

Promises

JAVASCRIPT

A large, rounded square with a yellow border and a yellow-to-dark-yellow gradient background. Inside the square, the letters 'JS' are written in a large, white, outlined font.

JS

JavaScript Promise

Promise is a good way to handle asynchronous operations.

It is used to find out if the asynchronous operation is successfully completed or not.

A promise may have one of three states.

- **Pending** – process is not complete
- **Fulfilled** – operation is successful
- **Rejected** – an error occurs

Create A Promise

To create a promise object, we use the **Promise()** constructor.

```
let promise = new Promise(function(resolve, reject){  
    //do something  
});
```

If the **promise** returns **successfully**, the **resolve()** function is called.

And, if an **error occurs**, the **reject()** function is called.

Example

Let's suppose that the program below is an asynchronous program.

```
const count = true;

let countValue = new Promise(function (resolve, reject) {
  if (count) {
    resolve("There is a count value.");
  } else {
    reject("There is no count value");
  }
});

console.log(countValue);

// Promise {<resolved>: "There is a count value."}
```

state: "pending"
result: undefined

resolve(value)

reject(error)

state: "fulfilled"
result: value

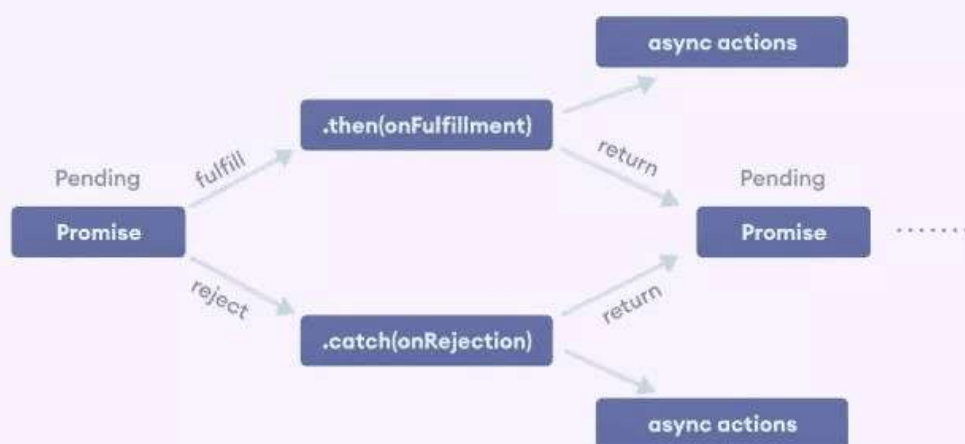
state: "rejected"
result: error

Promise Chaining

Promises are useful when you have to **handle more than one** asynchronous task, one after another.

For that, we use **promise chaining**.

You can perform an operation after a promise is resolved using methods **then()**, **catch()** and **finally()**.



then() Method

The `then()` method is used with the **callback** when the promise is **successfully fulfilled** or **resolved**.

```
promiseObject.then(onFulfilled, onRejected);
```

You can chain multiple `then()` methods with the promise.

```
// returns a promise
let countValue = new Promise(function (resolve, reject) {
  resolve("Promise resolved");
});

// executes when promise is resolved successfully
countValue
  .then(function successValue(result) {
    console.log(result);
  })
  .then(function successValue1() {
    console.log("You can call multiple functions this way.");
  });

// Promise resolved
// You can call multiple functions this way.
```

catch() Method

The `catch()` method is used with the `callback` when the `promise` is `rejected` or if an `error` occurs.

```
// returns a promise
let countValue = new Promise(function (resolve, reject) {
  reject('Promise rejected');
});

// executes when promise is resolved successfully
countValue
  .then(
    function successValue(result) {
      console.log(result);
    },
  )
// executes if there is an error
  .catch(
    function errorValue(result) {
      console.log(result);
    }
  );

// Promise rejected
```

Promises Vs Callback

JavaScript Promise

- The syntax is **user-friendly** and easy to read.
- Error handling is **easier to manage**.

```
api().then(function(result) {  
    return api2() ;  
}).then(function(result2) {  
    return api3();  
}).then(function(result3) {  
    // do work  
}).catch(function(error) {  
    //handle any error that  
    //may occur before this point  
});
```

JavaScript Callback

- The syntax is **difficult to understand**
- Error handling may be **hard to manage**

```
api(function(result){  
    api2(function(result2){  
        api3(function(result3){  
            // do work  
            if(error) {  
                // do something  
            }  
            else {  
                // do something  
            }  
        });  
    });  
});
```