Promises

27 January 2025

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※ A promise is a special java Script object that represents the eventual completion(or failure) of an asynchronous operation.

Three states:

- → Pending: the initial state, the promise is still waiting for operation to finish.
- * Fulfilled: the operation completed successfully.
- * Rejected: the operation failed.

Explanation:

To create a promise **new promise()**.

The promise constructor takes a function with two parameters:

- --> resolve: to mark as promise is successful
- --> reject: to mark is as failed.

Handling():

- .then() method is called when the promise is fulfilled. It receives the results from the resolve().
- .catch() method is called when the promise is rejected. It receives the results from the reject().

Example:

```
<script>
    let myPromise =new Promise((resolve, reject)=>{
        let success=true
        if(success){
        resolve("the operation is successful")
        else{
        reject("the operation is failed")
        }
        });
        myPromise
        .then(result=>{
        document.write(result)
        })
        .catch(error=>{
        document.write(error)
        });
</script>
```

Output: the operation is successful Chaining promises: --> you can have chain multiple ,.then() Ex:

```
<script>
    let promise=new Promise((resolve, reject)=>{
    resolve(5);
    });
    promise
    .then(result=>{
    document.write(result)
    return result*2
    })
    .then(result=>{
    document.write(result)
    return result+3;
    })
    .then(result=>{
    document.write(result)
    })
    .catch(error=>{
    document.write("error",error)
    </script>
```

Output:

5

10

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Promise with set timeout:

```
| console.log("Error:", error);
| console.log("Error:",
```

Output:

Promise resolved after 2 seconds.