



Лекция 3.5

асинхронность

Tinkoff.ru



План занятия

- обработка событий
- event loop
- пример
- callback
- promise



```
const btn = document.getElementById('button');  
  
btn.onclick = function () {  
  console.log('Привет!');  
};
```

Click me



БРАУЗЕР ОЖИДАЕТ СОБЫТИЯ



События бывают:

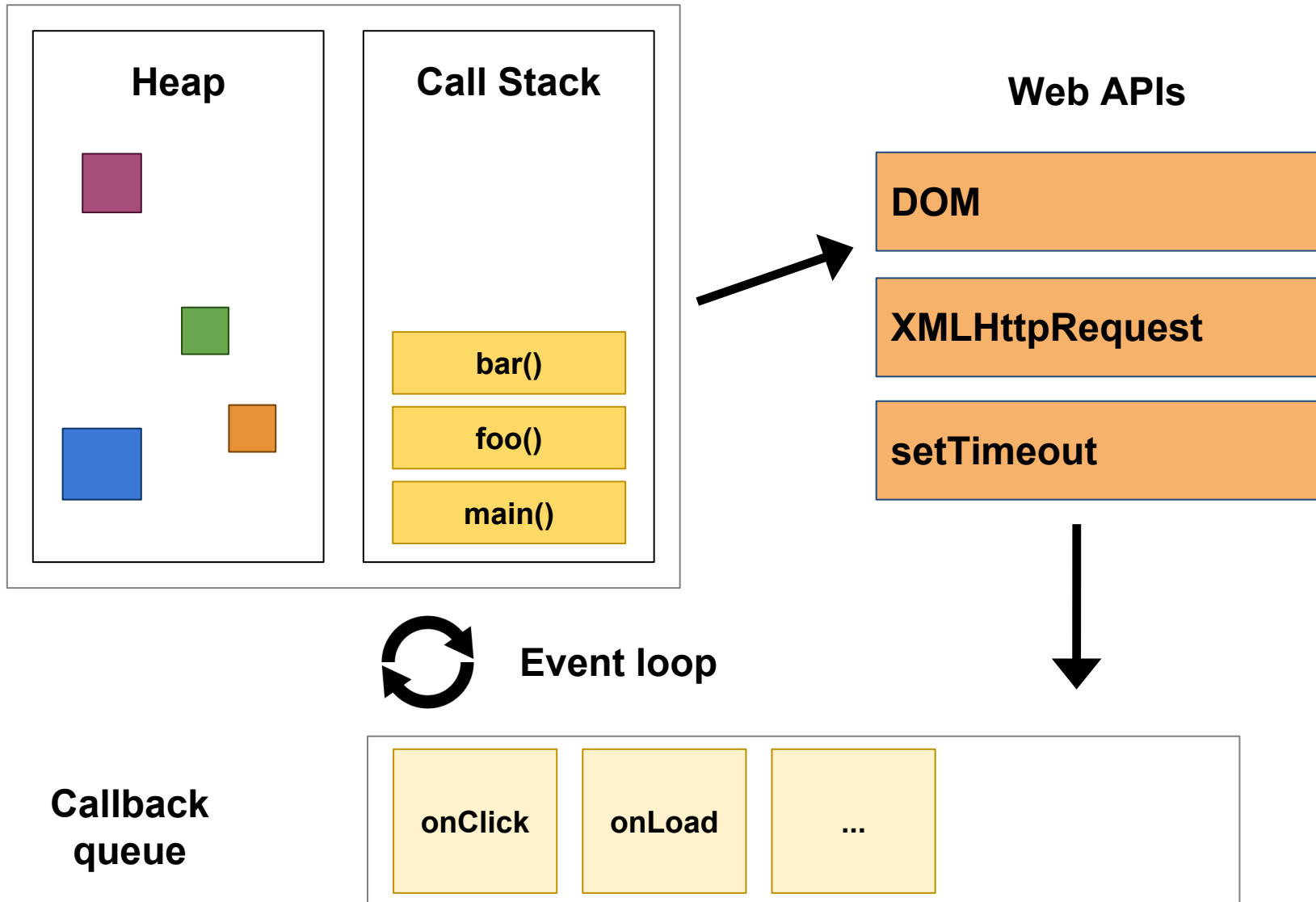
- пользовательские (клики, скролл, ввод)
- браузерные (загрузка страницы, запросы к серверу)
- кастомные (изменение в модели данных)



