

```
# Spread
```

```
function sumOne(x, y)  
  return x + y;  
}
```

```
let vari = [1, 7];
```

```
console.log(sumOne(...vari)); //spread  
data will be divided into chunks
```

```
# Rest
```

```
function sum (...args) {  
  collecting data into array
```

```
//Rest Operator
```

```
console.log(args); output: [1, 2, 3, 4, 5,  
6, 7, 8, 9, 0]
```

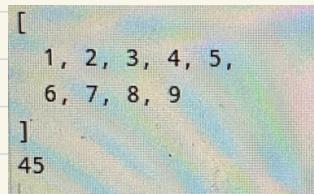
```
let sum = 0;
```

```
for (const i of args) {  
  sum = sum + i;
```

```
}
```

```
return sum;
```

```
}
```



when we don't know how many inputs we have from user

```
console.log(sum(1, 2, 3, 4, 5, 6, 7, 8, 9, 0));
```

```
# Try and Catch
```

```
try {  
  // logic error
```

```
} catch () {
```

```
  // Error handling message
```

```
}
```

```
eg: try {  
    database  
} catch (err) {  
    console.log ("Database request failed");  
}
```

```
eg: try {  
    let first_name = "Aneerag";  
    console.log (first_name + " " + last_name);  
} catch (err) {  
    console.log ("Variable name missing");  
}
```

* Finally : regardless of the situation if we are getting or not getting it will run. (if error is thrown or not)

```
eg: try {  
    let first_name = "Aneerag";  
    console.log (first_name + " " + last_name);  
} catch (err) {  
    console.log ("Variable name missing");  
}
```

```
Finally {  
    console.log ("I will run");  
}
```

MW: Throw

Errors in JS

- * Reference Error
- * Syntax Error
- * Type Error

* In JS we do not have **IO** error.
(arise by O)

Promise

- pending
- fulfilled
- rejected

Event Loop

```
const userOne = () => {
  console.log("Hello one");
}
```

```
const userTwo = () => {
  const output = "Hello one"
  setTimeout(() => {
    console.log("Hello I am inside");
    console.log("Hello two");
  }, 3000);
  console.log("Hello three");
}
```

it will wait till it gets rejected or resolve and then move forward

```
const userThree = () => {
  console.log("Hello three");
}
userOne();
userTwo();
userThree();
```

```
const one = () => {
    return "I am one";
};

const two = () => {
    return new Promise(resolve, reject) => {
        let timeout = () => {
            resolve ("Credential correct");
            , 3000);
        };
    };
};

const three = () => {
    return "I am three";
};

const callMe = async () => {
    let valOne = one();
    I am one
    console.log (valOne);

    let valTwo = await two();
    console.log (valTwo)) Promise {<pending>}

    let valThree = three();
    I am three
    console.log (valThree);

    3;
    callMe ();
}
```

after everything is completed
await will be executed
↓
credentials correct

Output : I am one
Promise {<pending>}
I am three

- * Async function returns a promise. This promise state can be either resolved or rejected
- * Await suspends the called function execution until the promise returns a result for that execution

Promises?: Kasam khata hai ki vo badne ye kaam complete karega

```
#console.log ("This is tutorial 43"); ①
```

```
async function harry () {
    console.log ('Inside harry Function');
    const response = await fetch ('https://api.github.com/users');
    here it will wait and rest of the code will be executed until it fetches the api
    console.log ('before response');
    const users = await response.json(); ②
    will convert api to json format when we reach back here all the work has already been created
    console.log ('users resolved');
    return users; ③ here the promise is solved and then (then) will proceed
}
```

```
console.log ("Before calling harry"); ④
```

```
let a = harry (); ⑤
```

```
console.log ("After calling harry"); ⑥
```

```
console.log (a); ⑦ → promise still pending
a.then (data) ⇒ console.log (data); ⑧ will be executed after promise is completed
```

```
console.log ("Last line of this JS file"); ⑨
```

Output: This is tutorial 43

Before calling harry

Inside harry Function

After calling harry

Promise {<pending>}

Last line of this JS file

before response

users resolved

[30] [EJ, L-3] [21]