

# PRACTICAL PROLONGED PROCESS PROGRAMMING

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*a prompt promise primer*

- **I want to read the contents of fileA.txt**
- **Then, once that's done, I want to read the contents for fileB.txt**
- **If either of them throw an error, I want to catch it**

# WILL THIS WORK?

```
fs.readFile("fileA.txt", function (err, data) {  
  console.log(data);  
});
```

```
fs.readFile("fileB.txt", function (err, data) {  
  console.log(data);  
});
```

# NESTED CALLBACKS

```
fs.readFile("fileA.txt", function (err, data) {  
  console.log(data);  
  
  fs.readFile("fileB.txt", function (err, data) {  
    console.log(data);  
  });  
});
```

# ERROR HANDLING

```
fs.readFile("fileA.txt", function (err, data) {  
  if (err) console.log('An error occurred: ', err);  
  else console.log(data);  
  
  fs.readFile("fileB.txt", function (err, data) {  
    if (err) console.log('An error occurred: ', err);  
    else console.log(data);  
  });  
});
```

# CALLBACK HELL

```
fs.readFile("fileA.txt", function (err, data) {  
  if (err) console.log('An error occurred: ', err);  
  else console.log(data);  
  
  fs.readFile("fileB.txt", function (err, data) {  
    if (err) console.log('An error occurred: ', err);  
    else console.log(data);  
  
    fs.readFile("fileC.txt", function (err, data) {  
      if (err) console.log('An error occurred: ', err);  
      else console.log(data);  
    });  
  });  
});
```

```
fs.readFile("fileA.txt", function (err, data) {
  if (err) console.log('An error occurred: ', err);
  else console.log(data);

  fs.readFile("fileB.txt", function (err, data) {
    if (err) console.log('An error occurred: ', err);
    else console.log(data);

    fs.readFile("fileC.txt", function (err, data) {
      if (err) console.log('An error occurred: ', err);
      else console.log(data);

      fs.readFile("fileD.txt", function (err, data) {
        if (err) console.log('An error occurred: ', err);
        else console.log(data);
      });
    });
  });
});
```



```
fs.readFile("fileA.txt", function (err, data) {  
  if (err) console.log('An error occurred: ', err);  
  else console.log('File read successfully: ', data);  
});  
  
fs.readFile('fileB.txt', function (err, data) {  
  if (err) console.log('Error: ', err);  
  else console.log('Data: ', data);  
});  
  
fs.readFile('fileC.txt', function (err, data) {  
  if (err) console.log('Error: ', err);  
  else console.log('Data: ', data);  
});  
  
fs.readFile('fileD.txt', function (err, data) {  
  if (err) console.log('Error: ', err);  
  else console.log('Data: ', data);  
});  
  
});  
});  
});
```



👉 current mood



# WHAT IS A CALLBACK?



# WHAT IS A CALLBACK?

**Technically: a function passed to another function**

two flavors...