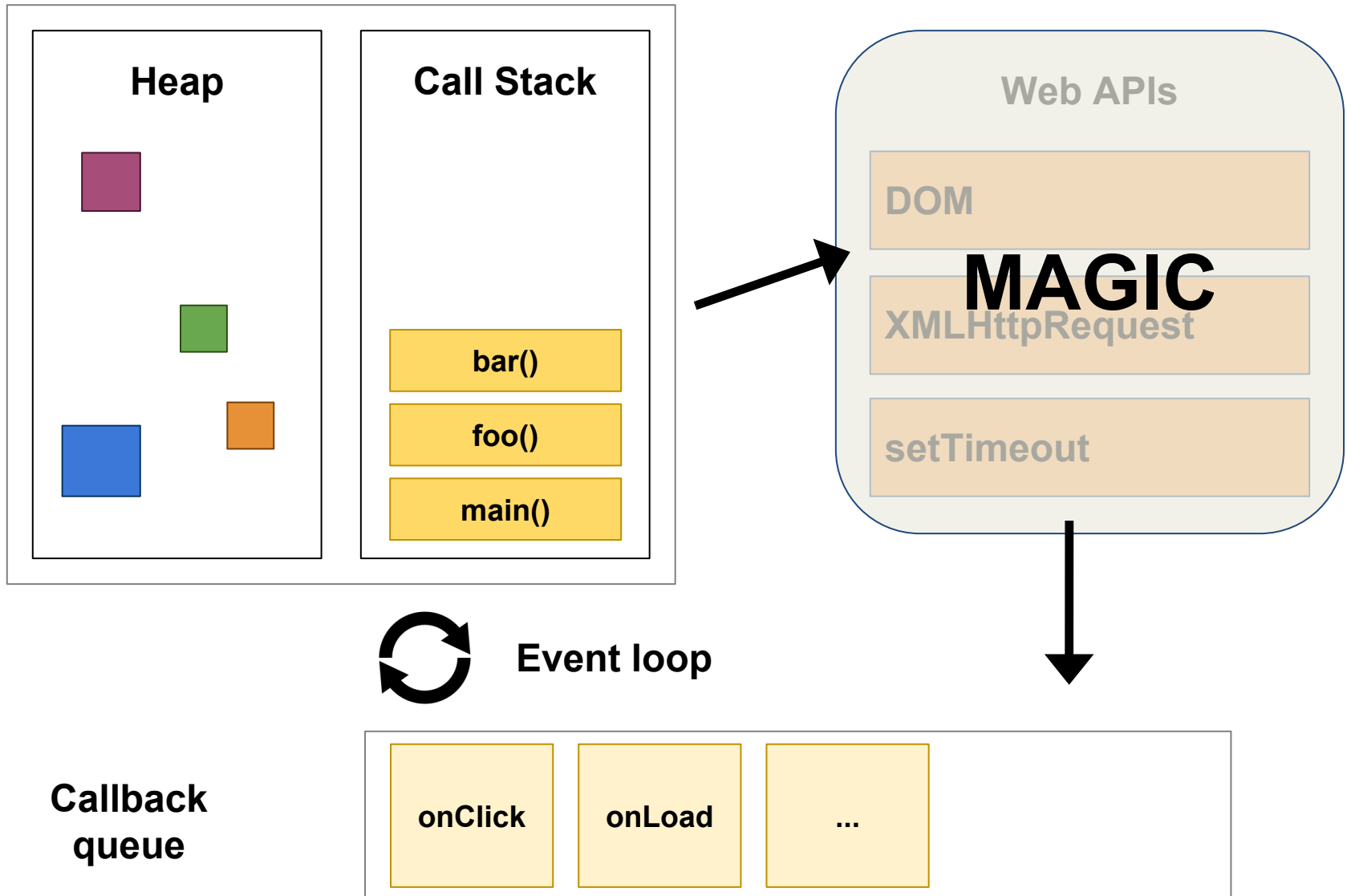
EVENT LOOP (ЦИКЛ СОБЫТИЙ)

<https://www.youtube.com/watch?v=8cV4ZvHXQL4>

Как работает JS



Как работает JS



Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  var squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```

Call Stack

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  var squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```

Call Stack

main()

Call Stack




```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  var squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```

Call Stack

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```

Call Stack

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```



Call Stack

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```




Call Stack

printSuared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}
```

```
function square(x) {  
  return multiply(x, x);  
}
```

```
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}
```

```
printSuared(4);
```

Call Stack

square(4)

printSuared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}
```

```
function square(x) {  
  return multiply(x, x);  
}
```

```
function printSquared(x) {  
  const squared = square(x);  
  console.log(squared);  
}
```

```
printSquared(4);
```

Call Stack


multiply(4, 4)

square(4)

printSquared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}
```

```
function square(x) {  
  return multiply(x, x);  
}
```

```
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}
```

```
printSuared(4);
```

Call Stack

square(4)

printSuared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSquared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSquared(4);
```



Call Stack

console.log(16)

printSquared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```



Call Stack

printSuared(4)

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSquared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSquared(4);
```



Call Stack

main()

Call Stack



```
function multiply(a, b) {  
  return a * b;  
}  
  
function square(x) {  
  return multiply(x, x);  
}  
  
function printSuared(x) {  
  const squared = square(x);  
  console.log(squared);  
}  
  
printSuared(4);
```



Call Stack

Асинхронный Call Stack



```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

main()

Асинхронный Call Stack



```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

console.log('foo')

main()

Асинхронный Call Stack




```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

main()

Асинхронный Call Stack




```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

setTimeout(fn, 1000)

main()

Асинхронный Call Stack



```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

main()

Асинхронный Call Stack



`console.log('foo');`
`setTimeout(function () {`
 `console.log('bar');`
`}, 1000);`
`console.log('baz');`

Call Stack

`console.log('baz')`

`main()`

Асинхронный Call Stack




`console.log('foo');`
`setTimeout(function () {`
 `console.log('bar');`
`}, 1000);`
`console.log('baz');`

Call Stack

main()


Асинхронный Call Stack



