In visual studio code, create a project “**promise-practice**”

Add the .js file and execute each file on cmd, example: **node promise1.js**

Promise1.js

let checkEven = new Promise((resolve, reject) => {  
    let number = 4;  
    if (number % 2 === 0) resolve("The number is even!");  
    else reject("The number is odd!");  
});

checkEven  
    .then((message) => console.log(message)) // On success  
    .catch((error) => console.error(error)); // On failure

Waits for [all promises](https://www.geeksforgeeks.org/javascript/javascript-promise-all-method/) to resolve and returns their results as an array. If any promise is rejected, it immediately

 rejects.

 promise2.js

Promise.all([  
    Promise.resolve("Task 1 completed"),  
    Promise.resolve("Task 2 completed"),  
    Promise.reject("Task 3 failed")  
])  
    .then((results) => console.log(results))  
    .catch((error) => console.error(error));

3rd practice example  in JS- async / await -

**Promise3.js**

==========================================================

function toppings\_choice (){  
  return new Promise((resolve,reject)=>{  
    setTimeout(()=>{

      resolve( console.log("which topping would you love?") )

    },3000)  
  })  
}

async function kitchen(){

  console.log("A")  
  console.log("B")  
  console.log("C")

  await toppings\_choice()

  console.log("D")  
  console.log("E")

}

// Below kitchen object

console.log("doing the dishes")  
console.log("cleaning the tables")  
console.log("taking orders")

// Trigger the function

kitchen();