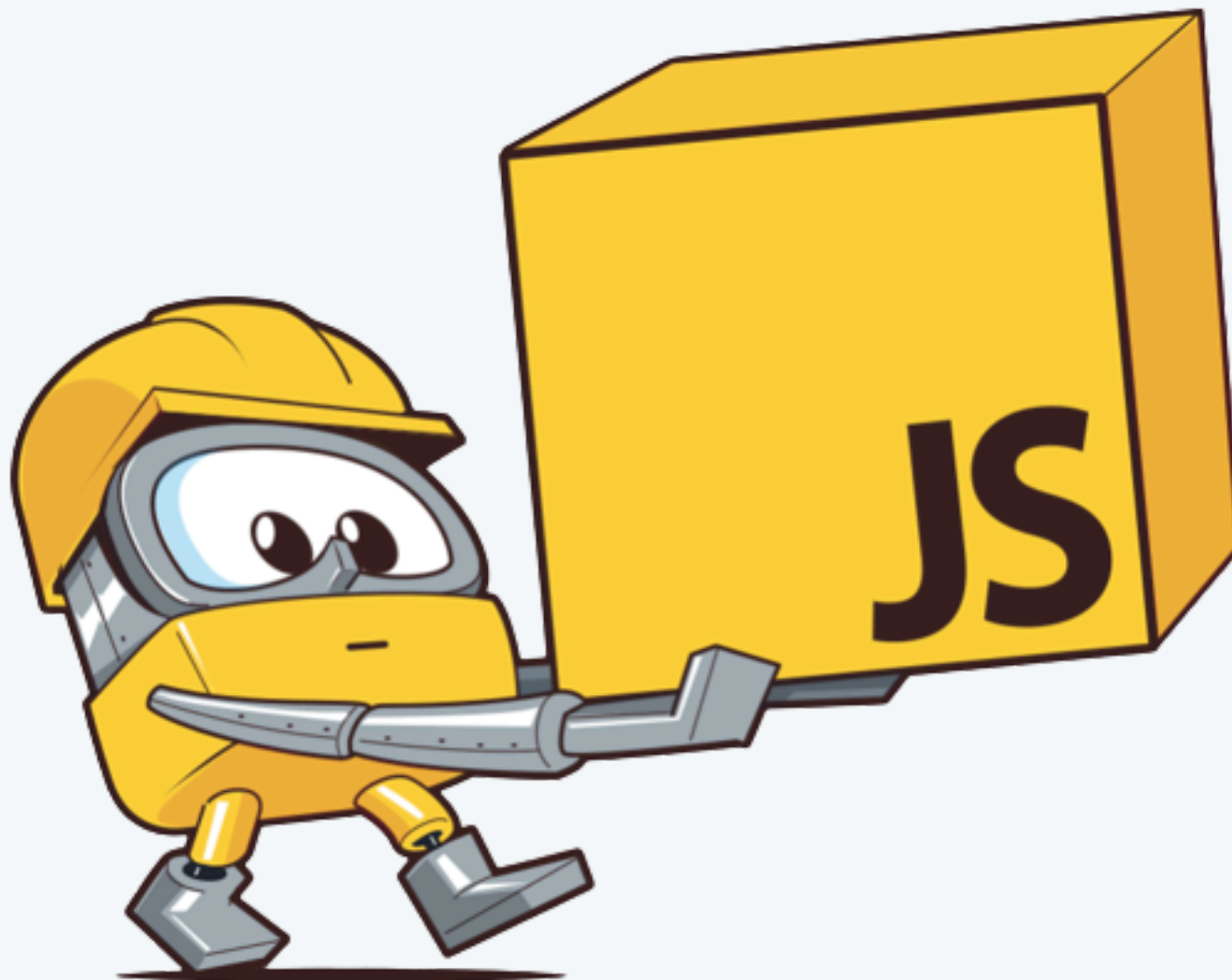


JavaScript

Callback Vs Promises



But why do we need this ??



- We need this to achieve asynchronous code.
- Asynchronous code allows multiple things to happen same time.
- We can achieve this by using two methods:
 - Callbacks
 - Promises

Callbacks

- A callback function is a function passed into another function as an argument, which is called inside the other function.

```
// function
function greet(name, callback) {
  console.log('Hi' + ' ' + name);
  callback();
}

// callback function
function callMe() {
  console.log('I am callback function');
}

// passing function as an argument
greet('Peter', callMe);
```

Promises

- Promises are Javascript objects that represent an eventual completion or failure of an asynchronous operation.
- A promise is a returned object where you attach callbacks, instead of passing callbacks into a function.

```
const count = true;

let countValue = new Promise(function (resolve, reject) {
  if (count) {
    resolve("There is a count value.");
  } else {
    reject("There is no count value");
  }
});

console.log(countValue);

//Output
Promise {<resolved>: "There is a count value."}
```

Callbacks Vs Promises

- **A key difference between the two:**
When using the callback approach, we'd normally just pass a callback into a function.
- In promises, however, you attach callbacks on the returned promise object.
- Making callbacks async can cause issues such as callback hell, so to avoid this we can use promises.

Promises

- The syntax is user-friendly and easy to read
- Error handling is easier to manage.

```
api().then(function(result) {  
    return api2() ;  
}).then(function(result2) {  
    return api3();  
}).then(function(result3) {  
    // do work  
}).catch(function(error) {  
    //handle any error that may  
    //occur before this point  
});
```

Callbacks

- The syntax is difficult to understand.
- Error handling may be hard to manage.

```
api(function(result){  
    api2(function(result2){  
        api3(function(result3)  
        {  
            // do work  
            if(error) {  
                // do something  
            }  
            else {  
                // do something  
            }  
        });  
    });  
});
```