

Thread of Execution

JS single-threaded language

Single sequential flow of control

It is a synchronous language with asynchronous capabilities

A thread has a call stack & memory

How Async JS Works

If fetching data from a server, the operations might take a while.

setTimeout & clearTimeout

```
setTimeout(function () {  
    console.log('Hello from callback');  
},2000);
```

```
console.log('Hello from global scope');  
// Global will show first no matter what since setTimeout is going to be put on the queue task,  
waiting for other tasks to be finished before running
```

```
function changeText() {  
    document.querySelector('h1').textContent = 'Hello from callback';  
}  
const timerId = setTimeout(changeText, 3000);  
document.querySelector('#cancel').addEventListener('click',()=>{  
    clearTimeout(timerId)  
})
```

setInterval & clearInterval

```
const intervalID = setInterval(myCallback, 1000);
```

```
function myCallback(){  
    console.log(Date.now());  
}
```

```
let intervalID;
```

```

function startChange(){
    if(!intervalID){
        intervalID= setInterval(changeColor, 1000);
    }
}
function changeColor() {
    if(document.body.style.backgroundColor !== 'black'){
        document.body.style.backgroundColor = 'black';
        document.body.style.color = 'white';
    }
    else{
        document.body.style.backgroundColor = 'white';
        document.body.style.color = 'black';
    }
}
function stopChange() {
    clearInterval(intervalID);
}
document.getElementById('start').addEventListener('click', stopChange);
document.getElementById('stop').addEventListener('click', stopChange);

```

generate random hex color

```
Math.floor(Math.random() * 16777215).toString(16));
```

Callbacks

```

function toggle(e){
    e.target.classList.toggle('danger');
}

```

```
document.querySelector('button').addEventListener('click', toggle);
```

```

const posts = [
    {title: 'Post One', body: 'This is post one'},
    {title: 'Post Two', body: 'This is post two'}
]

```

```

function createPost(post, cb) {
    setTimeout(()=>{
        posts.push(post);
        cb();
    }, 2000);
}

```

```
function getPosts() {
    setTimeout(() => {
        posts.forEach(function (post) {
            const div = document.createElement('div');
            div.innerHTML = `<strong>${post.title}</strong> - ${post.body}`;
            document.querySelector('#posts').appendChild(div);
        });
    }, 1000);
}

createPost({title: 'Post Three', body: 'This is post three'}, getPosts);
```

HTTP Requests

GET	fetch/retrieve data from the server
POST	send data to the server
PULL & PATCH	update data on a server
DELETE	delete data from a server

```
const xhr = new XMLHttpRequest();

xhr.open('GET', './movies.json');

// readyState
// 0 - request not initialized
// 1 - server connection established
// 2 - request received
// 3 - processing request
// 4 - request finished and response is ready
xhr.onreadystatechange = function () {
    if(this.readyState === 4 && this.status === 200){
        // console.log(JSON.parse(this.responseText));
        const data = JSON.parse(this.responseText);

        data.forEach(movie => {
            const li = document.createElement('li');
            li.innerHTML = `<strong>${movie.title}</strong> - ${movie.year}`;
            document.querySelector('#results').appendChild(li);
        });
    }
}
```

```
xhr.send();
```

Callback Hell

```
function getData(endpoint,cb) {
  const xhr = new XMLHttpRequest();

  xhr.open('GET',endpoint);
  xhr.onreadystatechange = function() {
    if(this.readyState === 4 && this.status === 200){
      cb(JSON.parse(this.responseText));
    }
  }

  setTimeout(()=>{
    xhr.send();
  }, Math.floor(Math.random()*3000)+1000);
}
getData('./movies.json', (data)=>{
  console.log(data);
  getData('./actors.json', (data)=>{
    console.log(data);
    getData('./directors.json', (data)=>{
      console.log(data);
    });
  });
});
```