```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

Асинхронный Call Stack




```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

**Callback
queue**

timeout

Асинхронный Call Stack



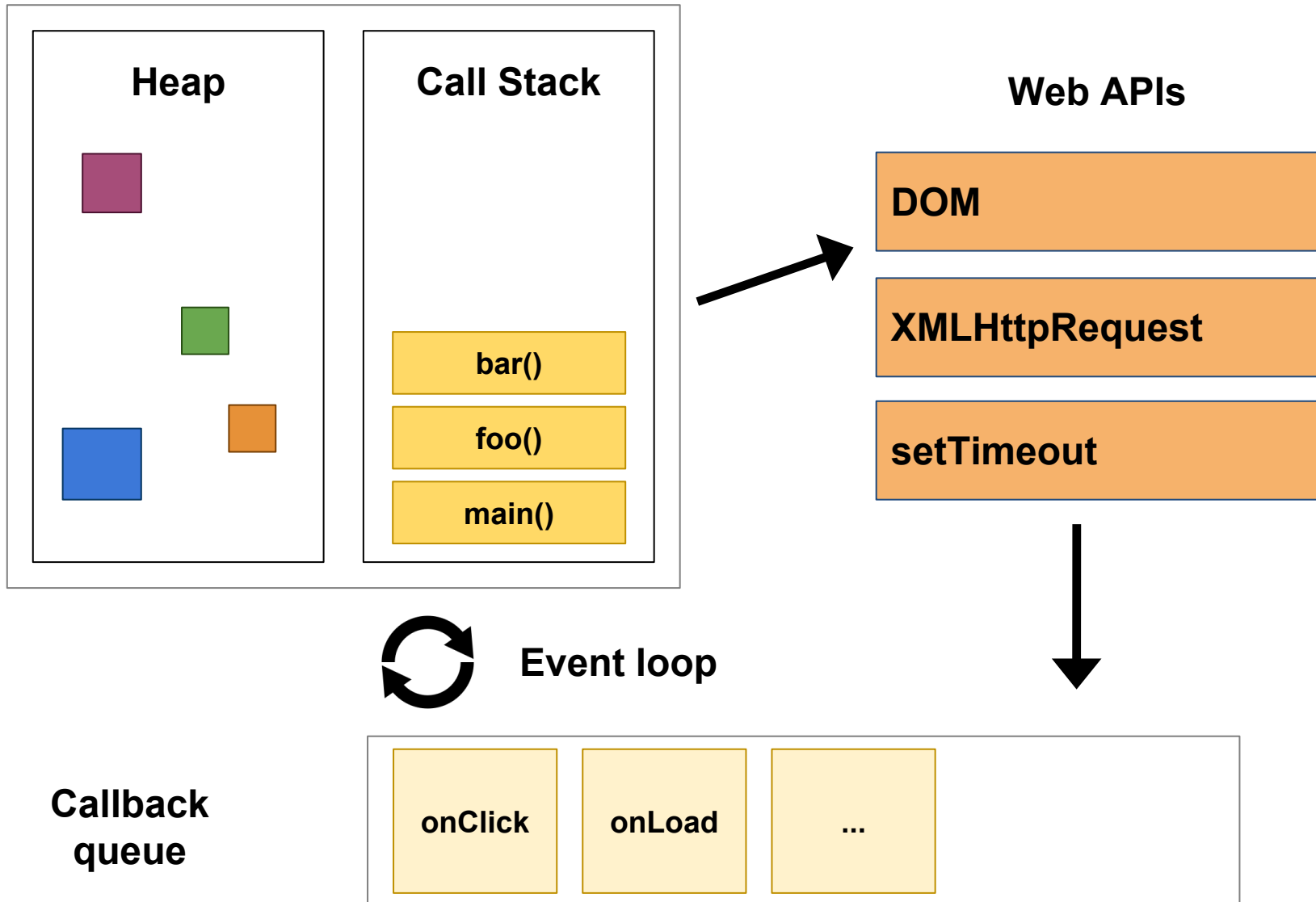
```
console.log('foo');  
  
setTimeout(function () {  
  console.log('bar');  
}, 1000);  
  
console.log('baz');
```

Call Stack

console.log('bar')

Callback
queue

Как работает JS





JAVASCRIPT АСИНХРОННЫЙ



JAVASCRIPT АСИНХРОННЫЙ, ОДНОПОТОЧНЫЙ



JAVASCRIPT АСИНХРОННЫЙ, ОДНОПОТОЧНЫЙ

но это неточно. [Воркеры](#)



ПРИМЕР

Пример: случайный пользователь



refresh



Github profile:

[wayneesequin](#)



XHR

(древнегреческ. XMLHttpRequest)

Синхронный XHR



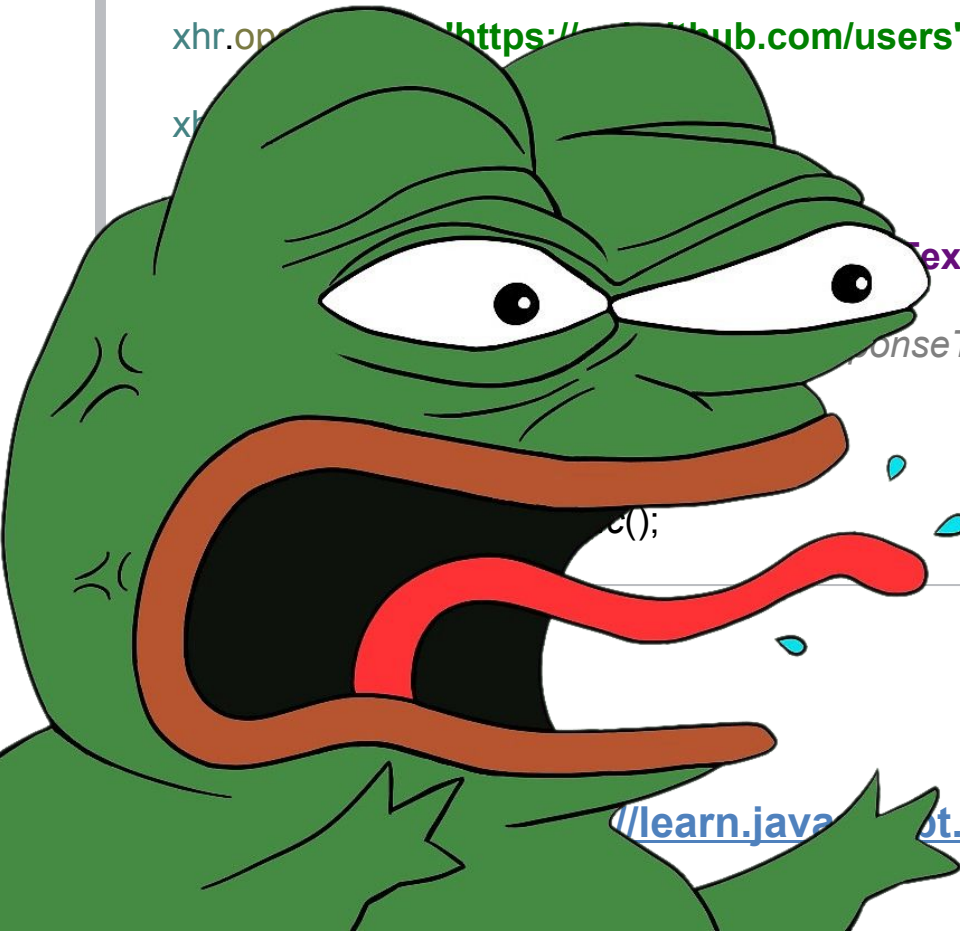
```
function getRandomGithubUsersSync() {  
    const xhr = new XMLHttpRequest();  
  