- **Blocking**
- **Non-blocking**



# BLOCKING CALLBACKS

*think: portable code*

## predicates

```
e.g. arr.filter(function predicate (elem) {...});
```

## comparators

```
e.g. arr.sort(function comparator (elemA, elemB) {...});
```

## iterators

```
e.g. arr.map(function iterator (elem) {...});
```



# NON-BLOCKING CALLBACKS

*think: control flow*



# WHAT IS A CALLBACK?

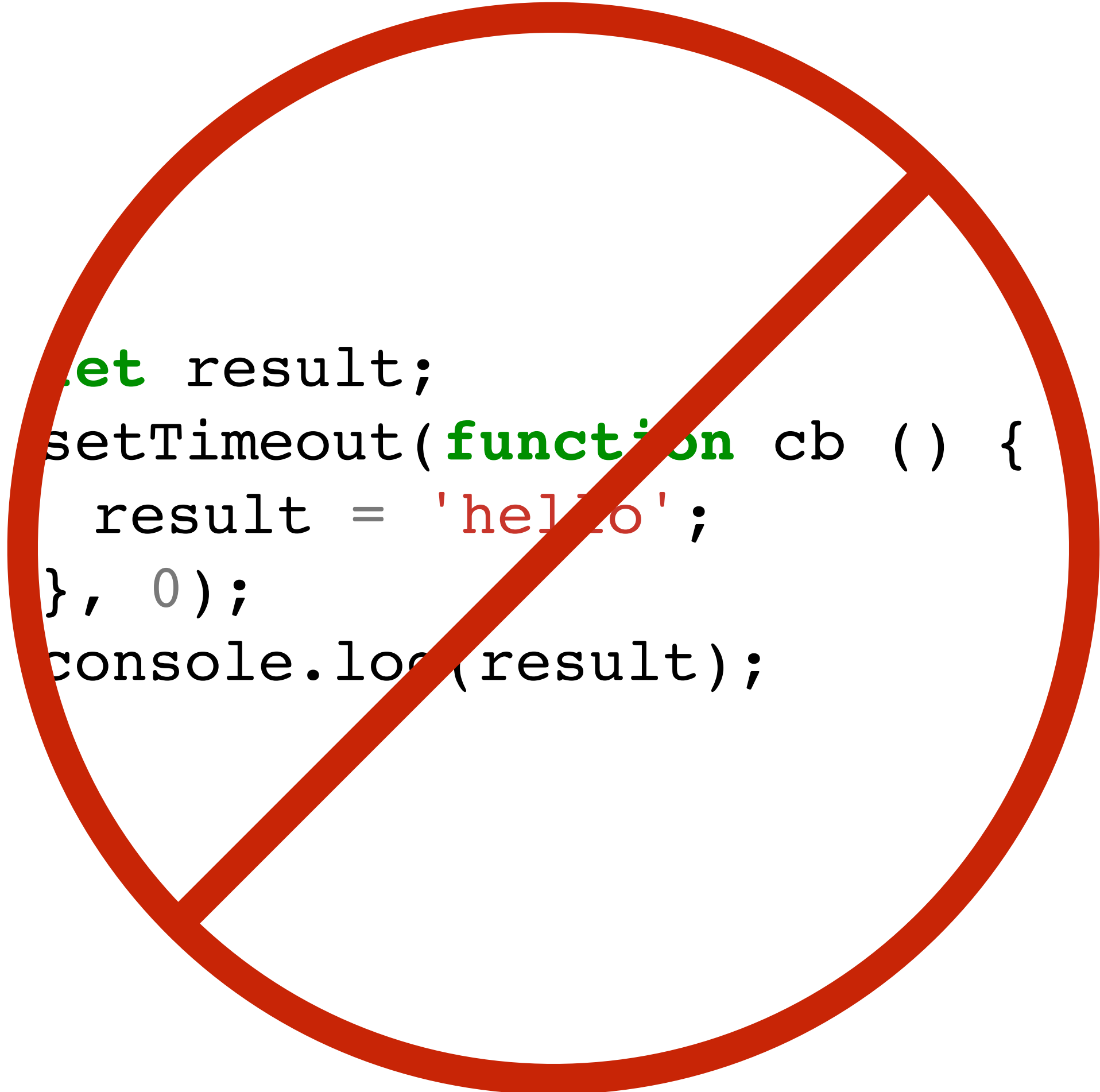
Technically: a function passed to another function

two flavors...

- ◉ Blocking
- ◉ Non-blocking
  - ◉ event handler
  - ◉ middleware
  - ◉ **vanilla async**



