





```
deliveryPromise().then((food) => {
    console.log(`We have ${food}, let's eat lunch!`);
}).catch((err) => {
    console.log("Tony, stall for 30 minutes, we don't have food yet!");
})
```



```
Woopsies
Promise.reject(new
Error('fail'))
```

```
deliveryPromise().then((food) => {
    console.log(`We have ${food}, let's eat lunch!`);
}).catch((err) => {
    console.log("Tony, stall for 30 minutes, we don't have food yet!");
})
```



# Lunch at 1:00 pm today

```
deliveryPromise().then((food) => {
    console.log(`We have ${food}, let's eat lunch!`);
}).catch((err) => {
    console.log("Tony, stall for 30 minutes, we don't have food yet!");
})
```

# Async Javascript

Tony Cui and Jay Hilton

# Synchronous

Happens consecutively, one after another

# Asynchronous

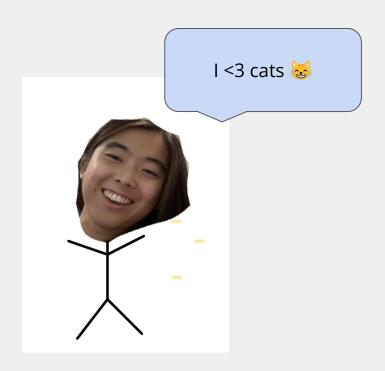
Multiple processes can run at the same time







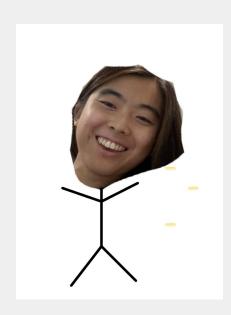




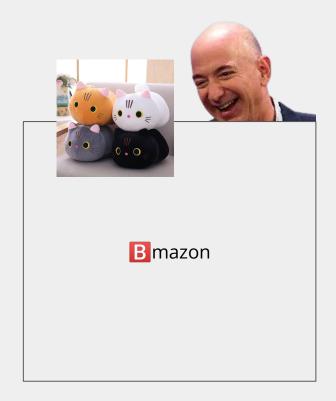


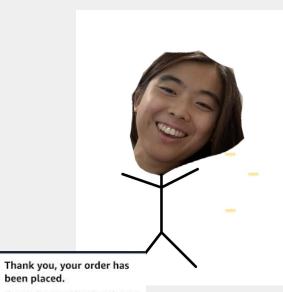








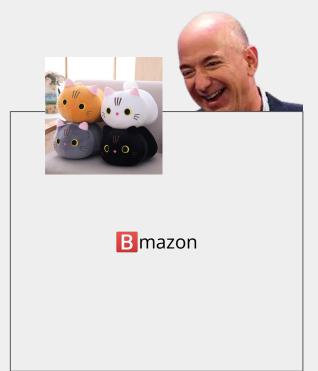




Thank you, your order has been placed.

Please check your email for order confirmation and detailed delivery information or visit Message Center to review your notifications.

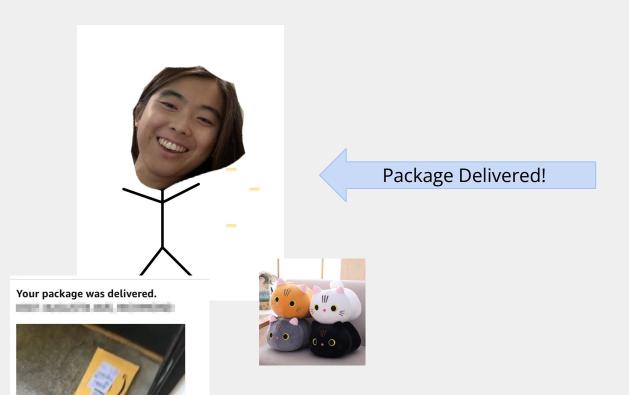
Place an Order (POST)



Please check your email for order confirmation and detailed delivery information or visit Message Center to review your notifications.



