JS assignment questions

1. Create a function that returns a promise. The function should work in such a way that when you call print().then(res => console.log(res))   it prints the string "Resolved" after 2 seconds.

```
function print() {
// Write your code here such that a string "Resolved" is Printed to console
after 2 seconds.
}
print().then(res => console.log(res))
```

2. Convert the following callback-based function into a promise-based function.

```
function getDataFromServer(callback) {
  // Simulate fetching data from the server
  setTimeout(() => {
    const data = { id: 1, name: 'John Doe' };
    callback(data);
  }, 1000);
}
```

3. Complete the below code

```
<!DOCTYPE html>
<html lang="en">
<head>
<title>Promise</title>
</head>
<body>
<button id="fetch_data" onclick="">Fetch data</button>
<div id="house_list"></div>
</body>
<script>
/**
* Refer API Documentation https://anapioficeandfire.com/Documentation
* Fetch the details of various houses in the Game of thrones universe
*
* Challenge 1
* Fetch and list down the names of the houses when the user clicks on
'Fetch data' button
```

```
 *
 * Challenge 2
 * Improve the result of challenge 1 by grouping the houses based on region
 * *Hint* use promise chaining
 */



</script>
</html>
```