# LIKE THIS?




```
let result;  
setTimeout(function cb () {  
  result = 'hello';  
}, 0);  
console.log(result);
```



# LIKE THIS?

```
let result = setTimeout(function cb () {  
  return 'hello';  
}, 0);  
console.log(result);
```

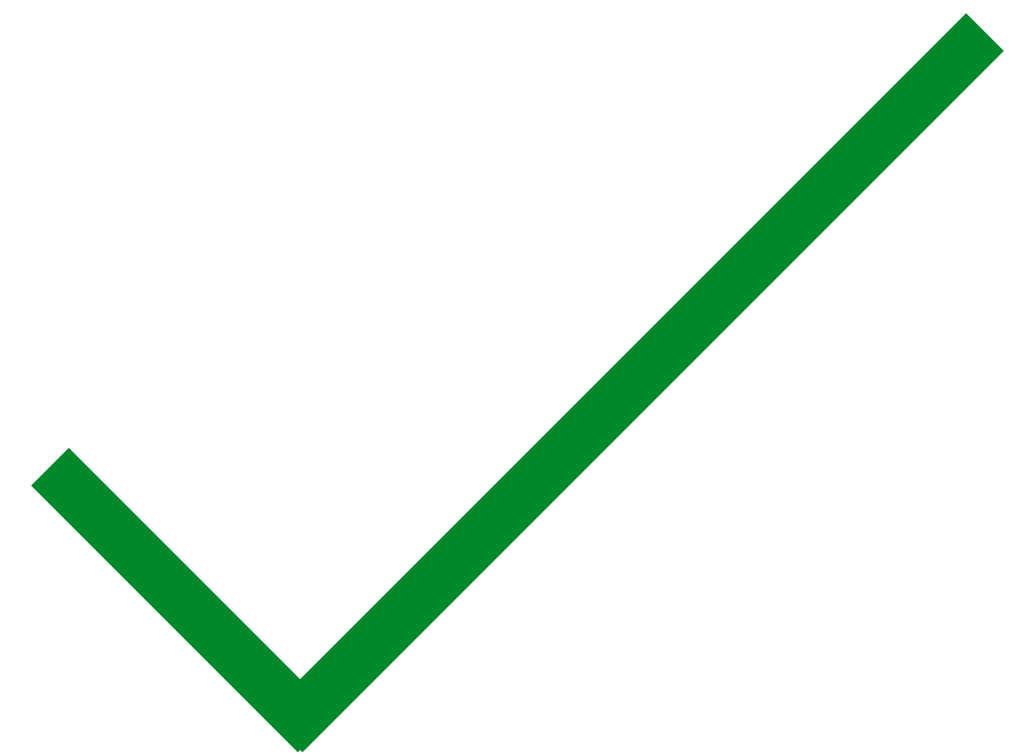






# LIKE THIS?

```
setTimeout(function cb () {  
  let result = 'hello';  
  console.log(result);  
}, 0);
```





# PROMISE

*“A promise represents the eventual result of an asynchronous operation.”*

— THE PROMISES/A+ SPEC

# PROMISES

- **A Promise is a JavaScript object that follows a specific set of rules (the Promises/A+ spec)**
- **A Promise contains (“is for”) some data that you get asynchronously (ex. `setTimeout`, `fs.readFile`, etc...)**

# HOW TO GET THAT ASYNC DATA

- A Promise implements a method called *then* (*Promise.prototype.then*)
- *Promise.prototype.then* accepts two callback functions as arguments (one for success, and one for errors)
- Once the Promise has the data (or an error), it will invoke those callback functions with the data (or an error)