    xhr.open('GET', 'https://api.github.com/users', false);  
  
    xhr.send();  
  
    if (xhr.status !== 200) {  
        console.log(xhr.status + ': ' + xhr.statusText); // 404: Not Found  
    } else {  
        console.log(xhr.responseText); // responseText -- текст ответа.  
    }  
}  
  
getRandomGithubUsersSync();
```

Синхронный XHR



```
function getRandomGithubUsersSync() {  
    const xhr = new XMLHttpRequest();  
  
    xhr.open('GET', 'https://api.github.com/users', false);  
  
    xhr.send();  
  
    return xhr.responseText; // 404: Not Found  
}
```

responseText -- текст ответа.



<https://learn.java.dtu.ru/ajax-xmlhttprequest>

Синхронный XHR



► XHR finished loading: GET "<https://api.github.com/users>".

```
[
  {
    "login": "mojombo",
    "id": 1,
    "avatar_url": "https://avatars.githubusercontent.com/u/1?v=3",
    "gravatar_id": "",
    "url": "https://api.github.com/users/mojombo",
    "html_url": "https://github.com/mojombo",
    "followers_url": "https://api.github.com/users/mojombo/followers",
    "following_url": "https://api.github.com/users/mojombo/following{/other_user}",
    "gists_url": "https://api.github.com/users/mojombo/gists{/gist_id}",
    "starred_url": "https://api.github.com/users/mojombo/starred{/owner}/{/repo}",
    "subscriptions_url": "https://api.github.com/users/mojombo/subscriptions",
    "organizations_url": "https://api.github.com/users/mojombo/orgs",
    "repos_url": "https://api.github.com/users/mojombo/repos",
    "events_url": "https://api.github.com/users/mojombo/events{/privacy}",
    "received_events_url": "https://api.github.com/users/mojombo/received_events",
    "type": "User",
    "site_admin": false
  },
  {
    "login": "defunkt",
    "id": 2,
    "avatar_url": "https://avatars.githubusercontent.com/u/2?v=3",
    "gravatar_id": "",
    "url": "https://api.github.com/users/defunkt",
    "html_url": "https://github.com/defunkt"
```

Асинхронный XHR



```
function getRandomGithubUsersAsync() {  
  const xhr = new XMLHttpRequest();  
  xhr.open('GET', 'https://api.github.com/users', true);  
  
  xhr.onreadystatechange = () => {  
    if (xhr.readyState !== 4) return;  
  
    if (xhr.status !== 200) {  
      console.log(xhr.status + ': ' + xhr.statusText);  
    } else {  
      console.log(xhr.responseText);  
    }  
  };  
  
  xhr.send();  
}  
  
getRandomGithubUsersAsync();
```

Асинхронный XHR



```
function getRandomGithubUsersAsync() {  
  const xhr = new XMLHttpRequest();  
  xhr.open('GET', 'https://api.github.com/users', true);  
  
  xhr.onreadystatechange = () => {  
    if (xhr.readyState !== 4) return;  
  
    if (xhr.status !== 200) {  
      console.log(xhr.status + ': ' + xhr.statusText);  
    } else {  
      console.log(xhr.responseText);  
    }  
  };  
  
  xhr.send();  
}  
  
getRandomGithubUsersAsync();
```



UNSENT = 0

начальное состояние

OPENED = 1

вызван open

HEADERS_RECEIVED = 2

получены заголовки

LOADING = 3

*загружается тело
(получен очередной пакет данных)*

DONE = 4

запрос завершён

Асинхронный XHR



```
function getRandomGithubUsersAsync() {  
  const xhr = new XMLHttpRequest();  
  xhr.open('GET', 'https://api.github.com/users', true);  
  
  xhr.onreadystatechange = () => {  
    if (xhr.readyState !== 4) return;  
  
    if (xhr.status !== 200) {  
      console.log(xhr.status + ': ' + xhr.statusText);  
    } else {  
      console.log(xhr.responseText);  
    }  
  };  
  
  xhr.send();  
}  
  
getRandomGithubUsersAsync();
```



```
function makeGetRequest(url, successCallback, errorCallback) {  
  const xhr = new XMLHttpRequest();  
  xhr.open('GET', url, true);  
  xhr.onreadystatechange = () => {  
    if (xhr.readyState !== 4) return;  
  
    if (xhr.status !== 200) {  
      const error = new Error('Ошибка ' + xhr.status);  
      error.code = xhr.statusText;  
      errorCallback(error);  
    } else {  
      successCallback(xhr.responseText);  
    }  
  };  
  
  xhr.send();  
}
```

Вызовем makeGetRequest



```
makeRequest('https://api.github.com/users', (response) => {  
  console.log(response);  
}, (error) => {  
  console.error(error);  
});
```

Добавим клик



```
const randomButtonElement = document.getElementById('randomize');
randomButtonElement.onclick = () => {
  makeRequest('https://api.github.com/users', (data) => {
    console.log(data);
  }, (error) => {
    console.error(error);
  });
};
```


Асинхронный XHR



► XHR finished loading: GET "<https://api.github.com/users>".

