Promises ES6 Cheatsheet

Promises allow us to turn our horizontal code (callback hell):

Into vertical code:

Prior to ES6, we used bluebird or Q. Now we have Promises natively:

```
new Promise((resolve, reject) =>
    reject(new Error('Failed to fulfill Promise')))
    .catch(reason => console.log(reason));
```

Where we have two handlers, resolve (a function called when the Promise is fulfilled) and reject (a function called when the Promise is rejected).

Benefits of Promises: Error Handling using a bunch of nested callbacks can get chaotic. Using Promises, we have a clear path to bubbling errors up and handling them appropriately. Moreover, the value of a Promise after it has been resolved/rejected is immutable - it will never change.

Here is a practical example of using Promises:

```
var request = require('request');

return new Promise((resolve, reject) => {
    request.get(url, (error, response, body) => {
        if (body) {
            resolve(JSON.parse(body));
        } else {
            resolve({});
        }
    });
});
```

We can also **parallelize** Promises to handle an array of asynchronous operations by using Promise.all():

```
let urls = [
   /api/commits'
  '/api/issues/opened',
  '/api/issues/assigned',
'/api/issues/completed',
  '/api/issues/comments',
   /api/pullrequests
];
let promises = urls.map((url) => {
 .done((data) => {
        resolve(data);
     });
 });
});
Promise.all(promises)
 .then((results) => {
    // Do something with results of all our promises
```

