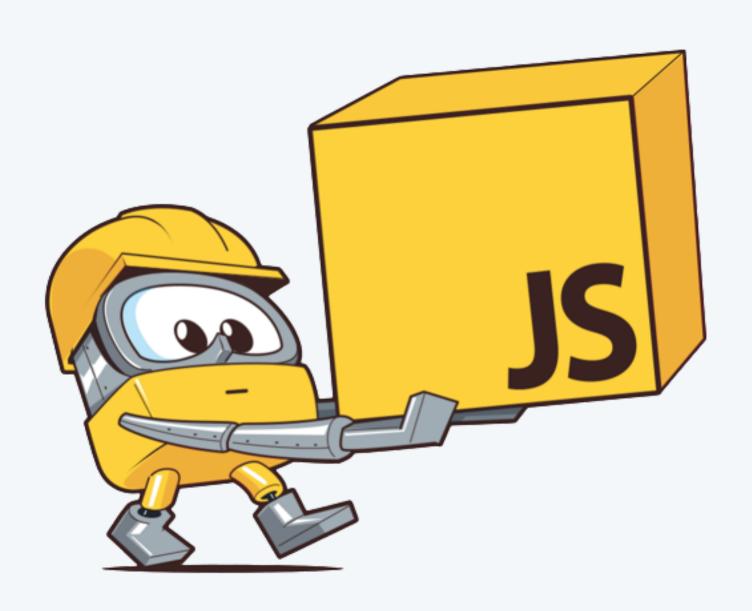
# JavaScript Callback Vs Promises



# But why do we need this ??



- We need this to achieve asynchronous code.
- Asynchronous code allows multiple things to happen same time.
- We can achieve this by using two methods:
  - Callbacks
  - Promises

### **Callbacks**

• A callback function is a function passed into another function as an argument, which is called inside the other function.

```
// function
function greet(name, callback) {
    console.log('Hi' + ' ' + name);
    callback();
}

// callback function
function callMe() {
    console.log('I am callback
}unction');

// passing function as an argument
greet('Peter', callMe);
```

### **Promises**

- Promises are Javascript objects that represent an eventual completion or failure of an asynchronous operation.
- A promise is a returned object where you attach callbacks, instead of passing callbacks into a function.

```
const count = true;
let countValue = new Promise(function (resolve, reject)
{    if (count) {
        resolve("There is a count value.");
    } else {
        reject("There is no count value");
    }};
console.log(countValue);
//Output
Promise {<resolved>: "There is a count value."}
```

## **Callbacks Vs Promises**

#### A key difference between the two:

- When using the callback approach, we'd normally just pass a callback into a function.
- In promises, however, you attach callbacks on the returned promise object.
- Making callbacks async can cause issues such as callback hell, so to avoid this we can use promises.

#### **Promises**

- The syntax is user-friendly and easy to read
- Error handling is easier to manage.

#### **Callbacks**

- The syntax is difficult to understand.
- Error handling may be hard to manage.

```
api().then(function(result) {
    return api2();
}).then(function(result2) {
    return api3();
}).then(function(result3) {
    // do work
}).catch(function(error) {
    //handle any error that may
    //occur before this point
});
```