

JavaScript **JS**

PROMISE

Explained



Promise

is a JavaScript object that allows you to run non-blocking (aka async) code. It produces a value when the async operation completes successfully or produces an error if it doesn't complete.



To learn how Promise work let's look at this example

```
const dataPromise = new Promise((resolve, reject) => {  
  setTimeout(() => resolve('Then this'), 1000);  
});  
  
dataPromise.then(data => {  
  console.log(data);  
});  
  
dataPromise.catch(error => console.log(error));  
  
console.log('This runs first');
```



```
// *Output*  
// This runs first  
// *after a second*  
// Then this
```

When we create a new Promise it will run the given callback parallel to the rest of the code in the script.

The callback will get two functions as arguments: `resolve` and `reject`, when the callback succeeds in its task then it calls `resolve` else it calls `reject`.

We then can run specific code depending on whether the promise succeeded or not using `.then` and `.catch`.

The most common use case of Promise is fetching data from a REST API

```
fetch('http://example.com/movies.json')  
  // Handle success  
  .then(response => response.json())  
  // Handle Error  
  .catch(error => console.log(error));
```

The fetch API from JavaScript return a Promise because a HTTP request can take a lot of time and then we can call functions depending on weather the request succeed or failed

Here is a simple Cheatsheet for Promise

```
const promise = new Promise((resolve, reject) => {  
  // Time consuming Async (non-blocking) code  
  // On Success (data is optional result)  
  resolve(data)  
  // On fail (error is optional reason)  
  reject(error)  
});  
  
promise.then((data) => {  
  // On success  
});  
  
promise.catch((error) => {  
  // On fail (for error handling)  
});  
  
promise.finally(() => {  
  // Runs for both resolve and reject  
})
```

The return value of `.then`, `.catch` and `.finally` also returns Promise instance so you can chain them

```
new Promise(function(resolve, reject) {  
    setTimeout(() => resolve(1), 1000); // (*)  
}).then(function(result) { // (**)  
    alert(result); // 1  
    return result * 2;  
}).then(function(result) { // (***)  
    alert(result); // 2  
    return result * 2;  
}).then(function(result) {  
    alert(result); // 4  
    return result * 2;  
});
```

.then can also return a newly created Promise instance

```
new Promise(function(resolve, reject) {  
    setTimeout(() => resolve(1), 1000);  
}).then(function(result) {  
    alert(result); // 1  
  
    return new Promise((resolve, reject) => { // (*)  
        setTimeout(() => resolve(result * 2), 1000);  
    });  
}).then(function(result) { // (**)  
    alert(result); // 2  
  
    return new Promise((resolve, reject) => {  
        setTimeout(() => resolve(result * 2), 1000);  
    });  
}).then(function(result) {  
    alert(result); // 4  
});
```




Did you learn
something new?

Let me know in the comments