



Node js Modules

#Node JS Notes

JavaScript Callbacks

- Callbacks are a great way to handle something after something else has been completed. By something here we mean a function execution.
- Callback Function : “A function is a block of code that performs a certain task when called. “



Benefit of Callback Function

- The benefit of using a callback function is that you can wait for the result of a previous function call and then execute another function call.



```
1  // function
2  function greet(name, callback) {
3      console.log('Hi' + ' ' + name);
4      callback();
5  }
6  // callback function
7  function callMe() {
8      console.log('I am callback function');
9  }
10 // passing function as an argument
11 greet('Akash', callMe);
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
D:\filedemo>node demo.js
Hi Akash
I am callback function

D:\filedemo>
```



Example

```
// function
function greet(name, callback) {
  console.log('Hi' + ' ' + name);
  callback();
}
// callback function
function callMe() {
  console.log('I am callback function');
}
// passing function as an argument
greet('Akash', callMe);
```



Program with setTimeout()

```
JS demo.js ×
JS demo.js > ...
1  // program that shows the delay in execution
2  function greet() {
3      console.log('Hello world');
4  }
5  function sayName(name) {
6      console.log('Hello' + ' ' + name);
7  }
8  // calling the function
9  setTimeout(greet, 2000);
10 sayName('Akash');
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
D:\filedemo>node demo.js
Hello Akash
Hello world

D:\filedemo>
```



- Function is called after **2000** milliseconds (2 seconds)

```
// program that shows the delay in execution
function greet() {
    console.log('Hello world');
}
function sayName(name) {
    console.log('Hello' + ' ' + name);
}
// calling the function
setTimeout(greet, 2000);
sayName('Akash');
```



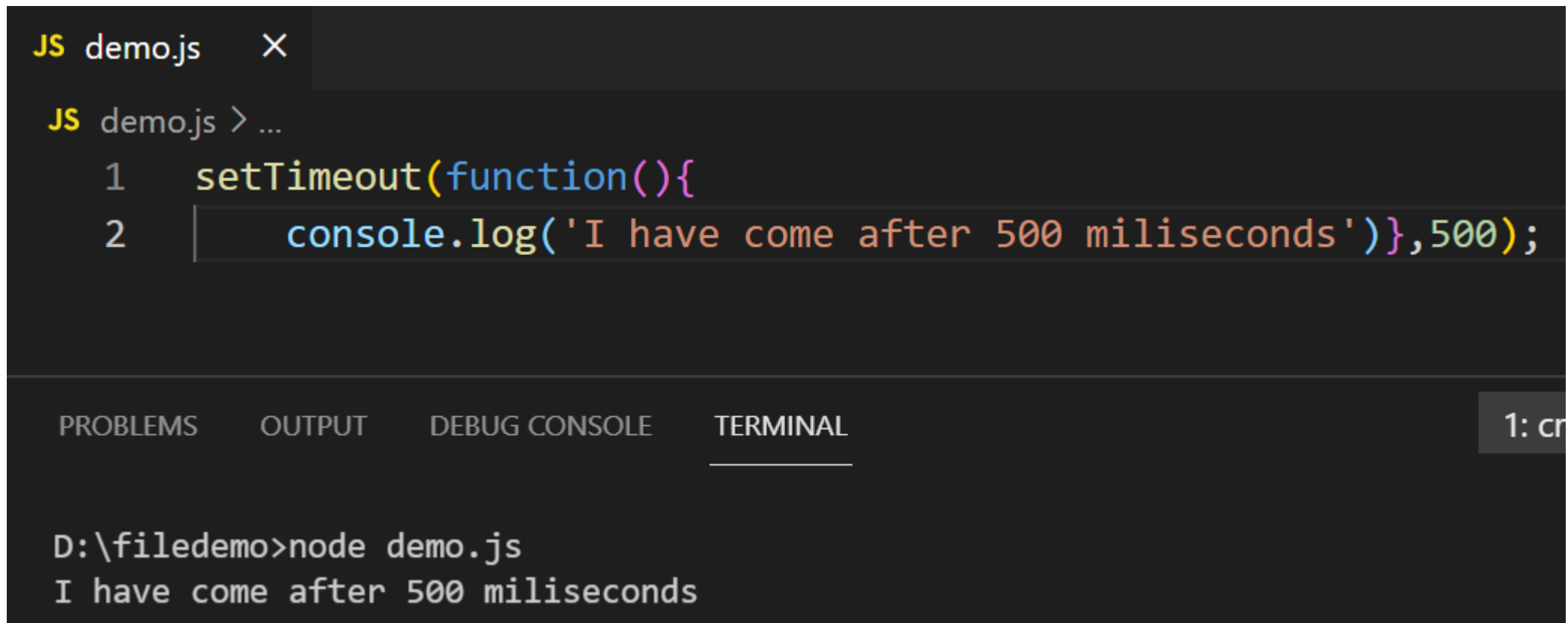
setTimeout(cb, ms)

