

Create, Resolve, Reject, and Respond to Promises



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Promises with TypeScript



Learn the key terms

How to think about promises

Creating a promise

Responding to a promise

Chaining

Error handling

How to Think About Promises



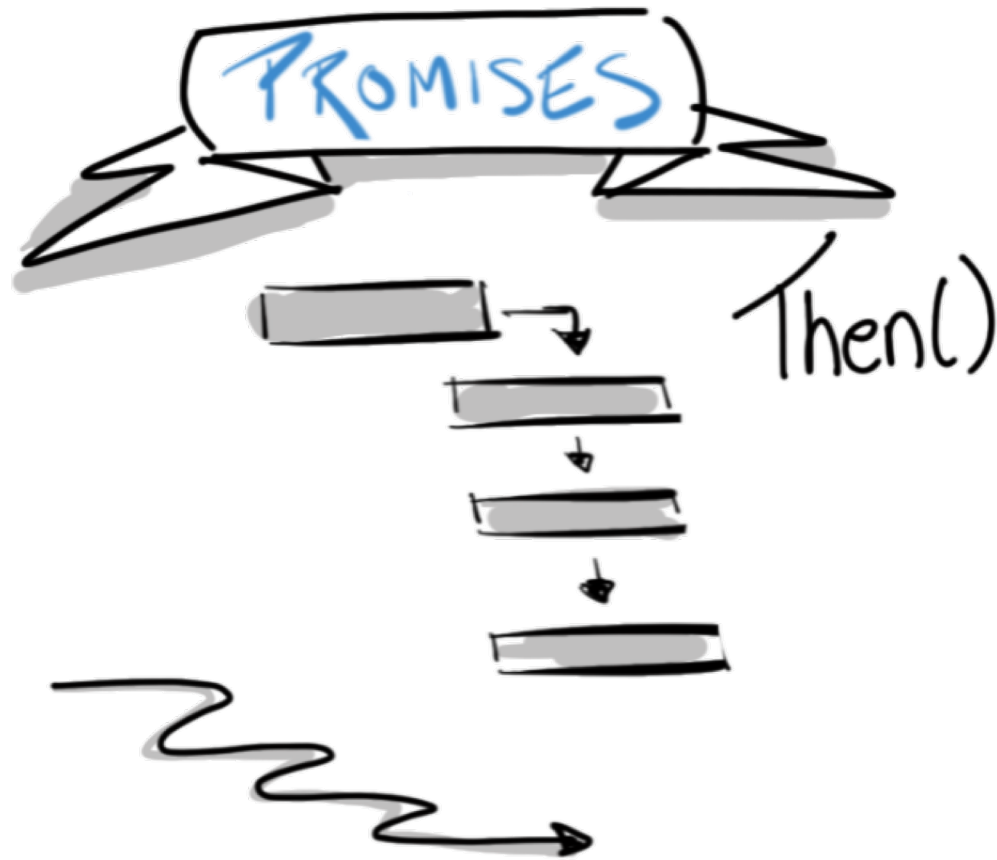
The Promise represents the eventual completion (or failure) of an asynchronous operation, and its resulting value

Credit: MDN

<https://jpapa.me/promise-def>



Promises Promises



Promise Terminology

Fulfilled

The promise succeeded, often with **resolve** or **Promise.resolve**

Rejected

The promise failed, often with **reject** or **Promise.reject**

Pending

The promise is not fulfilled nor rejected yet

Settled

The promise has either been fulfilled or rejected



Prototype Methods

`.then()`

- Append a fulfillment handler
- Returns a new promise

```
function example() {  
    showProgressbar(true);  
  
    return getHeroes()  
        .then((hero: Hero) => getOrders(hero))  
        .then((hero: Hero) => showHero(hero))  
        .catch((error: any) => {  
            showMessage(error);  
        })  
        .finally(() => {  
            showProgressbar(false);  
        });  
}
```

Prototype Methods

.then()

- Append a fulfillment handler
- Returns a new promise

.catch()

- Append a rejection handler
- Returns a new promise

```
function example() {  
    showProgressbar(true);  
  
    return getHeroes()  
        .then((hero: Hero) => getOrders(hero))  
        .then((hero: Hero) => showHero(hero))  
        .catch((error: any) => {  
            showMessage(error);  
        })  
        .finally(() => {  
            showProgressbar(false);  
        });  
}
```


Prototype Methods

.then()

- Append a fulfillment handler
- Returns a new promise

.catch()

- Append a rejection handler
- Returns a new promise

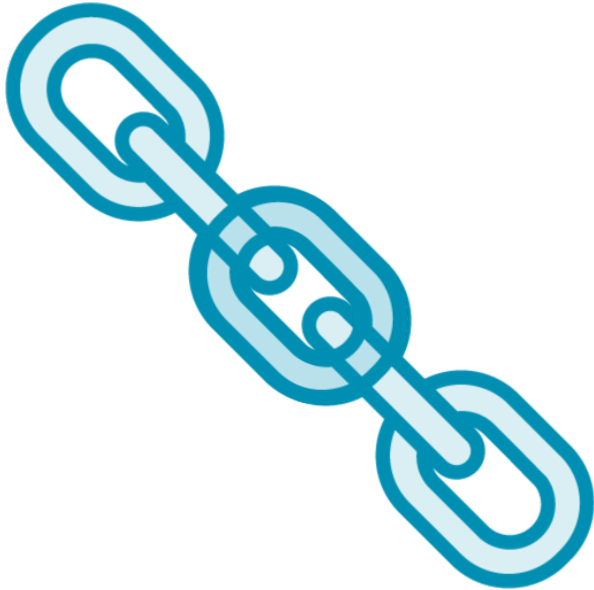
.finally()

