

# Promises

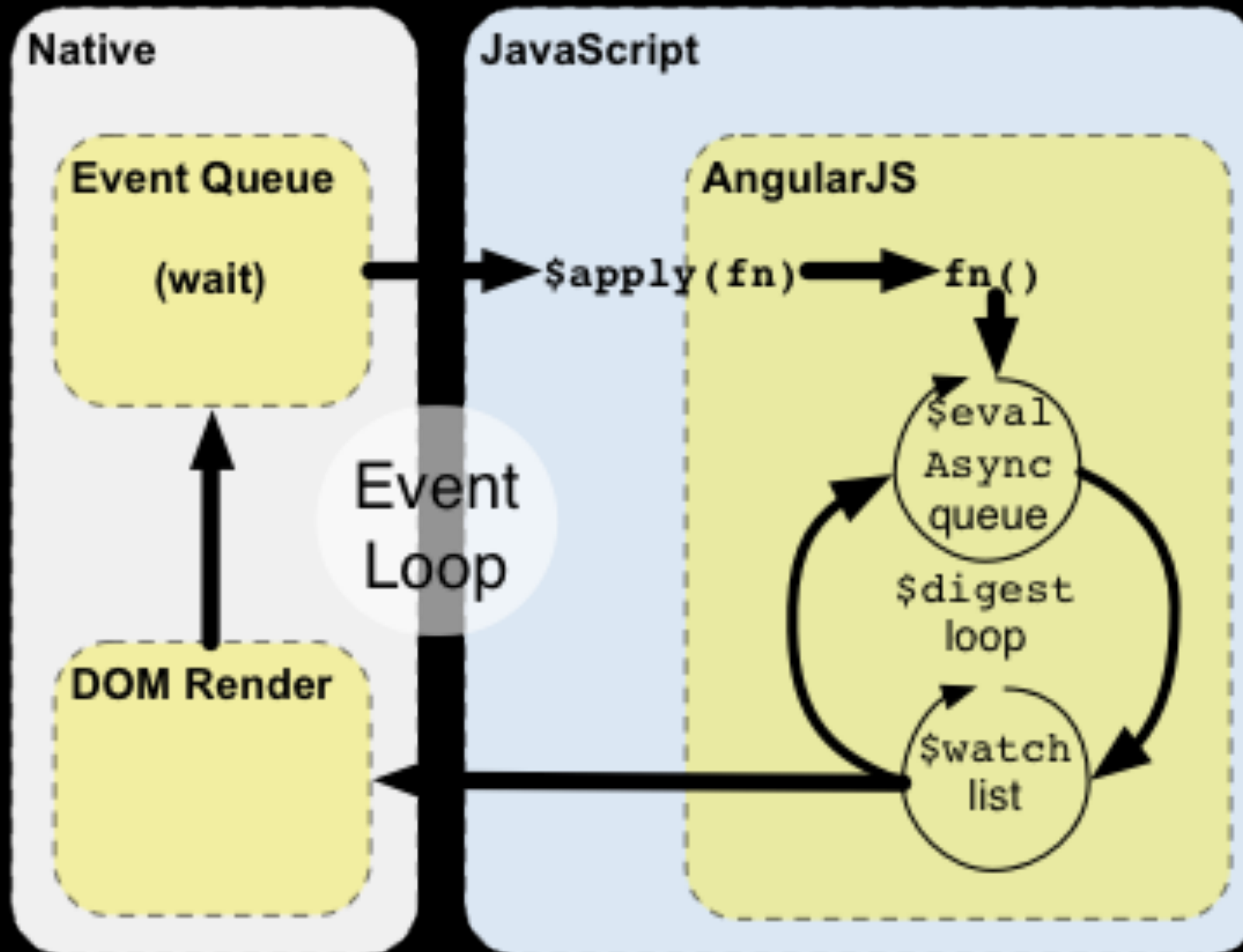


# Why asynchronous?

- single thread
- high-latency executions
- users hate waiting

How?

# Event Loop





# Callback Hell

```
1 app.get('/some_resources', function (req, res) {
2   db.query('SELECT A ...', function (err, a) {
3     if (err) return res.end(err);
4
5     db.query('SELECT B ... WHERE a=' + a, function (err, b) {
6       if (err) return res.end(err);
7
8       db.query('SELECT C ... WHERE b=' + b, function (err, c) {
9         if (err) return res.end(err);
10
11         db.query('SELECT D ... WHERE c=' + c, function (err, d) {
12           if (err) return res.end(err);
13
14           res.end(d);
15         });
16       });
17     });
18   });
19 });
```

# What's a promise?

- promise/future/thenable (Promise A+)
- container for future value
- monadic
- closures