```
[
  {
    "login": "mojombo",
    "id": 1,
    "avatar_url": "https://avatars.githubusercontent.com/u/1?v=3",
    "gravatar_id": "",
    "url": "https://api.github.com/users/mojombo",
    "html_url": "https://github.com/mojombo",
    "followers_url": "https://api.github.com/users/mojombo/followers",
    "following_url": "https://api.github.com/users/mojombo/following{/other_user}",
    "gists_url": "https://api.github.com/users/mojombo/gists{/gist_id}",
    "starred_url": "https://api.github.com/users/mojombo/starred{/owner}/{/repo}",
    "subscriptions_url": "https://api.github.com/users/mojombo/subscriptions",
    "organizations_url": "https://api.github.com/users/mojombo/orgs",
    "repos_url": "https://api.github.com/users/mojombo/repos",
    "events_url": "https://api.github.com/users/mojombo/events{/privacy}",
    "received_events_url": "https://api.github.com/users/mojombo/received_events",
    "type": "User",
    "site_admin": false
  },
  {
    "login": "defunkt",
    "id": 2,
    "avatar_url": "https://avatars.githubusercontent.com/u/2?v=3",
    "gravatar_id": "",
    "url": "https://api.github.com/users/defunkt",
    "html_url": "https://github.com/defunkt"
```



```
const randomButtonElement = document.getElementById('randomize');

randomButtonElement.onclick = () => {
  makeGetRequest('https://api.github.com/users',
    (request) => {
      let data;
      try {
        data = JSON.parse(request)
      } catch (err) {
        console.error(new Error('Ошибка при чтении из json'));
      }
      if (data) {
        console.log(data);
      }
    },
    (error) => {
      console.error(error);
    })
  };
};
```



Добавим единый обработчик ошибок

```
const randomButtonElement = document.getElementById('randomize');
const errorElement = document.getElementById('error');
const randomUserElement = document.getElementById('user');

const showError = (err) => {
  errorElement.textContent = err;
  errorElement.classList.remove('hidden');
  randomUserElement.classList.add('hidden');
}

const hideError = () => {
  errorElement.classList.add('hidden');
  randomUserElement.classList.remove('hidden');
}
```

refresh

Error: Ошибка при чтении из json

Добавим единый обработчик ошибок



```
randomButtonElement.onclick = () => {  
  makeGetRequest('https://api.github.com/users',  
    (request) => {  
    let data;  
    try {  
      data = JSON.parse(request)  
    } catch (err) {  
      showError(new Error('Ошибка при чтении из json'));  
    }  
    if (data) {  
      console.log(data);  
    }  
  }, showError);  
};
```

Выбор случайного пользователя



```
randomButtonElement.onclick = () => {  
  makeGetRequest('https://api.github.com/users',  
    (request) => {  
    let data;  
    try {  
      data = JSON.parse(request)  
    } catch (err) {  
      showError(new Error('Ошибка при чтении из json'));  
    }  
    if (data) {  
      const user = data[Math.floor(Math.random() * data.length)];  
    }  
    }, showError);  
};
```



```
function drawUser(data) {  
  const img =  
    randomUserElement.querySelector('img');  
  const link =  
    randomUserElement.querySelector('a');  
  img.src = data.avatar_url;  
  img.alt = data.login;  
  link.href = data.html_url;  
  link.textContent = data.login;  
}
```

```
<div class="github-user" id="user">  
  <img src="" alt="">  
  Github profile:  
  <a href=""></a>  
</div>
```



```
randomButtonElement.onclick = () => {  
  makeGetRequest('https://api.github.com/users',  
    (request) => {  
      let data;  
      try {  
        data = JSON.parse(request)  
      } catch (err) {  
        showError(new Error('Ошибка при чтении из json'));  
      }  
      if (data) {  
        const user = data[Math.floor(Math.random() * data.length)];  
        drawUser(user);  
      }  
    }, showError);  
};
```

Предзагрузка изображений



```
function loadImage(imageUrl, successCallback, errorCallback) {  
  const img = new Image();  
  
  img.onload = () => {  
    successCallback(img);  
  };  
  
  img.onerror = () => {  
    errorCallback(new Error('Что-то пошло не так'));  
  };  
  img.src = imageUrl;  
}
```




Вывод после загрузки изображения

```
randomButtonElement.onclick = () => {  
  makeGetRequest('https://api.github.com/users',  
    (request) => {  
      let data;  
      try {  
        data = JSON.parse(request)  
      } catch (err) {  
        showError(new Error('Ошибка при чтении из json'));  
      }  
      if (data) {  
        const user = data[Math.floor(Math.random() * data.length)];  
        loadImage(user.avatar_url, () => {  
          hideError();  
          drawUser(user);  
        }, showError);  
      }  
    }, showError);  
};
```

<https://jsbin.com/maragay/edit?html,js,output>



CALLBACK HELL

Callback hell