# CALLBACK V PROMISE

## vanilla async **callback**

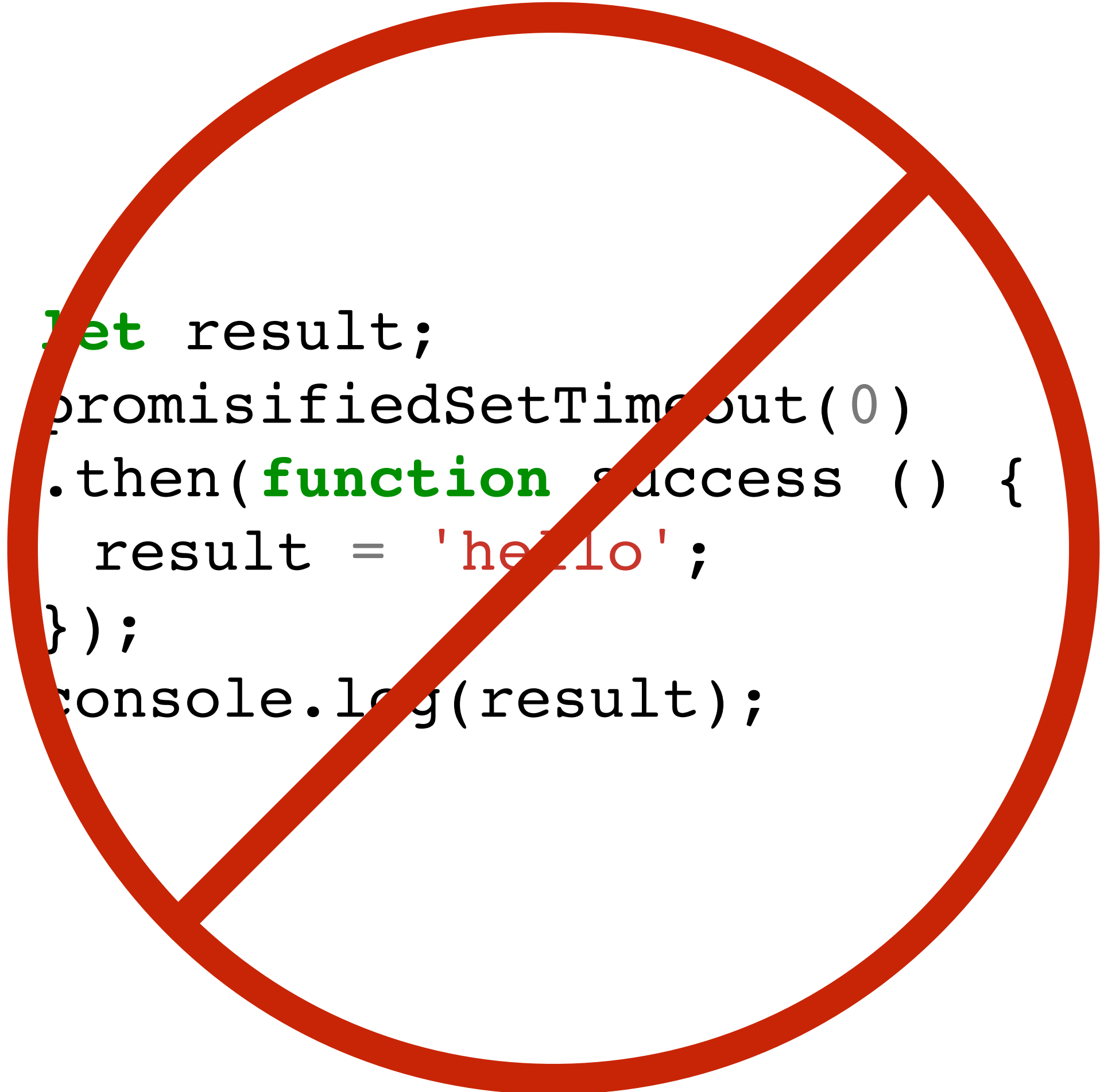
```
fs.readFile('file.txt',  
  function callback (err, data) {...}  
);
```

## async **promise**

```
const promiseForData = fs.readFileAsync('file.txt')  
  
promiseForData  
  .then(  
    function onSuccess (data) {...},  
    function onError (err) {...}  
  );
```




# LIKE THIS?



```
let result;  
promisifiedSetTimeout(0)  
.then(function success () {  
  result = 'hello';  
});  
console.log(result);
```