## Scenario 1: Package Delivered!









Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

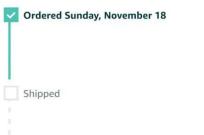
#### On its way





15



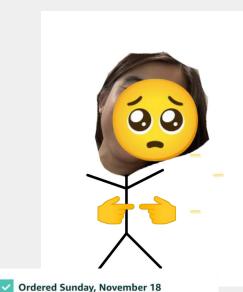


Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way







Shipped

Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way









Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way







Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way





Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way





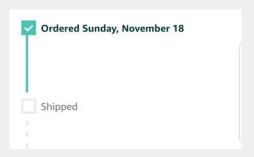




Your package is still on the way, but it's running late. Now expected September 21 - September 22 — most packages arrive in a day.

#### On its way





#### Scenario 3: ????



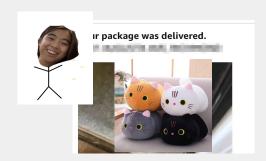


Packages are rarely this late and we're sorry yours still hasn't arrived

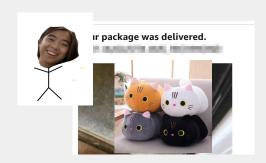
You can wait another couple days or check out these options.



- Fulfilled (resolved)
  - o Delivery Successful! 😸

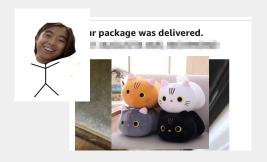


- Fulfilled (resolved)
  - o Delivery Successful! 😸
- Pending
  - o 🛮 Be patient mam 😒

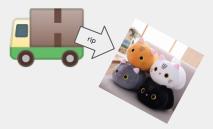




- Fulfilled (resolved)
  - Delivery Successful! <a> \exists</a>
- Pending
  - o Be patient maam 😒
- Rejected
  - Something went wrong (\*)







```
useEffect(() => {
  post("/api/orderkitties");
}, []);
```

Initially, the get requests will return a Promise object, which can be Pending, Fulfilled, or Rejected.

```
useEffect(() => {
    post("/api/orderkitties");
}, []);
```

Initially, the requests will return a Promise object, which can be Pending, Fulfilled, or Rejected.

```
useEffect(() => {
    post("/api/orderkitties") then((deliveredCats)=>{
        hugFunction(deliveredCats)
    })
}, []);
```

Once the promise is **fulfilled**, do stuff (call a callback function). Returns a promise.

```
useEffect(() => {
  post("/api/orderkitties") then((deliveredCats)=>{
    hugFunction(deliveredCats)
  }).catch((catsFellOffTruckError) =>{
    console.log("oh no 🥹 :", catsFellOffTruckError)
```

Once the promise is **rejected**, do stuff (call a callback function). Returns a promise.

```
useEffect(() => {
    get("/api/stories").then((storyObjs) => {
        setStories(storyObjs);
    });
}, []);
```

Once the promise is **fulfilled**, do stuff (call a callback function). Returns a promise.

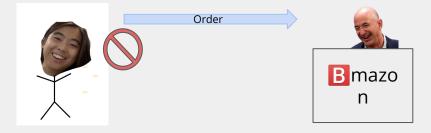
# .catch() review

```
useEffect(() => {
  get("/api/stories").then((storyObjs) => {
    setStories(storyObjs);
  }).catch((err) => {
    console.log("this is so sad: ", err.message);
  1);
}, []);
```

Once the promise is **rejected**, do stuff (call a callback function). Returns a promise.



