

PROMISES



JavaScript is a **synchronous** programming language.

But thanks to **callback functions** we can make it function **like Asynchronous** programming language.



A grayscale photograph of two hands clasped together, palms facing each other, set against a background of rough, textured rocks. The hands are positioned centrally, with fingers interlaced. The lighting is soft, highlighting the contours of the hands.

Promises in JavaScript are very similar to the promises you make **in real life**. So first let us look at promises in real life.



promise gives you an **assurance** that
something will be done

A promise can either be **kept or broken**.

When a promise is kept you **expect
something** out of that promise

When a promise is broken, you would like
to **know why**



Promises in JS are a **2 parts** process

Creation of promises
and
Handling of promises

Creation of Promises

The **constructor** accepts a **function called executor**. This executor function accepts two parameters **resolve** and **reject** which are in turn functions



Promises are generally used for easier **handling of asynchronous operations** or blocking code, examples for which being file operations, API calls, DB calls, IO calls etc



PromiseStatus can have three different values.

pending, resolved(fullfilled) or rejected



Prototype Methods

`Promise.prototype.then(onFulfilled, onRejected)`

`Promise.prototype.catch(onRejected)`

`Promise.prototype.finally(onFinally)`



exemplos