# LIKE THIS?



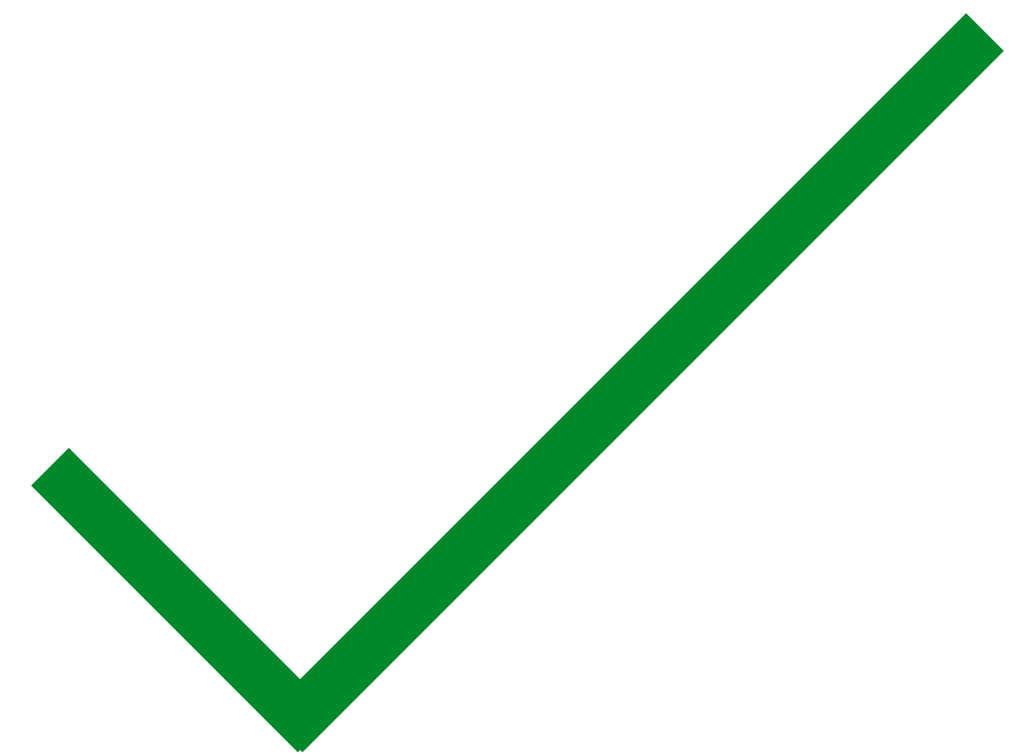
```
let result = promisifiedSetTimeout(0)
  .then(function success () {
    return 'hello';
  });
console.log(result);
```





# LIKE THIS?

```
promisifiedSetTimeout(0)
  .then(function success () {
    let result = 'hello';
    console.log(result);
  });
```



**OKAY, LIKE, SO WHAT? WE STILL NEED CALLBACKS...**

# PORTABLE

```
let result;

fs.readFile(`file.txt`, function (err, file) {
  result = file;
});

doSomething(result) // what's result here?

module.exports = result; // LOL, just no..
```

# PORTABLE

```
const promise = fs.readFileAsync('file.txt');  
  
// call some other function on it  
doSomething(promise);  
  
// export the promise, use it elsewhere!  
module.exports = promise;
```