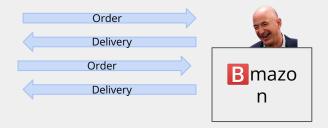




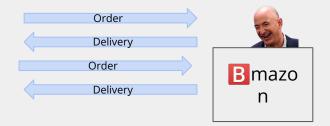




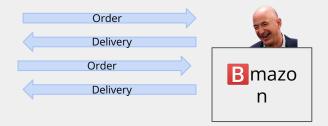


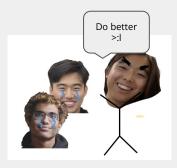


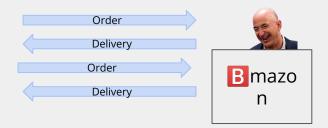




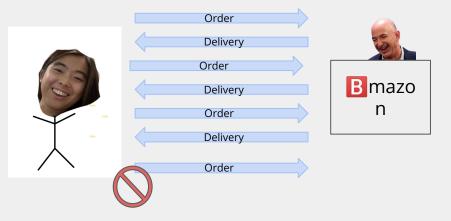








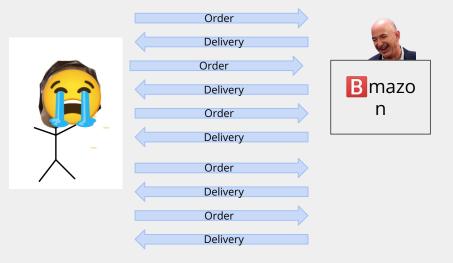


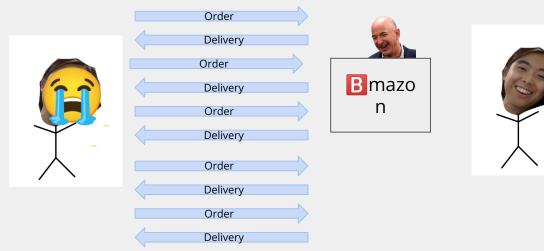




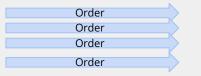


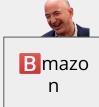




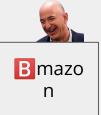




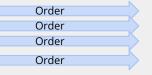






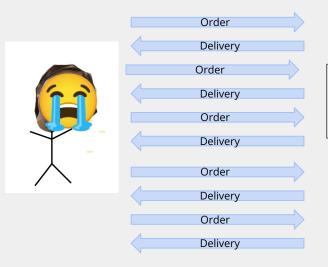




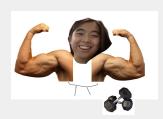


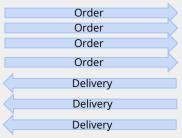


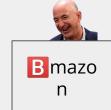


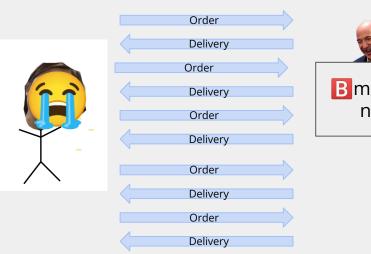




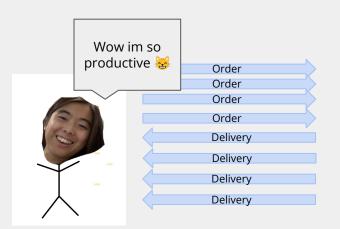














## Just like Promises stop cat lover from wasting time watching her orders, Promises let us keep running our other code

## Just like Promises stop cat lover from wasting watching her orders, Promises let us keep running our other code

```
Asynchronously placed a cat order

| SlowCatOrder().then((cats)=>{
| console.log("cats delivered",cats)
| })
```

Just like Promises stop cat lover from wasting watching her orders, Promises let us keep running our other code

```
useEffect(() => {
             slowCatOrder()
then((cats)=>{
Asynchronously
placed a cat order
                                                                  fulfilled
               console.log("cats delivered",cats)
```

Callback function of what t do when the order is

## Just like Promises stop cat lover from wasting watching her orders, Promises let us keep running our other code

```
Asynchronously
placed a cat order
    useEffect(() =>
                                                             Callback function of what to
      slowCatOrder() then((cats)=>{
                                                               do when the order is
                                                                   fulfilled
         console.log("cats delivered",cats)
       console.log("go cook sum good food")
       console.log("go lecture the lecturers")
                                                                     Do some other
                                                                    synchronous tasks
       console.log("go get gains")
```

```
useEffect(() => {
 slowCatOrder().then((cats)=>{
    console.log("cats delivered",cats)
  })
 console.log("go cook sum good food")
 console.log("go lecture the lecturers")
 console.log("go get gains")
}, []);
```

```
go get gains
cats delivered fluffy cat, red cat, blue cat
```

go cook sum good food

go lecture the lecturers

# Making our API calls asynchronous allows the rest of our code to run while we wait for the response

```
useEffect(() => {
    get("/api/stories").then((storyObjs) => {
        setStories(storyObjs);
    });
}, []);
```