- The setTimeout() calls a function (cb) after a specified number of milliseconds (ms).
- The timeout must be in the range of 1-2,147,483,647 inclusive.
- If the value is outside that range, it's changed to 1 millisecond.
- setTimeout(function, milliseconds);
 - function - a function containing a block of code
 - milliseconds - the time after which the function is executed



Example

```
setTimeout(function(){  
  console.log('I have come after 500 milliseconds'),500);
```



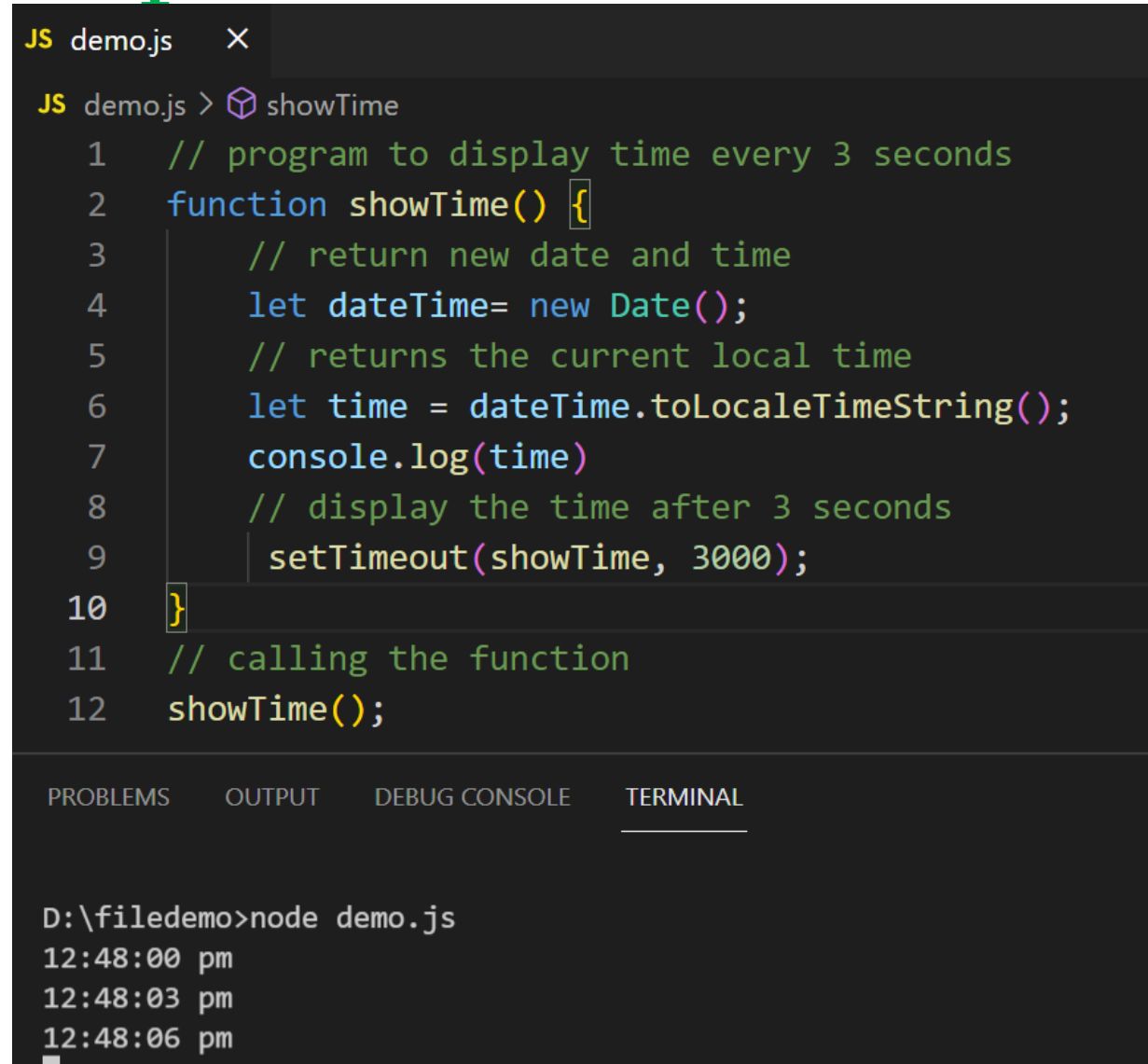
The screenshot shows a code editor with a file named 'demo.js'. The code contains a `setTimeout` function that logs a message to the console after 500 milliseconds. Below the code editor, the 'TERMINAL' tab is active, showing the command `D:\filedemo>node demo.js` and its output, `I have come after 500 milliseconds`. The editor interface includes tabs for 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', and 'TERMINAL'.

```
JS demo.js X  
JS demo.js > ...  
1  setTimeout(function(){  
2  console.log('I have come after 500 milliseconds'),500);  
  
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL 1: cr  
  
D:\filedemo>node demo.js  
I have come after 500 milliseconds
```