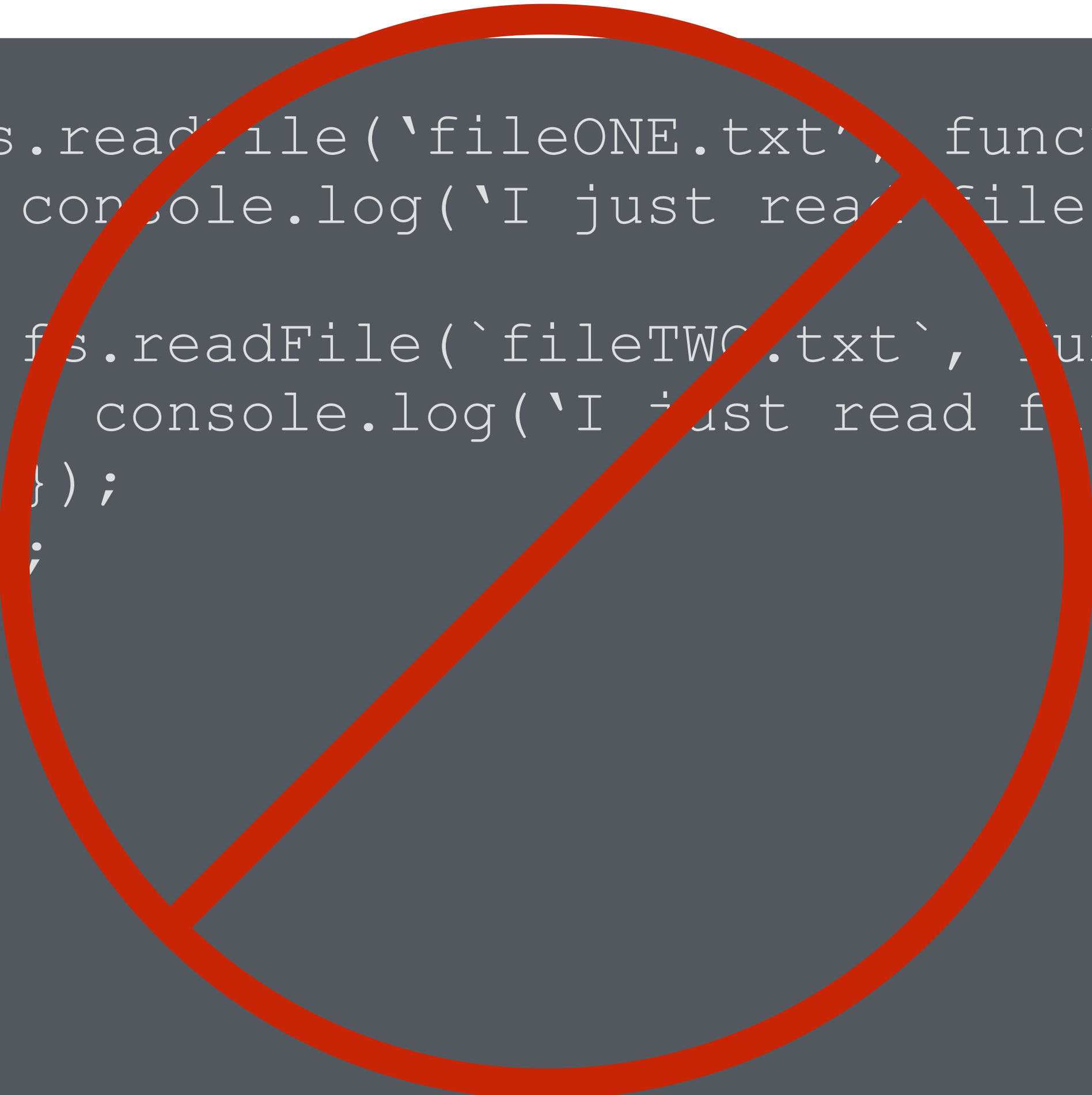
# MULTIPLE HANDLERS

```
const promise = fs.readFileAsync('file.txt');

// do one thing when it finishes
promise
  .then(function (fileContents) {
    console.log(fileContents);
  });

// do another thing when it finishes
promise
  .then(function () {
    fs.unlink('file.txt');
  });
```