## Chaining promises

.then() returns a promise, so we can do .then() again, and again, and again... (same goes for .catch())

```
getPromise().then((value) => {
    console.log("first promise resolved, let's do some stuff");
}).then((value) => {
    console.log("second promise resolved, let's do more stuff");
}).then((value) => {
    console.log("third promise resolved, :)");
}).catch((err) => {
    console.log("oops i am sad now :(")
});
```

## Using multiple promises

## You can't compute with pending promises

```
const a = slowNumber(9);
const b = slowNumber(10);

console.log(a + b);
```

(slowNumber(x) returns the number x after 1 second)

JS doesn't wait for the promises to resolve before continuing.

[object Promise][object Promise]

JS doesn't know what a and b are when it does this addition. It just sees 2 pending promises.

### To make this work with .then():

```
a.then((aVal) => {
  b.then((bVal) => {
    console.log(aVal + bVal);
```

### Many promises

```
const promise1 = get('/api/comments', { parent: parentId1 });
const promise2 = get('/api/comments', { parent: parentId2 });
const promise3 = get('/api/comments', { parent: parentId3 });
const promise4 = get('/api/comments', { parent: parentId4 });
const promise5 = get('/api/comments', { parent: parentId5 });

const promise5 = get('/api/comments', { parent: parentId5 });

const promise5 = [promise1, promise2, promise3, promise4, promise5];
```

### Promise.all()

```
const promise1 = get('/api/comments', { parent: parentId1 });
     const promise2 = get('/api/comments', { parent: parentId2 });
 2
     const promise3 = get('/api/comments', { parent: parentId3 });
 4
     const promise4 = get('/api/comments', { parent: parentId4 });
 5
     const promise5 = get('/api/comments', { parent: parentId5 });
 6
 7
     const promises = [promise1, promise2, promise3, promise4, promise5];
 8
     Promise.all(promises).then((allResults) => {
 9
       // All results represents a list with the result of each promise
10
     }).catch((err) => {
11
12
       // Catch and report any error
13
     });
```

Returns a promise that resolves to array of results of input promises

### Promise.race()

```
const promise1 = get('/api/comments', { parent: parentId1 });
     const promise2 = get('/api/comments', { parent: parentId2 });
     const promise3 = get('/api/comments', { parent: parentId3 });
 4
     const promise4 = get('/api/comments', { parent: parentId4 });
5
     const promise5 = get('/api/comments', { parent: parentId5 });
6
     const promises = [promise1, promise2, promise3, promise4, promise5];
8
     Promise.race(promises).then((firstResult) => {
10
       // Do something with the first result
11
     }).catch((err) => {
12
      // Catch and report any error
13
     });
```

Returns a promise that fulfills or rejects with the first promise that fulfils or rejects

### Promise.any()

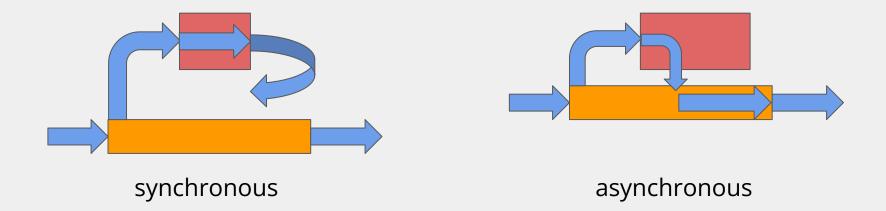
```
1
     const promise1 = get('/api/comments', { parent: parentId1 });
     const promise2 = get('/api/comments', { parent: parentId2 });
     const promise3 = get('/api/comments', { parent: parentId3 });
     const promise4 = get('/api/comments', { parent: parentId4 });
4
     const promise5 = get('/api/comments', { parent: parentId5 });
 6
     const promises = [promise1, promise2, promise3, promise4, promise5];
 8
9
     Promise.any(promises).then((anyResult) => {
       // Do something with the any result regardless if all others fail
10
     }).catch((err) => {
11
12
       // Catch and report any error
13
     });
```

