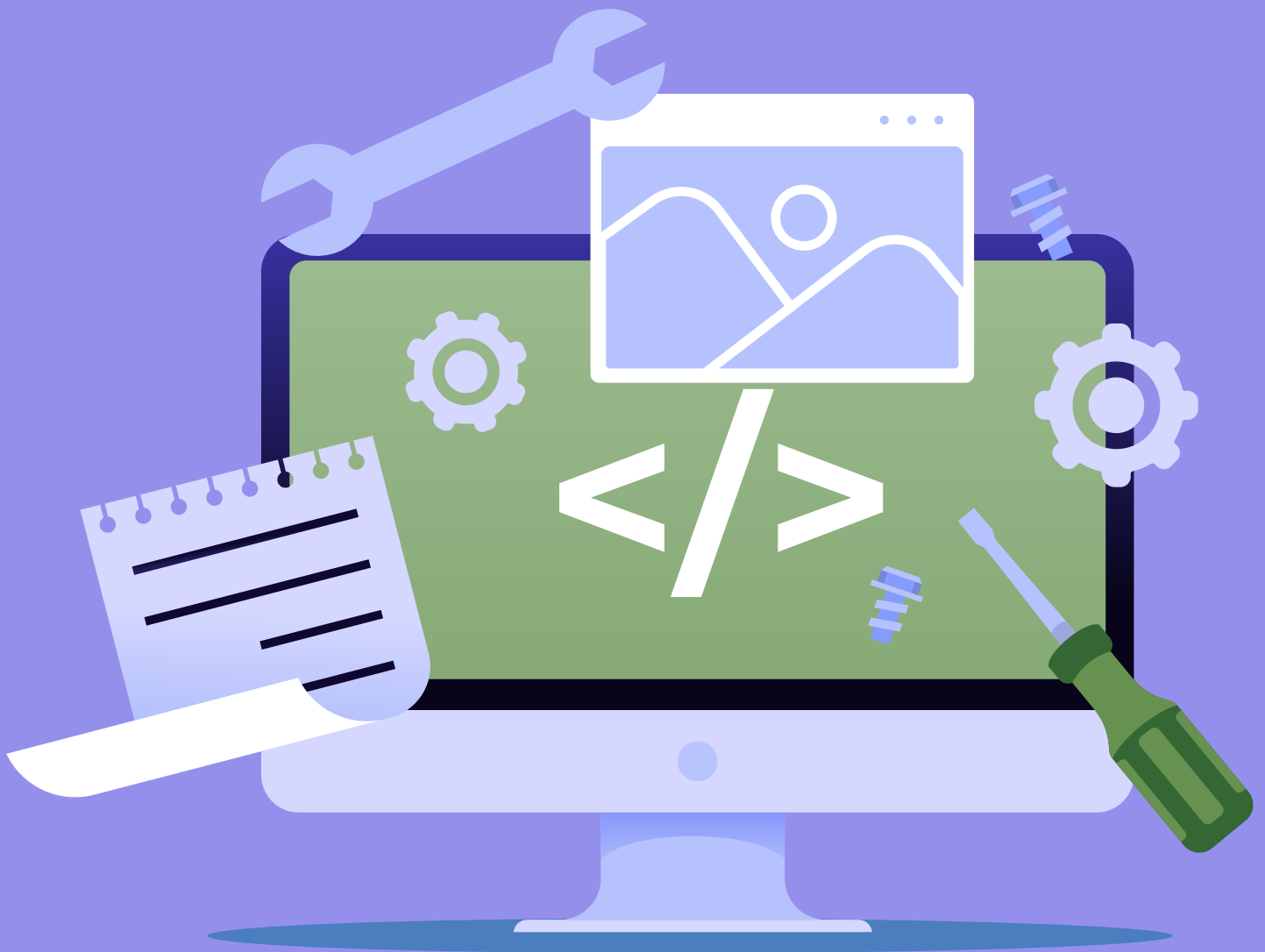# Promises, Promise Hell, Promise. all, Async/ Await, Iterator, Generator, Inversion of Control

Pre-read

Things I need to know before this session

The session requires you to have basic knowledge of variables in Javascript. Make sure you have revised all the previous concepts.

What will be taught in the coming session?

Promise:
An object representing the completion (or failure) of an asynchronous operation and its resulting value is known as a promise.

Promise Hell:
Due to a lack of knowledge of promise chaining, we again come to a callback hell with promises. So, here we will try to understand how to prevent these scenarios.

Abstraction:
The way of hiding the implementation details and showing only the functionality is known as Abstraction.

Loops and iteration:
To do something repeatedly in an easy way loop is the best solution.
So, in the core language, these loops are formed by iterators and generators.
We will explore how these iterators and generators work and implement our looping mechanism.
Some loops are:

- for statement
- do-while statement
- while statement
- labeled statement
- break statement
- continue statement
- for-in statement
- for-of statement

We will be learning all about the concepts mentioned above in this class.

Async/Await

- Clean and bug-free code for large-scale production.
- Easy to understand
- Easy to write
- Make Synchronous code

Inversion Of Control

- User friendly
- Less code
- No need to write test cases for all cases.
- Versatile code.

Generators and Iterators:

- Fast processing
- Handle large data
- No storage problem