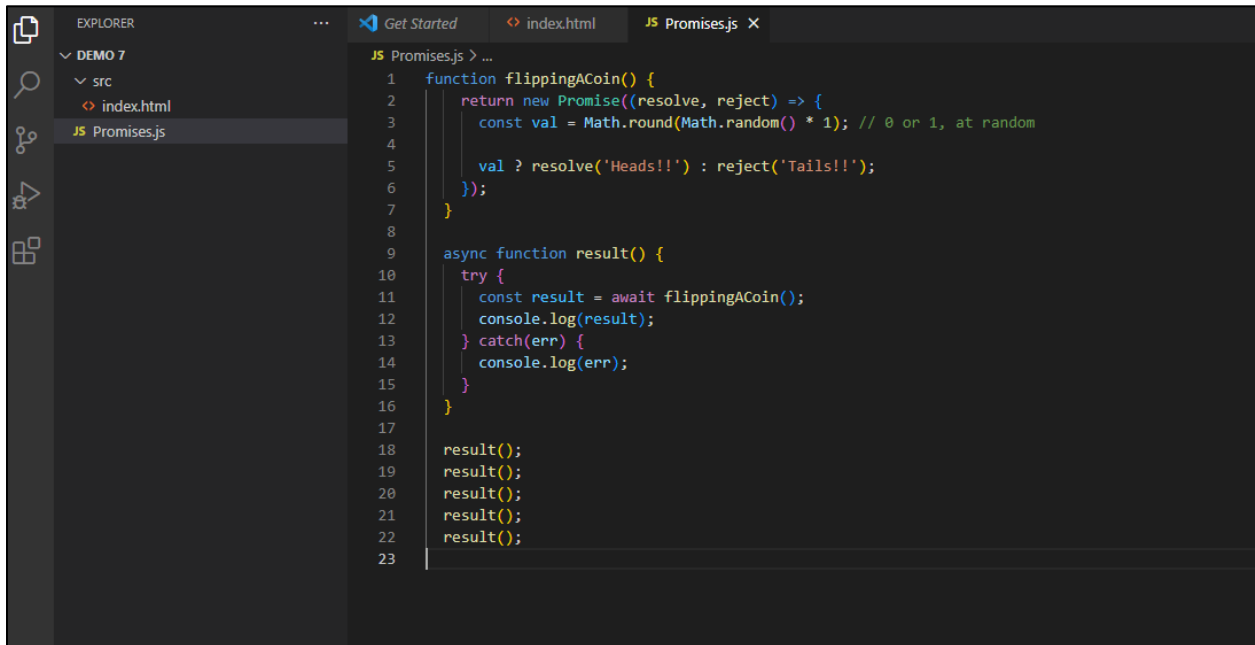
```
function flippingACoin() {
  return new Promise((resolve, reject) => {
    const val = Math.round(Math.random() * 1); // 0 or 1, at random

    val ? resolve('Heads!!') : reject('Tails!!');
  });
}

async function result() {
  try {
    const result = await flippingACoin();
    console.log(result);
  } catch(err) {
    console.log(err);
  }
}
```

```
}
}
```

```
result();
result();
result();
result();
result();
```

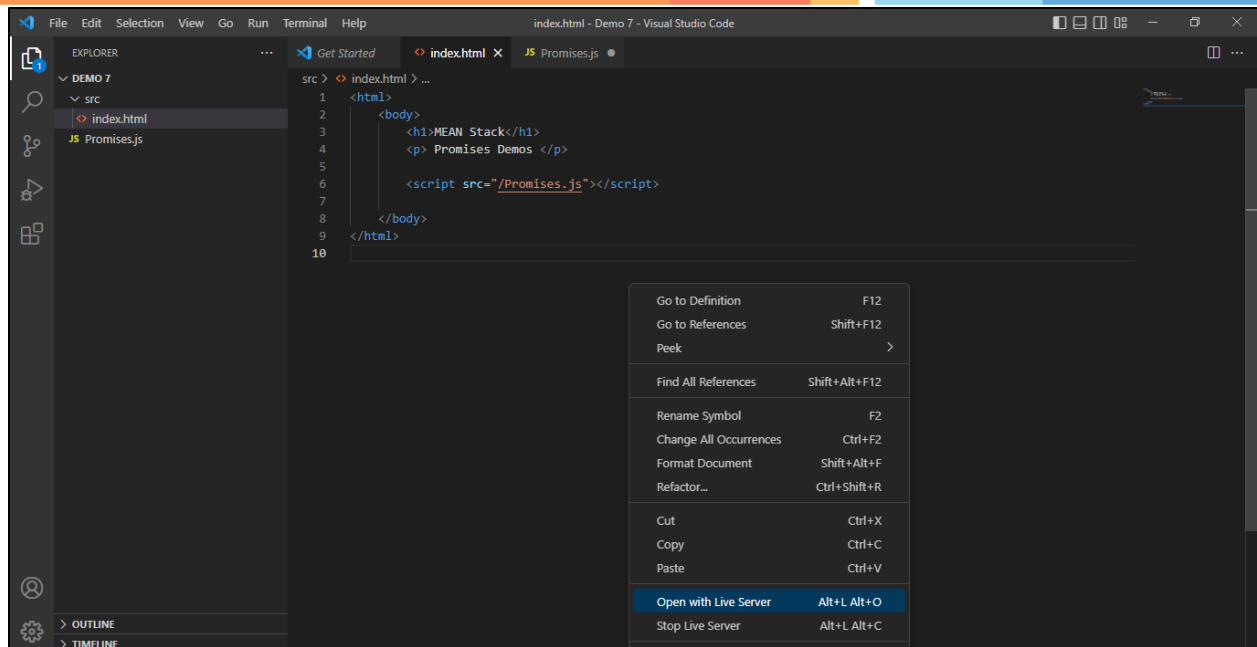


```
JS Promises.js > ...
1 function flippingACoin() {
2   return new Promise((resolve, reject) => {
3     const val = Math.round(Math.random() * 1); // 0 or 1, at random
4     val ? resolve('Heads!!') : reject('Tails!!');
5   });
6 }
7
8
9 async function result() {
10  try {
11    const result = await flippingACoin();
12    console.log(result);
13  } catch(err) {
14    console.log(err);
15  }
16 }
17
18 result();
19 result();
20 result();
21 result();
22 result();
23
```

1.5 Save the files.

Step 2: Executing the program and verifying the working of promises:

2.1 Right click on the **index.html** file of the project and select **Open with Live Server**



2.2 When the server starts running, right click and select **Inspect Element option**. Click on **Console** tab.

