



Web Programming

Spring 2021



#14

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Topics

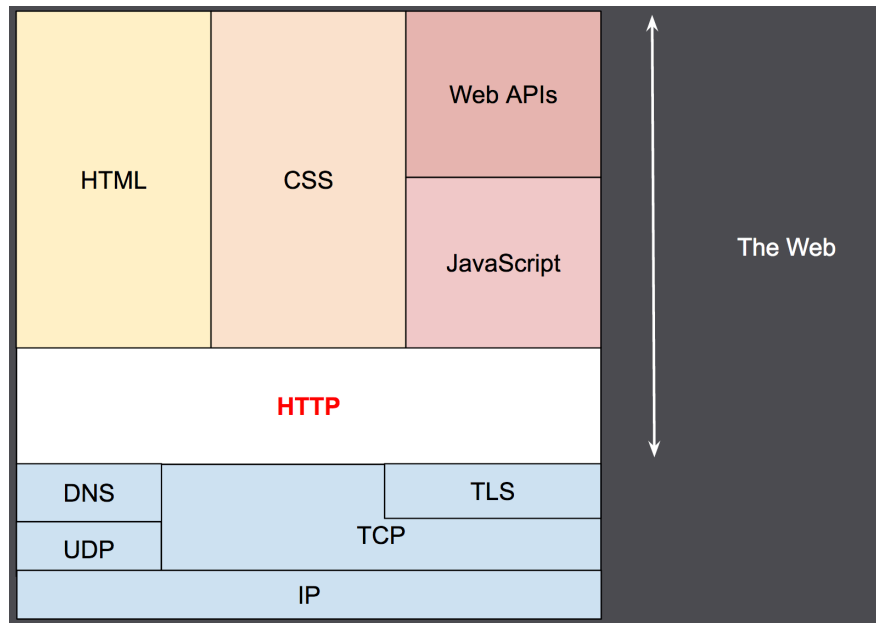
- The concepts of Web Services
- Web data protocols
 - HTTP, WebSocket, WebRTC
 - HTML, CSS
- **Web JavaScript programming**
- Cookies and sessions
- Web Frontend frameworks
- Web Backend frameworks
- RESTful API design



Google Analytics

Web data protocols

- HTTP, HTTPS
- Web APIs
- HTML, HTML5
- CSS, CSS3
- JavaScript
- Conclusion



JavaScript

- Introduction
- Basics
- Document Object Model
- Browser Object Model
- jQuery & AJAX
- JavaScript ES6



Ajax

- Introduction
- XMLHttpRequest
- Request
- Response
- Promises
- Async/Await
- AJAX Examples





Promises

- Introduction
- Asynchronous JavaScript
- Promise Object

ECMAScript 6
Promise



Promises Introduction

- JavaScript Promise Object
- 執行非同步（API request，等待使用者點擊）的流程時，因為**不知道什麼時候會完成**，通常會接受一個**callback function**作為參數，完成會呼叫此callback function以執行下一步。

Event \longleftrightarrow callback

多個非同步工作要做時


<script>

```
asyncA(function(dataA) {
  asyncB(dataA, function(dataB) {
    asyncC(dataB, function() {
```

...

```
    })
  })
})
```

</script>



```
1 function hell(win) {
2   // for listener purpose
3   return function() {
4     loadLink(win, REMOTE_SRC+'assets/css/style.css', function() {
5       loadLink(win, REMOTE_SRC+'lib/async.js', function() {
6         loadLink(win, REMOTE_SRC+'lib/easyXDM.js', function() {
7           loadLink(win, REMOTE_SRC+'lib/json2.js', function() {
8             loadLink(win, REMOTE_SRC+'lib/underscore.min.js', function() {
9               loadLink(win, REMOTE_SRC+'lib/backbone.min.js', function() {
10                loadLink(win, REMOTE_SRC+'dev/base_dev.js', function() {
11                  loadLink(win, REMOTE_SRC+'assets/js/deps.js', function() {
12                    loadLink(win, REMOTE_SRC+'src/' + win.loader_path + 'loader.js', function() {
13                      async.eachSeries(SERIALS, function(src, callback) {
14                        loadScript(win, BASE_URL+src, callback);
15                      });
16                    });
17                  });
18                });
19              });
20            });
21          });
22        });
23      });
24    });
25  });
26 }
```


Promises 可以

```
<script>  
asyncA()  
  .then(asyncB)  
  .then(asyncC)  
  .catch() // Error Handling  
</script>
```