# Promise Chaining

```
var promise = asyncFunction(parameters);
promise.then(function (result) {
    return otherAsyncFunction(result * 2);
}).then(function(result) {
    if (result < 0) { throw "Some Error" };
    return maybeSyncOrAsyncFunction(result);
}).then(function(result) {
    console.log("Final Result: " + result);
}, function(error) {
    // Handle error (exception, etc).
});
```

# Deferred

as yet unfinished work

Has

# Promise

as yet unknown value

Has

Has

# Handlers

what to do once the work is done  
and / or the value is known

Based on

# States

pending = unfulfilled = waiting  
fulfilled = resolved = success  
rejected = failed = error

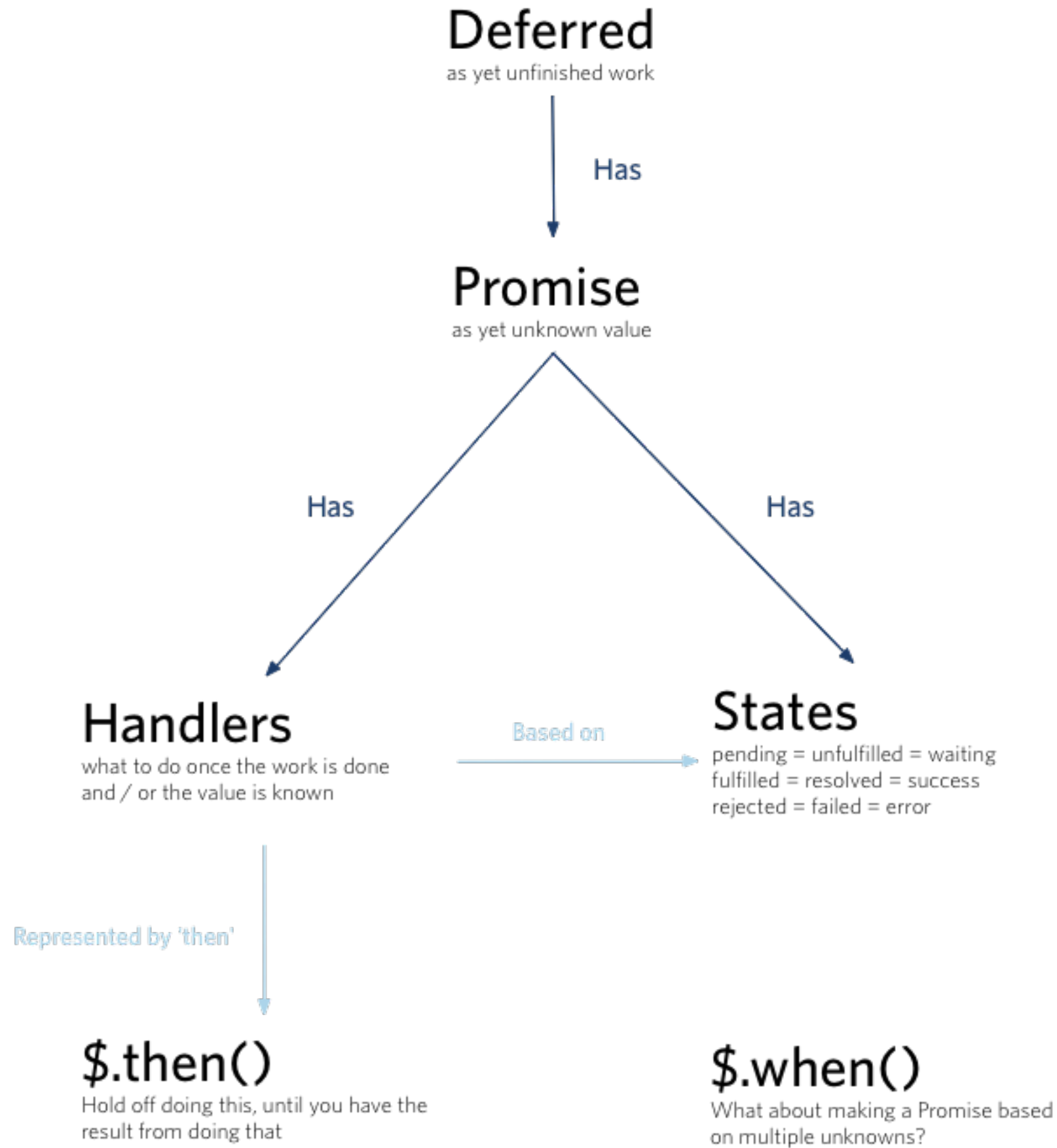
Represented by 'then'

# \$.then()

Hold off doing this, until you have the  
result from doing that

# \$.when()

What about making a Promise based  
on multiple unknowns?





# Nomenclature

- states of a promise
  - pending
  - settled
    - resolved/fulfilled
    - rejected
- then
- when (resolve) / promisification
- reject

# Code

- with some anti-patterns