Promises

```
// Create a promise
const promise = new Promise((resolve, reject) => {
  //Do some async task
  setTimeout(() =>{
    console.log('Async task complete');
    resolve();
  },1000)
});

promise.then(()=>{
  console.log('Promise consumed...')
});
```

```

const getUser = new Promise((resolve, reject) => {
  //Do some async task
  setTimeout(() =>{
    let error = false;
    if(!error){
      resolve({name:'John', age:30});
    }
    else{
      reject('Error: Something went wrong');
    }
  },1000)
});

getUser
  .then((user)=>console.log(user))
  .catch((error)=>console.log(error))
  .finally(()=>console.log('The promise has been resolved or rejected'));

console.log('Hello from global scope');

```

Callback to Promise Refactor

```

function createPost(post){
  return new Promise((resolve, reject)=>{
    setTimeout(()=>{
      let error = false;
      if(!error){
        posts.push(post);
        resolve()
      }
      else{
        reject('Something went wrong...');
      }
    }, 2000);
  });
}

function getPosts(){
  setTimeout(()=>{
    posts.forEach(function (post) {
      const div = document.createElement('div');
      div.innerHTML = `<strong>${post.title}</strong> - ${post.body}`;
      document.querySelector('#posts').appendChild(div);
    })
  }, 1000);
}

```

```

}

function showError(error){
  const h3 = document.createElement('h3');
  h3.innerHTML= `<strong>${error}</strong>`;
  document.getElementById('posts').appendChild(h3);
}

createPost({title: 'Post Three', body:'This is post 3'})
  .then(getPosts)
  .catch(showError);

```

Promise Chaining

```

const promise = new Promise((resolve, reject) =>{
  setTimeout(()=>{
    let error = false;
    if(!error){
      resolve({name:'John', age:30});
    }
    else{
      reject('Error: Something went wrong');
    }
  }, 1000);
});

```

```

promise
  .then((user)=>{
    console.log(user);
    return user.name;
  })
  .then((name)=>{
    console.log(name);
    return name.length;
  })
  .then((length)=>{
    console.log(length);
  })
  .catch((error)=> {
    console.log(error)}
  )
  .then((ca)=>{
    console.log(ca);
  })

```

promise.all()

```
function getData(endpoint) {
  return new Promise((resolve, reject)=>{

    const xhr = new XMLHttpRequest();

    xhr.open('GET',endpoint);
    xhr.onreadystatechange = function() {
      if(this.readyState === 4){
        if(this.status === 200){
          resolve(JSON.parse(this.responseText));
        }
        else{
          reject('Error: Something went wrong');
        }
      }
    }
  })

  setTimeout(()=>{
    xhr.send();
  }, Math.floor(Math.random()*3000)+1000);
});

const moviesPromise = getData('./movies.json');
const actorsPromise = getData('./actors.json');
const directorsPromise = getData('./directors.json');

const dummyPromise = new Promise((resolve,reject)=>{
  resolve('Hello world');
});

Promise.all([moviesPromise, actorsPromise, directorsPromise, dummyPromise])
  .then((data)=>{
    console.log(data);
  })
  .catch((error)=>console.log(error));
```

Fetch API

```
// Fetching a JSON file
fetch('./movies.json')
  .then((response)=>{
    return response.json();
  })
```

```
.then((data)=>{
  console.log(data);
})
```

// Fetching a txt file

```
fetch('./test.text')
  .then((response)=>response.text())
  .then((data)=>console.log(data));
```

// Fetching from an API

```
fetch('<https://api.github.com/users>')
  .then((response)=>response.json())
  .then((data)=>(document.querySelector('h1').textContent = data.login));
```

Fetch Options

```
function createPost({title, body}){
  fetch('<https://jsonplaceholder.typicode.com/posts>',{
    method: 'POST',
    body: JSON.stringify({
      title,
      body
    }),
    headers:{
      'Content-Type':'application/json',
      token: 'abc123'
    }
  })
  .then(res => res.json)
  .then(data => console.log(data));
}

createPost({title:'My Post', body:'This is my post'})
```