Returns a promise that resolves when any of the input promises fulfills

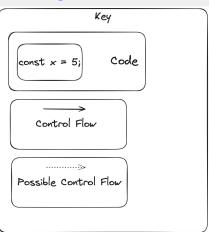
## Async / Await

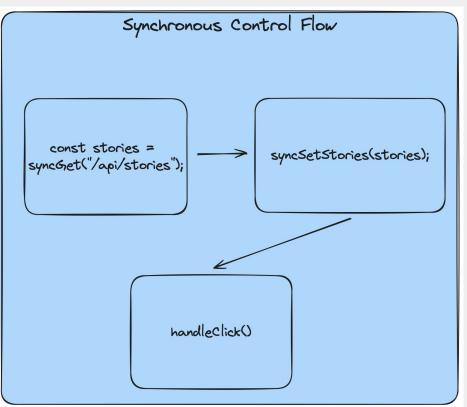
## Asynchronous functions

- Functions that return control back to the caller before computation is done

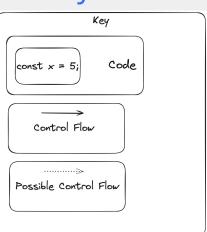


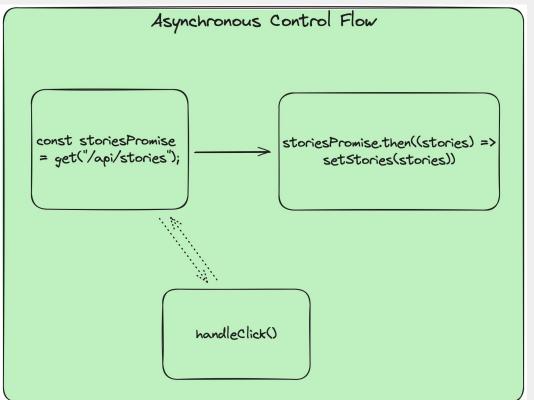
## Synchronous Control Flow



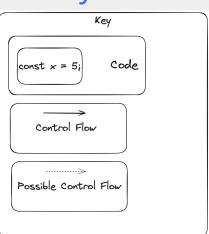


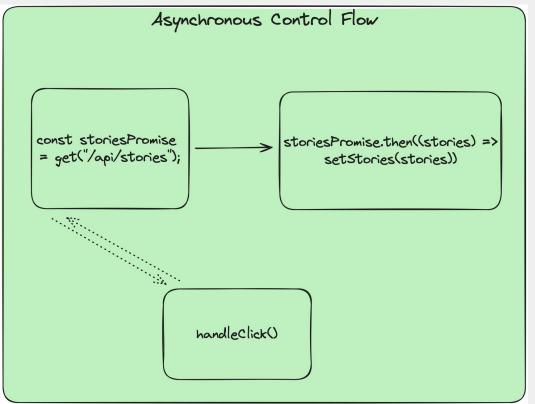
## Asynchronous Control Flow



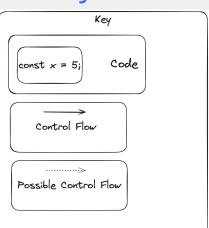


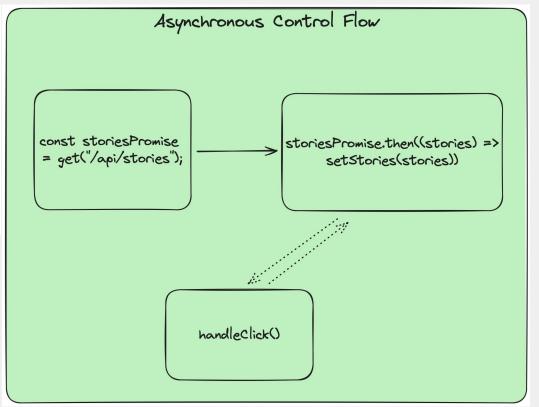
## Asynchronous Control Flow



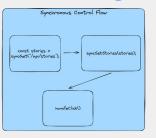


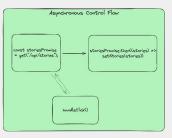
## Asynchronous Control Flow

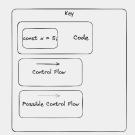


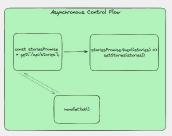


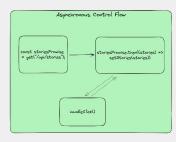
## Control Flow (all together)











## Using await

```
const a = slowNumber(9);
const b = slowNumber(10);

console.log(await a + await b);
```

await waits for the promise to **resolve** and uses that value

However, if you type this directly into VSCode, it will **NOT** work. It just gives an error when you try to run.

const a = await ....

const b = await ...

console.log()

If a takes 3 second to await, b takes 5, how long before print?

const a = await ....

const b = await ...

console.log()

If a takes 3 second to await, b takes 5, how long before print?

- 3
- 5
- 8

const a = await ....

const b = await ...

console.log()

If a takes 3 second to await, b takes 5, how long before print?

- 3
- 5
- 8

# Only asynchronous functions can use await

## async await notation

```
const myFunction = async () => {
  console.log(await a + await b);
};
myFunction();
```

We can use the keyword await in async functions

### async await notation

```
const myFunction = async () => {
  console.log(await a + await b);
};
myFunction();
```

```
a.then((aVal) => {
   b.then((bVal) => {
      console.log(aVal + bVal);
   });
});
```

## async await notation



```
const myFunction = async () => {
    console.log(await a + await b + await c + await d);