```
function register()
{
  if (!empty($_POST)) {
    $msg = '';
    if ($_POST['user_name']) {
      if ($_POST['user_password_new']) {
        if ($_POST['user_password_new'] === $_POST['user_password_repeat']) {
          if (strlen($_POST['user_password_new']) > 3) {
            if (strlen($_POST['user_name']) < 65 && strlen($_POST['user_name']) > 4) {
              if (preg_match('/^[a-z\d]{1,64}$/i', $_POST['user_name'])) {
                $user = read_user($_POST['user_name']);
                if (isset($user['user_name'])) {
                  if ($_POST['user_email']) {
                    if (strlen($_POST['user_email']) < 65) {
                      if (filter_var($_POST['user_email'], FILTER_VALIDATE_EMAIL)) {
                        create_user();
                        $_SESSION['msg'] = 'You are now registered so please login';
                        header('Location: ' . $_SERVER['PHP_SELF']);
                        exit();
                      } else $msg = 'You must provide a valid email address';
                    } else $msg = 'Email must be less than 64 characters';
                  } else $msg = 'Email cannot be empty';
                } else $msg = 'Username already exists';
              } else $msg = 'Username must be only a-z, A-Z, 0-9';
            } else $msg = 'Username must be between 4 and 64 characters';
          } else $msg = 'Password must be at least 4 characters';
        } else $msg = 'Passwords do not match';
      } else $msg = 'Empty Password';
    } else $msg = 'Empty Username';
    $_SESSION['msg'] = $msg;
  }
  return register_form();
}
```



icompile.eladkarako.com

<http://callbackhell.com/>
<http://callbackhell.ru/>



PROMISE



Promise

Promise – «обещание» того, что асинхронная операция завершится.

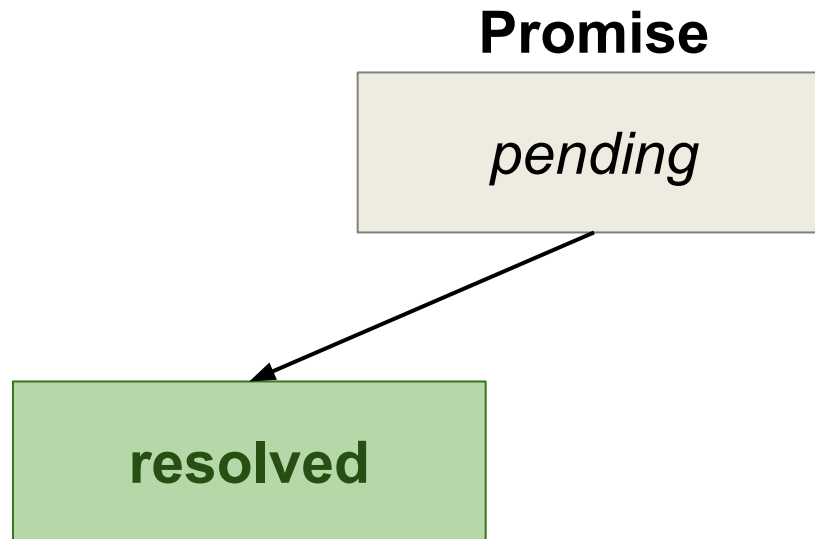
```
const p = new Promise(...);  
  
p.then(function onFulfilled(value) {  
    // если все хорошо  
}, function onRejected(error) {  
    // что-то пошло не так  
});
```



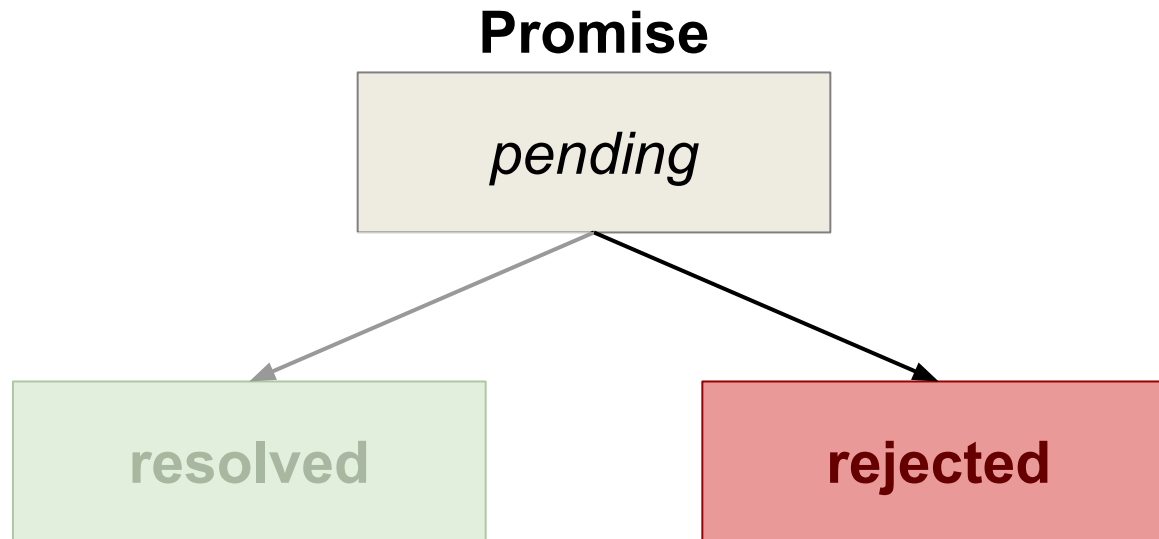
Promise

pending

```
const p = new Promise(function(resolve, reject) {  
  
});
```



```
const p = new Promise(function(resolve, reject) {  
  resolve('foo'); // при успешном выполнении  
});
```



```
const p = new Promise(function(resolve, reject) {  
  //resolve('foo'); // при успешном выполнении  
  reject('bar'); // при ошибке  
});
```


Promise