有沒有覺得很好看！！



```
<script>
```

```
  asyncA()  
    .then(asyncB)  
    .then(asyncC)  
    .catch()
```

```
</script>
```

```
<script>
```

```
var data = $.getJSON(dataUrl);
```


```
data.done( function( msg ) {  
  // just do it  
});
```

```
data.fail( function( msg ) {  
  // just do it  
});
```

```
</script>
```

有沒有覺得和jQuery \$.get()有點像
之後 react 也差不多是這樣

Promises History

- 並行程式語言中同步程式執行的構造
- 1977年 提出概念
- 源自於 函式語言程式設計 functional programming
- 她發明的 (1988) 

芭芭拉·利斯科夫, MIT



jQuery 1.5 之後

- 實作了 Promises
- 就是說 也有別人實作 Promises
- 所以 大家實作的 Promises 有可能不一樣
- 但是先不要管他們不一樣
- 因為等你發現他們不一樣
- 你已經是高手 高高手 現在先會用他來寫



Asynchronous JavaScript

- JavaScript是synchronous在執行的
- JavaScript如何執行非同步事件
 - asynchronous callback
 - event queue
- **EventListener**
- **setInterval**

OS kernel裡面也一樣

Asynchronous JavaScript

- EventListener
 - 等待IO Events
- setInterval
 - 沒有event 要自己觸發時
 - 例如 寫一個小時鐘





The screenshot shows a code editor with two panels. The left panel is titled 'HTML' and contains the following code:

```
3 <h1 id="demo"></h1>
4
```

The right panel is titled 'JS' and has a yellow notification bar that says '18 unsaved changes x'. It contains the following JavaScript code:

```
1 setInterval(myFunction, 1000);
2 function myFunction() {
3   let d = new Date();
4   document.getElementById("demo").innerHTML=
5     d.getHours() + ":" +
6     d.getMinutes() + ":" +
7     d.getSeconds();
8 }
```

CGU TIMER

23:19:35



JavaScript Scheduling

- setTimeout
- setInterval
- clearInterval

```
<script>
```

```
function sayHi() {  
    alert('Hello');  
}
```

```
setTimeout(sayHi, 1000);  
</script>
```

