

Promises in JavaScript

DIY - 26

edureka!

Problem Statement: Your assignment is centered around deepening your understanding of promises in programming by engaging in a series of designated tasks. These activities are designed to help you grasp the fundamental concepts and practical applications of promises, ensuring you learn how to effectively manage asynchronous operations in your code.

Question 1:

What happens when the below code snippet is executed?

```
1 console.log('start');
2
3 const promise1 = new Promise((resolve,
4   reject) => {
5   console.log(1)
6 })
7 console.log('end');
```

Question 2:

Create a promise that resolves with the value *Resolved!* after a 1000ms delay using `setTimeout`. After the promise is resolved, use `.then` to pass `console.log` and display the resolved value.

Note: For the purposes of addressing this question, you are kindly requested to undertake a comprehensive study on the `setTimeout` function.

The expected output is shown below.

```
Console
"Resolved!"
```

Question 3:

Create another promise. Now have it reject with a value of *Rejected!* without using `setTimeout`. Print the contents of the promise after it has been rejected by passing `console.log` to `.catch`

The expected output is shown below.

```
Console
"Rejected!"
```