Example

```
// program to display time every 3 seconds
function showTime() {
    // return new date and time
    let dateTime= new Date();
    // returns the current local time
    let time = dateTime.toLocaleTimeString();
    console.log(time)
    // display the time after 3 seconds
    setTimeout(showTime, 3000);
}
// calling the function
showTime();
```



The screenshot shows a code editor with a file named 'demo.js'. The code defines a 'showTime' function that logs the current local time and schedules itself to run again every 3 seconds using 'setTimeout'. The function is then called. Below the code, the 'TERMINAL' tab is active, showing the command 'node demo.js' and the output of the program: the current time followed by the same time 3 seconds later, demonstrating the recursive timing.

```
JS demo.js X
JS demo.js > showTime
1 // program to display time every 3 seconds
2 function showTime() {
3     // return new date and time
4     let dateTime= new Date();
5     // returns the current local time
6     let time = dateTime.toLocaleTimeString();
7     console.log(time)
8     // display the time after 3 seconds
9     setTimeout(showTime, 3000);
10 }
11 // calling the function
12 showTime();

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

D:\filedemo>node demo.js
12:48:00 pm
12:48:03 pm
12:48:06 pm
```



clearTimeout(t)

- The clearTimeout() is used to cancel a timeout that was set with setTimeout(). The callback will not execute.