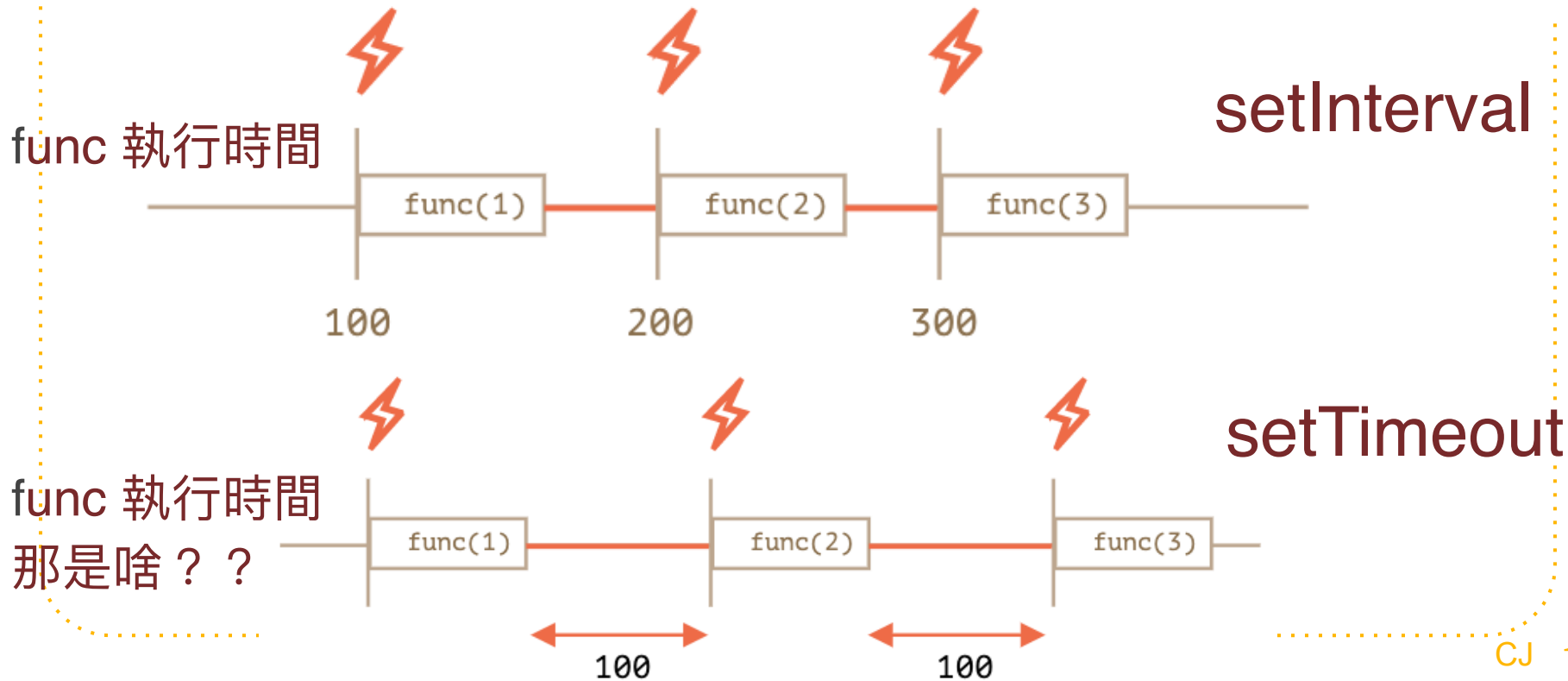

setTimeout VS setInterval



```
<script>
let i = 1;
setTimeout(function
run() {
    func(i++);
    setTimeout(run, 100);
}, 100);
</script>
```

```
<script>
let i = 1;
setInterval(function() {
    func(i++);
}, 100);
</script>
```

setTimeout VS setInterval





Promise Object

`<script>`

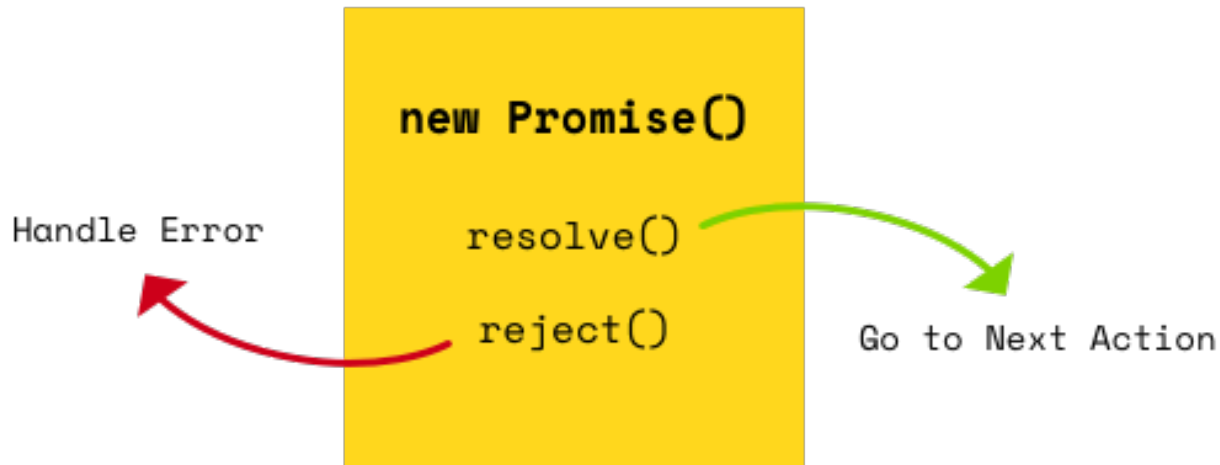
```
let myPromise = new Promise(function(myResolve, myReject) {  
  // "Producing Code" (May take some time)
```

```
    myResolve(); // when successful  
    myReject();  // when error  
});
```

```
  // "Consuming Code" (Must wait for a fulfilled Promise)  
  myPromise.then(  
    function(value) { /* code if successful */ },  
    function(error) { /* code if some error */ }  
  );
```

`</script>`

Promise Object





Promise vs callback

`setTimeout`

```
<script>
```

```
setTimeout(function() { myFunction("I love You !!!");  
}, 3000);
```

```
function myFunction(value) {  
    document.getElementById("demo").innerHTML = value;  
}
```

```
</script>
```



Promise vs callback

Promise

```
<script>
```

```
let myPromise = new Promise(function(myResolve, myReject) {  
  setTimeout(function() { myResolve("I love You !!"); }, 3000);  
});
```

```
myPromise.then(function(value) {  
  document.getElementById("demo").innerHTML = value;  
});
```

```
</script>
```

Promise 缺點

- 無法取消Promise
- 不太好debug
- 沒寫好 function(myResolve, myReject)
 - 不知道那裡出錯
 - 所以要非常小心
- 真正 Promise 會比剛剛說得還要複雜很多
 - 牽扯到很多函式語言程式觀念 (高階應用)
 - 在此不多介紹 有這個概念就好



Conclusion

- Promise
- Introduction
- Asynchronous JavaScript
- Promise Object

ECMAScript 6
Promise



Thanks!

Open for any questions

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