

# JavaScript `async` and `await`

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Writing asynchronous code using `.then()` and `.catch()` works well, but as your code grows, it can still feel a bit hard to follow.

JavaScript gives us a cleaner way to work with Promises:

`async` and `await`

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## What is `async` ?

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If you put the keyword `async` before a function, it **automatically returns a Promise**.

```
async function greet() {  
  return "Hello";  
}  
  
greet().then(function (message) {  
  console.log(message); // "Hello"  
});
```

Even though we just returned a string, `greet()` becomes a Promise.

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## What is `await` ?

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The `await` keyword is used **inside an `async` function**. It tells JavaScript to **wait for the Promise to resolve**, then continue.

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## Basic Example

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Let's simulate a delay using `setTimeout` wrapped in a Promise:

```
function waitTwoSeconds() {  
  return new Promise(function (resolve) {  
    setTimeout(function () {  
      resolve("Waited for 2 seconds");  
    }, 2000);  
  });  
}  
  
async function runTask() {  
  console.log("Start");  
  
  const result = await waitTwoSeconds();  
  console.log(result);  
  
  console.log("End");  
}  
  
runTask();
```

### Output:

```
Start  
Waited for 2 seconds  
End
```

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## Why Use `async` and `await` ?

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Let's compare the same logic using `.then()` :

```
waitTwoSeconds().then(function (result) {  
  console.log(result);  
});
```

It works, but once you have **multiple async operations**, the `.then()` style gets harder to follow.

With `await`, your code looks more like regular, synchronous code — even though it's asynchronous.

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## Handling Errors with `try...catch`

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If a Promise rejects, you can catch the error using `try...catch`.

```
function fakeTask(fail) {  
  return new Promise(function (resolve, reject) {  
    setTimeout(function () {  
      if (fail) {  
        reject("Something went wrong");  
      } else {  
        resolve("Task completed");  
      }  
    }, 1000);  
  });  
}  
  
async function run() {  
  try {  
    const result = await fakeTask(false);  
    console.log(result);  
  } catch (error) {  
    console.log("Caught error:", error);  
  }  
}
```

```
run();
```

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## Summary

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- `async` makes a function return a Promise.
- `await` pauses inside the function until the Promise is done.
- You can use `try...catch` to handle errors just like synchronous code.
- `async / await` makes asynchronous code easier to **read** and **write**.