};
myFunction();
```

## Asynchronous functions

- Functions that return control back to the caller before computation is done
- Can be made as a callback function () => {}
- **OR** with the **async** keyword
  - Works with function, arrow functions, class methods, etc.

```
async function slowNumber(x) {
    sleep(1000);
    return x;
}
```

## Using await

Notably, the outermost level of our program is **NOT** an async function, so it **CANNOT** use await. However, it will wait to resolve any promises at the end of the program before exiting.

```
async function main() {
   const a = slowNumber(9);
   const b = slowNumber(10);

   console.log(await a + await b);
}
main();
```

This prints 19 (as expected).

# Async await can be used to rewrite anything we do with Promises

Async await is becoming more common than the traditional .then() Promises notation

Most of what you will write during web.lab workshops will still use the .then() notation

```
useEffect(() => {
    get("api/stories").then((storyObjs) => {
        setStories(storyObjs);
    });
}, []);
```

```
useEffect(() => {
    const getStories = async () => {
        const storyObjs = await get("api/stories");
        setStories(storyObjs);
    };
    getStories();
}, []);
```

#### **Traditional Promises**

#### async await

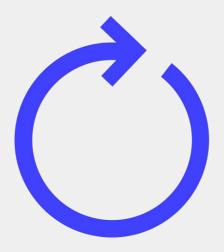
Using async await notation to perform a get request in useEffect requires us to define and call an async function inside the callback function passed to useEffect

## Questions?

## Why Async?

## JavaScript Event Loop

Handles everything including things like button presses, inputs, etc.



## JavaScript Event Loop

#### **Event loop:**

```
while True:
    if len(events) > 0:
        const { event, handler } = events.pop(0);
        handler(event);
    const nextCodeToRun = waitingPromises[randomInteger()];
    run(nextCodeToRun());
```

#### **Promises**

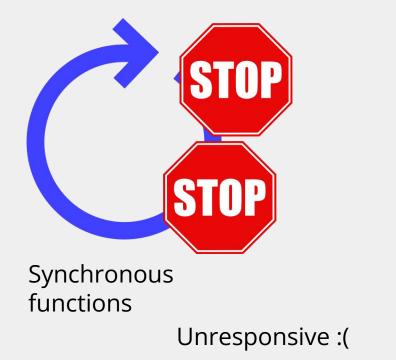
```
// A function promises call when
// they're waiting for something
// and can't progress.
function wait(promise):
    waitingPromises.push(promise);
    runEventLoop();
```