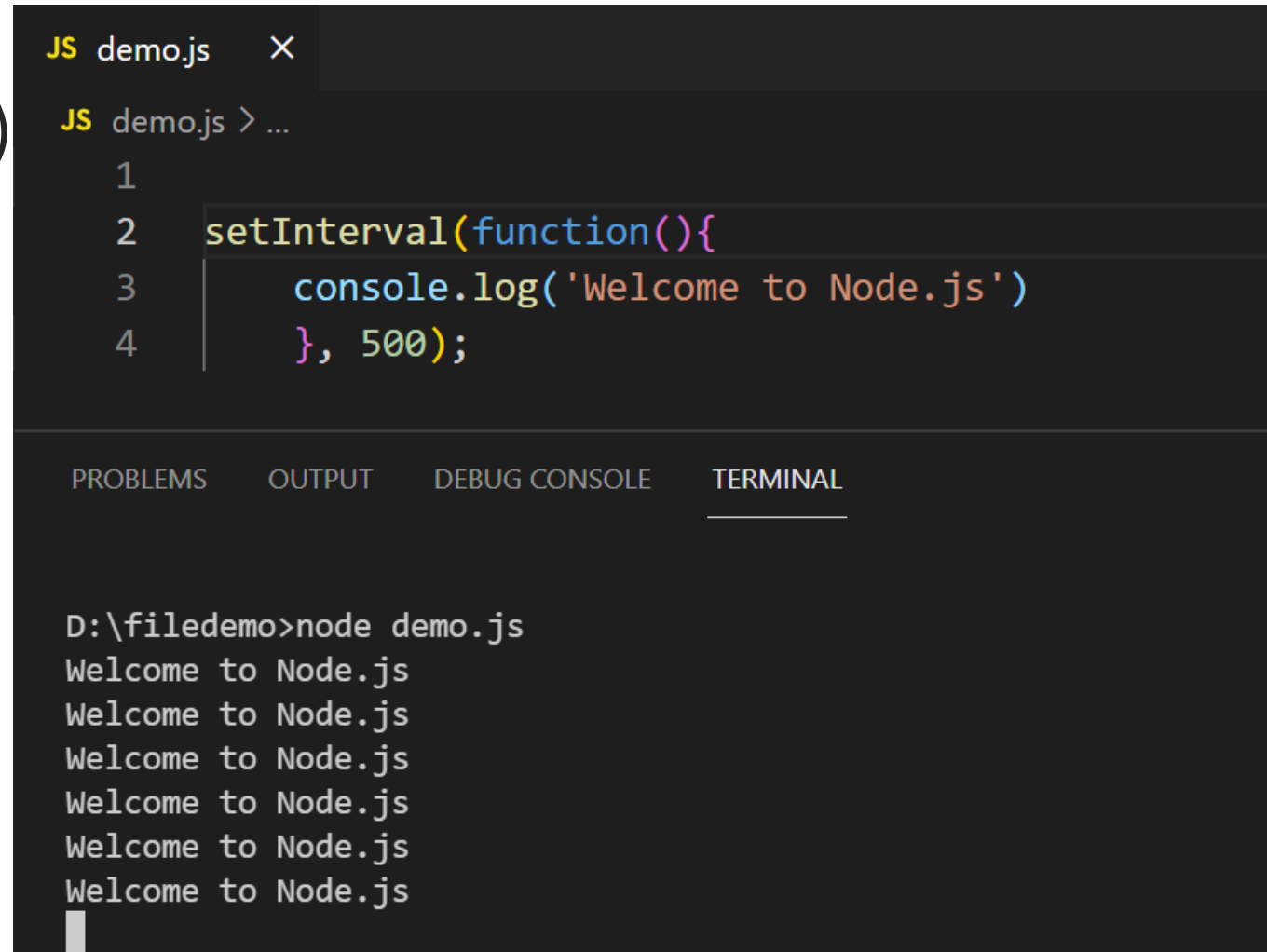
setInterval(cb, ms)

- setInterval() calls a function (cb) repeatedly at specified intervals (in milliseconds (ms)).
- The interval must be in the range of 1-2,147,483,647 inclusive.
- If the value is outside that range, it's changed to 1 millisecond.



Example

```
setInterval(function(){  
    console.log('Welcome to Node.js')  
}, 500);
```



The screenshot shows a code editor with a file named 'demo.js' containing the following JavaScript code:

```
1  
2  setInterval(function(){  
3      console.log('Welcome to Node.js')  
4      }, 500);
```

Below the editor is a terminal window with tabs for 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', and 'TERMINAL'. The 'TERMINAL' tab is active, showing the command 'D:\filedemo>node demo.js' and its output, which consists of six lines of 'Welcome to Node.js' printed at regular intervals.

```
D:\filedemo>node demo.js  
Welcome to Node.js  
Welcome to Node.js  
Welcome to Node.js  
Welcome to Node.js  
Welcome to Node.js  
Welcome to Node.js
```



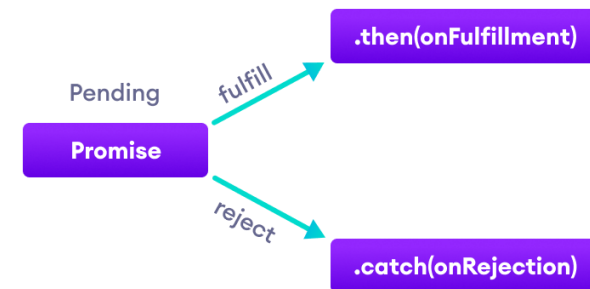
clearInterval(t)

- The clearInterval() is used to stop a timer that was set with setInterval(). The callback will not execute.