- Append a handler
- Always called
- Returns a new promise

```
function example() {  
    showProgressbar(true);  
  
    return getHeroes()  
        .then((hero: Hero) => getOrders(hero))  
        .then((hero: Hero) => showHero(hero))  
        .catch((error: any) => {  
            showMessage(error);  
        })  
        .finally(() => {  
            showProgressbar(false);  
        });  
}
```

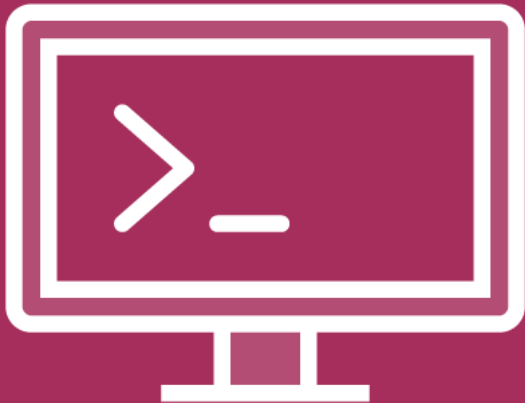
Chaining

- Promises can be chained
- Pass the previous promise's resolved return value (with "then")



```
function example() {  
    showProgressbar(true);  
  
    return getHeroes()  
        .then((hero: Hero) => getOrders(hero))  
        .then((hero: Hero) => showHero(hero))  
        .catch((error: any) => {  
            showMessage(error);  
        })  
        .finally(() => {  
            showProgressbar(false);  
        });  
}
```

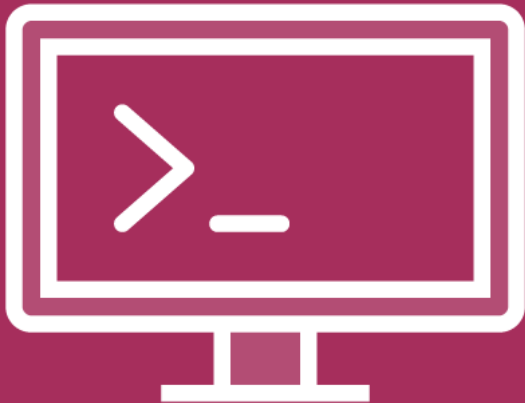
Demo



Creating Promises



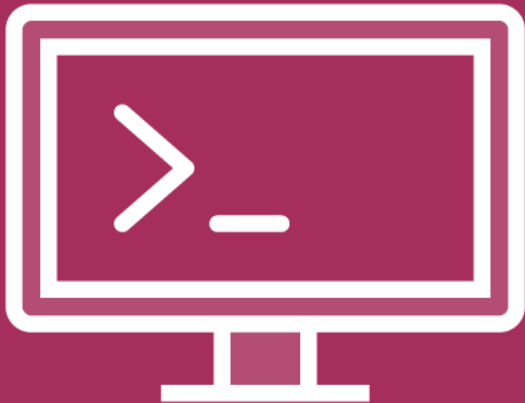
Demo



Resolve or Reject a Promise



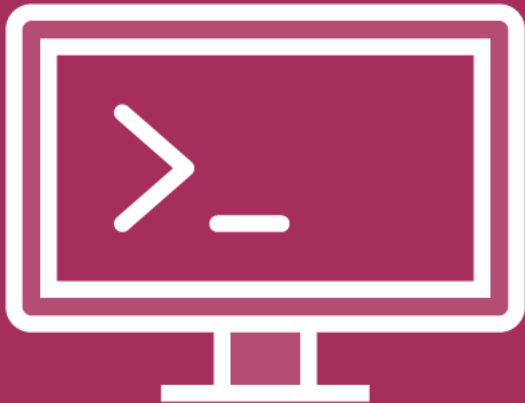
Demo



Rejecting and Promise Methods



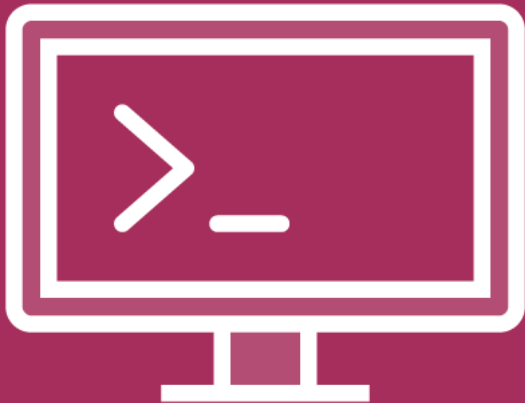
Demo



Getting Heroes with Promises



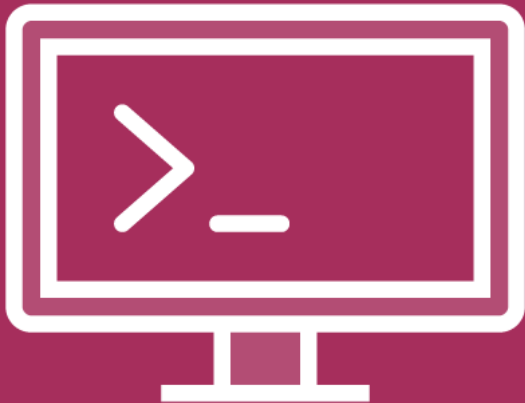
Demo



Promise Chaining and Promise.all



Demo



Turning Callbacks into Promises



Summary



Promise terminology

Creating a promise and typing

Executor function

Resolve or reject a promise

Chaining promises

Error handling

Execute multiple promises

Manage callbacks as promises

