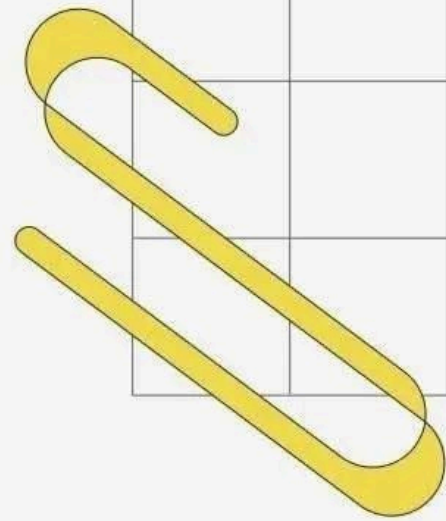




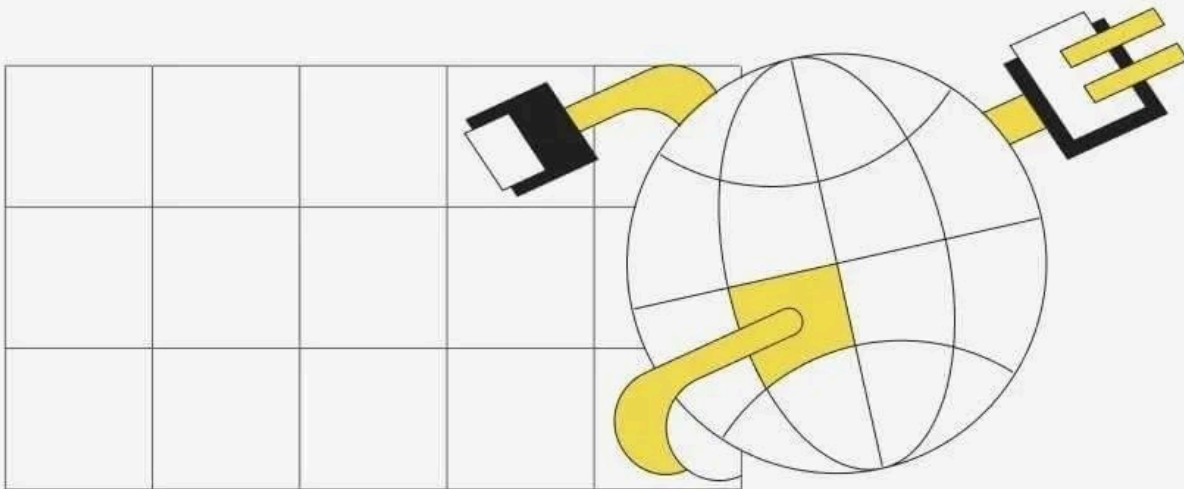
@david.webdev

JS NEW JAVASCRIPT

JS



Master The JavaScript Fetch API



Follow For More

Web Development | Design | Coding

Swipe



🔍 What Is The Fetch API?

Fetch is a **promise based JavaScript API** for making **asynchronous HTTP requests**.

Fetch is a simple, powerful and flexible way to **get** or **send** data from/to a **server**.

Even if the name **implies** that you can only “fetch” data, you can actually make any type of request: **GET, POST, PUT, PATCH, DELETE**.

Each **fetch call** returns a **promise**. This allows you to easily **handle the data** that you receive and the **errors** you might get.

Let's take a look at how it works!



Basic Example: GET

Let's say we need to get a list of users from the server:

```
1 fetch('https://jsonplaceholder.typicode.com/users')  
2   .then(response => response.json())  
3   .then(data => console.log(data))  
4   .catch(err => console.error(err))
```

We call **fetch()** and give it a **request URL** as its **parameter**. Since we know that **fetch** will return a **promise**, we use **.then()** to access the **server's response**. The **response object** returned on **line 2** contains **all** of the **response's data**, including **headers**, **status code**, **status message**.

Since we know that we're expecting a **JSON response**, we can call the **.json()** method to be able to access the actual data in the chained **.then()** call.

We can also use a **.catch()** block to handle possible errors **thrown by the server**.





Possible Response Types

Not all calls will return **JSON** responses, so it's useful to be aware that the **response object** returned by **fetch** has multiple **methods you can use**:

```
1 // creates a clone of the response
2 response.clone()
3
4 // creates a new response with a different URL
5 response.redirect()
6
7 // returns a promise that resolves with an ArrayBuffer
8 response.arrayBuffer()
9
10 // returns a promise that resolves with a FormData Object
11 response.formData()
12
13 // returns a promise that resolves with a Blob
14 response.blob()
15
16 // returns a promise that resolves with a string
17 response.text()
18
19 // returns a promise that resolves with JSON
20 response.json()
```





Accessing Response Info

Besides the methods we use to manipulate the data in our response, we also have **access** to some other fields that might hold **useful information**:

```
1 fetch('https://jsonplaceholder.typicode.com/posts')
2   .then(response => {
3     // accessing response headers
4     console.log(response.headers.get('content-type'));
5
6     // the HTTP response status code
7     console.log(response.status);
8
9     // true if status code is between 200 and 299
10    console.log(response.ok);
11
12    // status message of the response e.g. 'Not Found'
13    console.log(response.statusText);
14
15    // true if there was a redirect
16    console.log(response.redirected);
17
18    // the response type (e.g., 'basic', 'cors')
19    console.log(response.type);
20
21    // the full url of the request
22    console.log(response.url);
23  });
```



✍ Making Write Requests

You can make **POST**, **PUT** or **PATCH** requests using **fetch** by adding a **second parameter**, an **object** that will contain the necessary details. Here's how:

```
1 const user = {  
2   userName: 'david.h',  
3   password: 'supersecret'  
4 };  
5  
6 const requestData = {  
7   method: "POST",  
8   headers: {  
9     "Content-Type": "application/json",  
10    "Accept": "application/json"  
11  },  
12  body: JSON.stringify(user),  
13 };  
14  
15 fetch('http://localhost:8000/users', requestData)  
16   .then(res => res.json())  
17   .then(data => console.log(data))  
18   .catch(err => console.error('Could not save'));
```

Annotations:

- The data we want to send (points to `user`)
- The HTTP method we want to use (points to `method: "POST"`)
- Add any headers to this object (points to `headers`)
- Convert user object to JSON (points to `JSON.stringify(user)`)
- Second Parameter (points to `requestData`)

Done 🎉 You've just made a HTTP POST request to the server using fetch!



✖ Making Delete Requests

You can also **delete** resources with **fetch** by using **DELETE** as the method, like so:

```
1 const requestData = {
2   method: "DELETE",
3   headers: {
4     "Content-Type": "application/json",
5     "Accept": "application/json"
6   }
7 }
8
9 fetch('http://localhost:8000/users/6', requestData)
10   .then(res => res.json())
11   .then(data => console.log(data))
12   .catch(err => console.error('Could not delete'));
```

Here we add the **user's ID** in the **URL** so that the server knows which user we want to delete and **make the request**.

Now you're more than ready to work with APIs using JavaScript's **fetch**!

Next