Promises

- A promise is basically an advancement of callbacks in Node. While developing an application you may encounter that you are using a lot of nested callback functions.
- A promise is an object that allows you to handle asynchronous operations. It's an alternative to plain old callbacks.
- Promises have many advantages over callbacks. To name a few:
 - Make the async code easier to read.
 - Provide combined error handling.
 - Better control flow. You can have async actions execute in parallel or series.
 - Promises are used to handle asynchronous http requests.



Call Back vs Promises

```
a() => {  
  b() => {  
    c() => {  
      d() => {  
        // and so on ...  
      };  
    };  
  };  
};
```

```
Promise.resolve()  
  .then(a)  
  .then(b)  
  .then(c)  
  .then(d)  
  .catch(console.error);
```




Syntax

- **then()** : is invoked when a promise is either resolved or rejected.
- **catch()** : is invoked when a promise is either rejected or some error has occurred in execution.

- **Syntax :**

```
.then(function(result){  
    //handle success  
}, function(error){  
    //handle error  
})
```





- *catch()* is invoked when a promise is either rejected or some error has occurred in execution.



Example

```
var mypromise = new Promise(function(resolve, reject) {  
  const x = 100;  
  const y = 100;  
  if(x === y) {  
    resolve();  
  } else {  
    reject();  
  }  
});  
mypromise.  
  then(function () {  
    console.log('Success');  
  }).  
  catch(function () {  
    console.log('Error');
```

```
JS demo.js X  
JS demo.js > ...  
1  var mypromise = new Promise(function(resolve, reject) {  
2    const x = 100;  
3    const y = 100;  
4    if(x === y) {  
5      resolve();  
6    } else {  
7      reject();  
8    }  
9  });  
10  
11 mypromise.  
12   then(function () {  
13     console.log('Success');  
14   }).  
15   catch(function () {  
16     console.log('Error');  
17   });
```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

Success

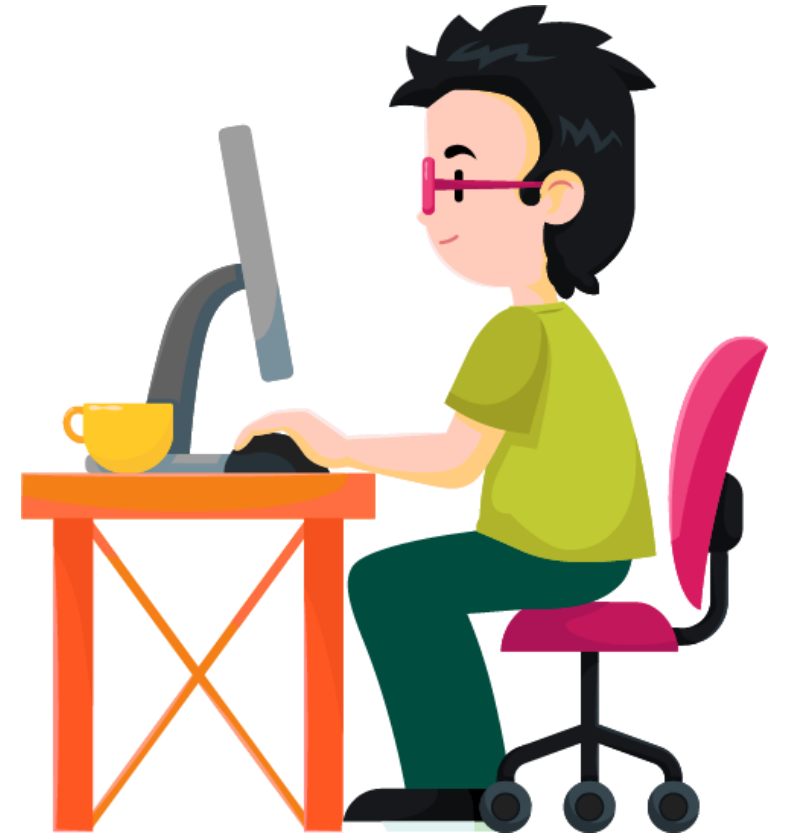


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