

# Promises

Transactions can be sent asynchronously from a contract through a [Promise](#). Like Promises in many programming languages, these will cause code to be executed in the future. In the case of NEAR, this "in the future" means a transaction to be executed in the next block (or thereabouts), rather than in the same block as the original function call.

You can implement any cross-contract workflow using Promises; they inhabit a middle-ground between the high-level and low-level approaches discussed in [the last section](#). See the full Promise docs, linked above, for details.

However, there are a few situations where Promises are uniquely capable, since these situations don't involve making function calls:

- Sending NEAR
- Creating accounts
- Deploying contracts

Why wait? Why not do these things synchronously, in the same block when the function is called? Why does NEAR require a Promise for sending tokens, or creating an account, or deploying a contract?

They need to be scheduled in separate blocks since sender and receiver accounts can be on different shards, and cross-shard communication happens across blocks by passing receipts (you can think of receipts in NEAR as "internal transactions"). You can see these receipts being passed from block to block [in NEAR Explorer](#). [Edit this page](#) Last updated on Dec 9, 2023 by [gagdiez](#) Was this page helpful? Yes No

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