# JavaScript Promises - Practice Questions

These are easy-level practice questions designed to help you get comfortable with JavaScript Promises, focusing on using .then(), .catch(), and async/await for handling asynchronous operations.

1. Create a promise that resolves with 'Hello, World!' after 1 second. Use .then() to log the result.

2. Create a promise that rejects with 'Something went wrong' after 2 seconds. Use .catch() to handle the error and log it.

3. Write a function delayedMessage() that returns a promise which resolves with 'Done!' after 3 seconds. Use .then() to log the message.

4. Write a function failRandomly() that returns a promise which:  
 - Resolves with 'Success' if Math.random() > 0.5  
 - Rejects with 'Failed' otherwise  
 Use .then() and .catch() to handle both outcomes.

5. Convert Question 1 into async/await syntax (using await instead of .then()).

6. Convert Question 2 into async/await with a try/catch block for error handling.

7. Write an async function getNumber() that returns a promise resolving with the number 42 after 2 seconds. Use await to log the number.

8. Write an async function that waits for a promise to reject with 'Invalid Request' after 1 second. Use try/catch to log 'Caught Error: Invalid Request'.

# Extra API Practice (Using Fetch + Promises)

1. Fetch a random dog image from:  
   🔗 <https://dog.ceo/api/breeds/image/random>
   * Use .then() to log the URL of the dog image.
   * Create an <img> element dynamically and display the dog image inside a styled card (div).
2. Fetch GitHub user data from:  
   🔗 <https://api.github.com/users>
   * Use async/await to fetch and log the first user’s login name.
   * Iterate over the users and dynamically create **cards** showing:
     + The user’s avatar (avatar\_url)
     + Their username (login)
     + A link to their profile (url)