```
const p = new Promise(function(resolve, reject) {  
  setTimeout(function () {  
    const random = Math.random();  
    if (random > 0.5) {  
      resolve(random);  
    } else {  
      reject(new RangeError(  
        'random value is too small'));  
    }  
  }, 1000);  
});  
  
p.then(function(value) {  
  console.log(value);  
}, function(error) {  
  console.error(error.message);  
});
```



Promise

```
const p = new Promise(function(resolve, reject) {
  setTimeout(function () {
    var random = Math.random();
    if (random > 0.5) {
      resolve(random);
    } else {
      reject(new RangeError(
        'random value is too small'));
    }
  }, 1000);
});

p.then(function(value) {
  console.log(value);
}, function(error) {
  console.error(error.message);
});
```

✗ "random value is too small"
✗ "random value is too small"
✗ "random value is too small"
✗ "random value is too small"
0.8334862564154646
✗ "random value is too small"
0.8587376021792152
0.5559348255688099

<http://jsbin.com/rabunap/1/edit?js,console>



```
p
.then(function (value) {
  console.log(value);
}, function (error) {
  console.error(error.message);
});
```



```
p  
  .then(function (value) {  
    console.log(value);  
    return value;  
  });
```



```
p.then((value) => {  
  console.log(value);  
  return value;  
})
```



```
p  
  .then((value) => {  
    console.log(value);  
    return value;  
  })  
  .then(v => v * 2)
```



```
p  
  .then((value) => {  
    console.log(value);  
    return value;  
  })  
  .then(v => v * 2)  
  .then(v => v - 1)
```



```
p  
  .then((value) => {  
    console.log(value);  
    return value;  
  })  
  .then(v => v * 2)  
  .then(v => v - 1)  
  .then(v => v * 10)
```




```
p  
  .then((value) => {  
    console.log(value);  
    return value;  
  })  
  .then(v => v * 2)  
  .then(v => v - 1)  
  .then(v => v * 10)  
  .then(v => console.log(v))
```



.catch(fn) – то же самое, что **.then(null, fn)**

```
p
  .then((value) => {
    console.log(value);
    return value;
  })
  .then(v => v * 2)
  .then(v => v - 1)
  .then(v => v * 10)
  .then(v => console.log(v))
  .catch(err => console.error(err.message));
```



.catch(fn) – то же самое, что **.then(null, fn)**

```
p
.then((value) => {
  console.log(value);
  return value;
})
.then(v => v * 2)
.then(v => v - 1)
.then(v => v * 10)
.then(v => console.log(v))
.catch(err => console.error(err.message));
```

0.8609058325619949

7.218116651239899

✖ [object Error] { ... }

catch