# LINEAR/FLAT

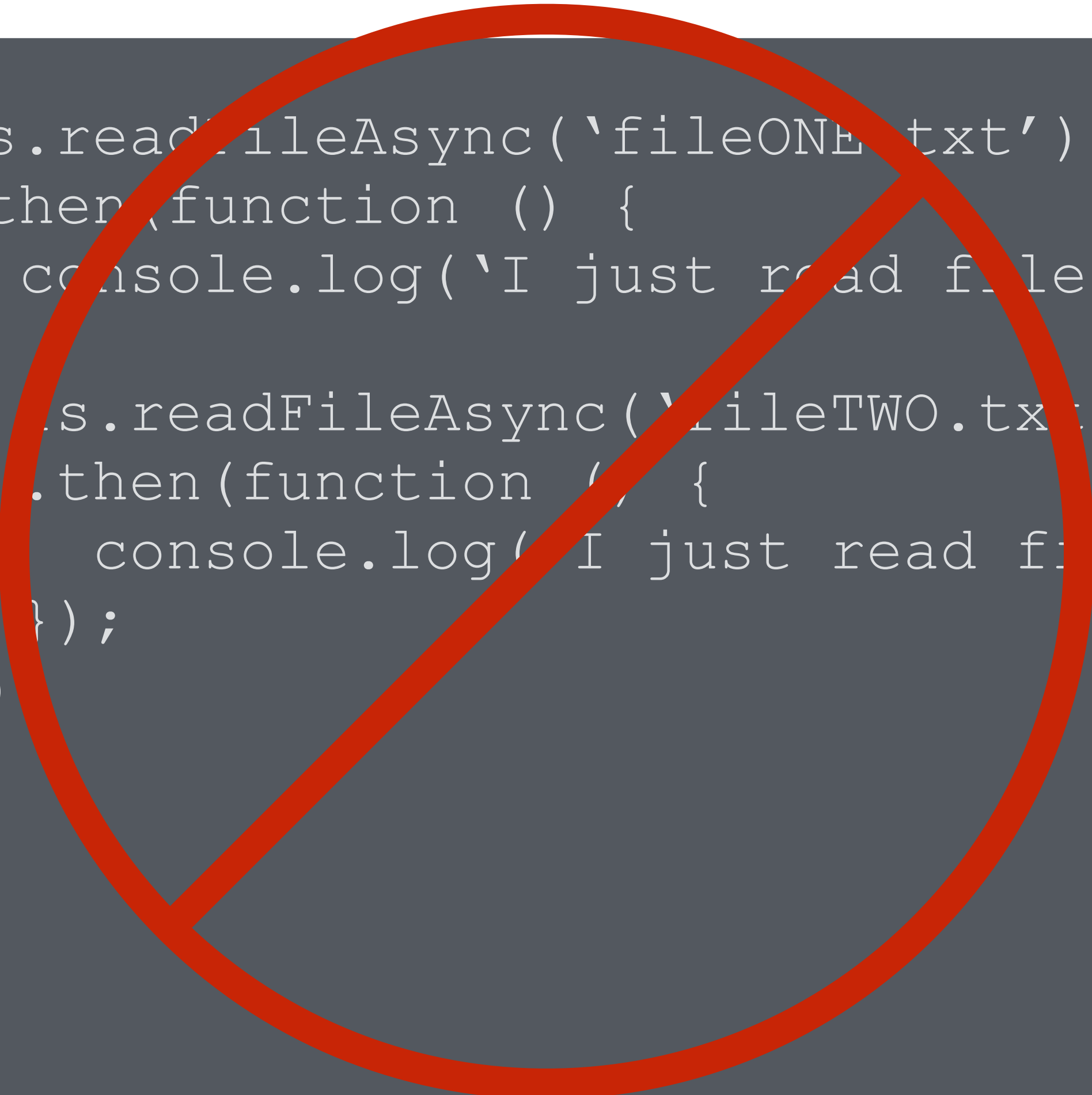


```
fs.readFile('fileONE.txt', function (err, data) {  
  console.log('I just read file one');  
  
  fs.readFile('fileTWO.txt', function (err, data) {  
    console.log('I just read file two');  
  });  
});
```

# LINEAR/FLAT

```
fs.readFileAsync('fileONE.txt')
  .then(function () {
    console.log('I just read file one');

    fs.readFileAsync('fileTWO.txt')
      .then(function () {
        console.log('I just read file two');
      });
  });
```





# LINEAR/FLAT

```
fs.readFileAsync('fileONE.txt')
  .then(function () {
    console.log('I just read file one');
    return fs.readFileAsync('fileTWO.txt');
  })
  .then(function () {
    console.log('I just read file two');
  });
```



# UNIFIED ERROR HANDLING

```
fs.readFile('fileONE.txt', function (err, data) {
  if (err) console.log(`Error with fileONE`);
  else console.log(`I just read fileONE`);

  fs.readFile('fileTWO.txt', function (err, data) {
    if (err) console.log(`Error with fileTWO`);
    else console.log(`I just read fileTWO`);

    fs.readFile('FileTHREE.txt', function (err, data) {
      // KILL ME NOW :(
    });
  });
});
```