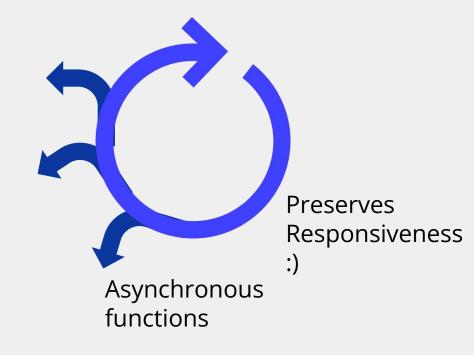
#### **Events**

```
// We run this function when events
// happen!
function notifyOfEvent(event,
eventHandler):
    events.push({ event, eventHandler});
```

## JavaScript Event Loop

Handles everything including things like button presses, inputs, etc.





## Rendering the Front End (React)

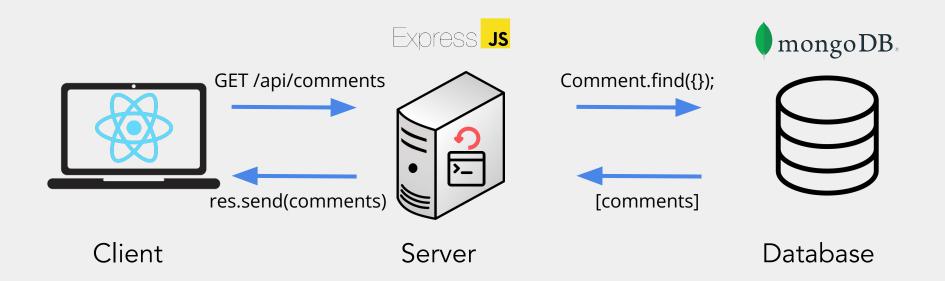
Things like setState()

```
const addNewStory = (storyObj) => {
  setStories([storyObj].concat(stories));
};
```

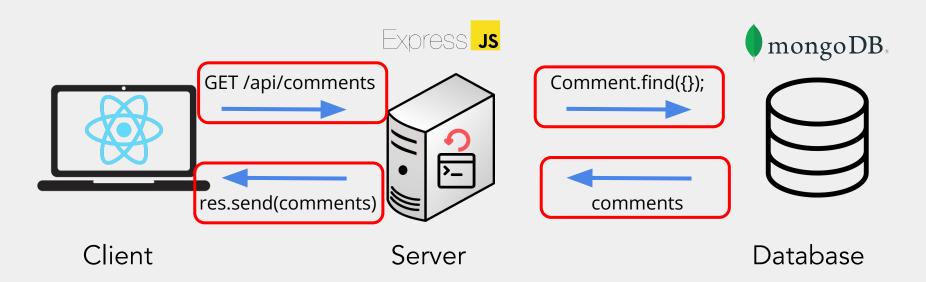
setState is asynchronous under the hood

When should we use async?

## Communicating between different devices



## Unable to guarantee how long it will take to communicate between multiple machines



## Background Tasks

You can run background tasks without stopping the user from interacting with the front end.

- Fetching data (e.g. loading new posts on facebook)
- Downloads / uploads
  - Play music or video (playing music or video on youtube / spotify still lets you click around on other stuff)
- Run some big computation on a server
- And many more!

# Recap

## Recap

- Use **await** keyword to wait for promises to resolve
- Use **async** keyword to define asynchronous functions
- You MUST wrap every **await** within an **async** function
- Anything you do with promises can be rewritten with async await notation- use whatever is best for the job

## Recap

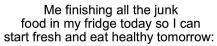
Use async when we don't know how long something will take:

- Client-server communication
- Server-database communication
- React Front End
- Background Tasks

## Do not eat in the lecture hall:)

## Be Back at 1:00pm:)









## Lunch Logistics

Open portal.weblab.is and log in, showing us that you are registered for the class

Eat outside the classroom, Return at 1:00 :)