```
p
.then((value) => {
  console.log(value);
  return value;
})
.then(v => v * 2)
.catch((err) => {
  console.error(err.message);
  return 0;
})
.then(v => v - 1)
.then(v => v * 10)
.then(v => console.log(v))
.catch(err => console.error(err.message));
```

0.6673139362036624

3.3462787240732483

✖ "random value is too small"

-10

Цепочка выполнения



pending

resolve

reject

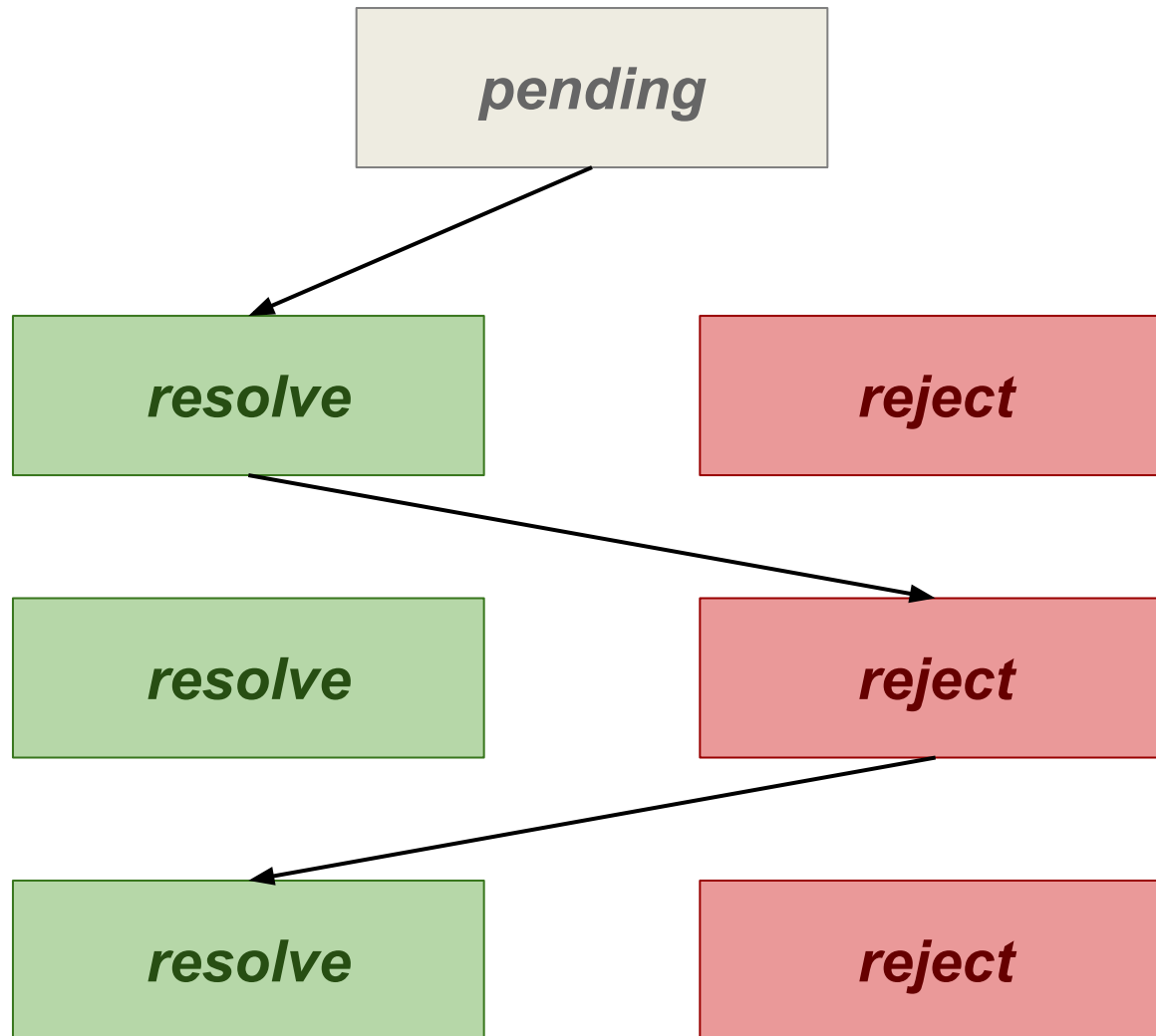
resolve

reject

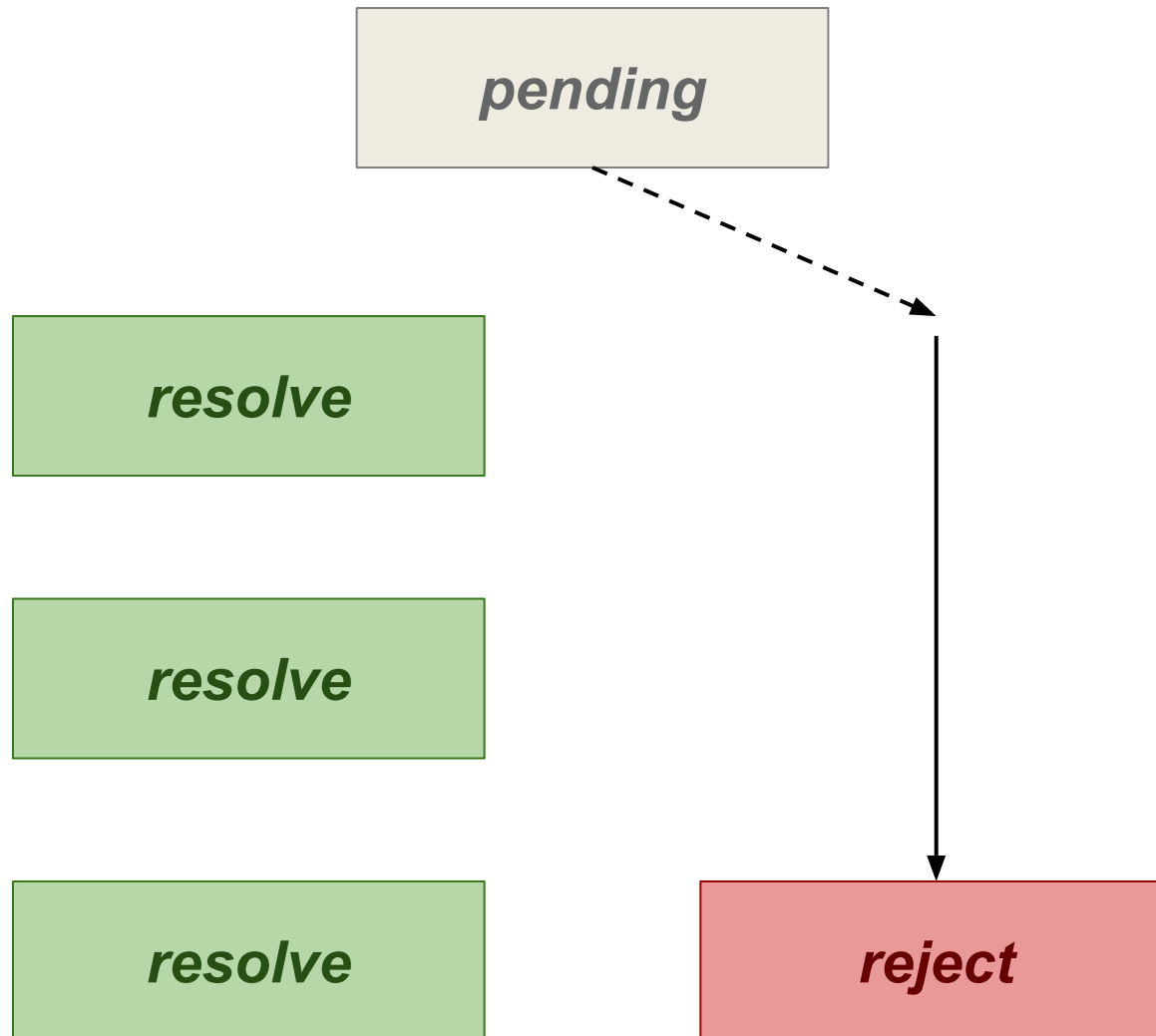
resolve

reject

Цепочка выполнения



Цепочка выполнения





```
const promise = new Promise(function (resolve) {  
  resolve(42);  
});
```

```
promise  
  .then(v => v * 2)  
  .then(v => console.log(v)); // 84
```

```
setTimeout(() => {  
  promise  
    .then(v => v / 2)  
    .then(v => console.log(v)); // 21  
}, 1000);
```


Вопросы?