# UNIFIED ERROR HANDLING

```
fs.readFileAsync('fileONE.txt')
  .then(function () {
    console.log('I just read file one');
    return fs.readFileAsync('fileTWO.txt');
  })
  .then(function () {
    console.log('I just read file two');
    return fs.readFileAsync('fileTHREE.txt');
  })
  .then(null, function (err) { // or `.catch()`
    console.log('An error occurred at some point');
    console.log(err);
  });
```

# UNIFIED ERROR HANDLING

```
fs.readFileAsync('fileONE.txt')
  .then(function () {
    console.log('I just read file one');
    return fs.readFileAsync('fileTWO.txt');
  })
  .then(function () {
    console.log('I just read file two');
    return fs.readFileAsync('fileTHREE.txt');
  })
  .catch(function (err) {
    console.log('An error occurred at some point');
    console.log(err);
  });
```

# READING A FILE

## SYNCHRONOUS

```
var path = 'demo-poem.txt';
console.log('- I am first -');
try {
  var buff = fs.readFileSync(path);
  console.log(buff.toString());
} catch (err) {
  console.error(err);
}
console.log('- I am last -');
```

## ASYNC (CALLBACKS)

```
var path = 'demo-poem.txt';
fs.readFile(path, function (err, buff) {
  if (err) console.error(err);
  else console.log(buff.toString());
  console.log('- I am last -');
});
console.log('- I am first -');
```

## ASYNC (PROMISES)

```
var path = 'demo-poem.txt';
promisifiedReadFile(path)
  .then(function (buff) {
    console.log(buff.toString());
  }, function (err) {
    console.error(err);
  })
  .then(function () {
    console.log('- I am last -');
  });
console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

promisifiedReadFile(path)
  .then(function (buff) {
    console.log(buff.toString());
  }, function (err) {
    console.error(err);
  })
  .then(function () {
    console.log('- I am last -');
  });

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

fs.readFile(path, function (err, buff) {
  if (err) console.error(err);
  else console.log(buff.toString());
  console.log('- I am last -');
});

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

promisifiedReadFile(path)
  .then(buff => {
    console.log(buff.toString());
  }, err => {
    console.error(err);
  })
  .then(() => {
    console.log('- I am last -');
  });

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

fs.readFile(path, (err, buff) => {
  if (err) console.error(err);
  else console.log(buff.toString());
  console.log('- I am last -');
});

console.log('- I am first -');
```



```
const path = 'demo-poem.txt';

promisifiedReadFile(path)
  .then(buff => console.log(buff.toString()),
        err => console.error(err))
  .then(() => console.log('- I am last -'));

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

fs.readFile(path, (err, buff) => {
  if (err) console.error(err);
  else console.log(buff.toString());
  console.log('- I am last -');
});

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

promisifiedReadFile(path)
  .then(buff => console.log(buff.toString()))
  .then(() => console.log('- I am last -'))
  .catch(err => console.error(err));

console.log('- I am first -');
```

```
const path = 'demo-poem.txt';

fs.readFile(path, (err, buff) => {
  if (err) console.error(err);
  else console.log(buff.toString());
  console.log('- I am last -');
});


console.log('- I am first -');
```

# PROMISE ADVANTAGES

- **Portable**
- **Multiple handlers**
- **“Linear” or “flat” chains**
- **Unified error handling**



# IMPLEMENTATIONS

- Adehun
- avow
- ayepromise
- bloodhound
- **bluebird**
- broody-promises
- CodeCatalyst
- Covenant
- D
- Deferred
- fate
- ff
- FidPromise
- ipromise
- Legendary
- Lie
- microPromise
- mpromise
- Naive Promesse
- Octane
- ondras
- potch
- P
- Pacta
- Pinky
- PinkySwear
-  Potential
- promeso
- promiscuous
- Promis
- Promix
- Promiz
- Q
- rsvp
- Shvua
- Ten.Promise
- then
- ThenFail
- typescript-deferred
- vow
- when
- yapa
- yapi
- Zousan