

Promises in JavaScript

CPEN 400A – Winter Term 1 2018

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Outline

- **Promises introduction**
- Promises Examples
- Chaining Promises and Error Handling
- Multiple Promises

Call-backs in JavaScript

- JavaScript (esp. Node.js) allows you to have nested functions as call-backs
- Useful for remembering state and keeping track of deferred operations

```
var fs = require("fs");
var length = 0;
var fileName = "sample.txt";
fs.readFile(fileName, function(err, buf) {
  if (err) {
    console.log("Error in reading file " + err);
  } else {
    length = buf.length;
    console.log("Number of characters read = " + length); }
});
```

Call-back hell

- Too many call backs can lead to confusion - also known as call-back hell
- Difficult to keep track of order of call-backs and handle failures (if any)

Pyramid
of Doom



```
1 app.post('/cparse', function(req, res) {
2   customParse(req.body, function(er, list) {
3     list.forEach(function (row, index) {
4       buildScript(row, req.body.format).←
5         extractArgs(row, function (instType) {
6           row.forEach(function (arg, i) {
7             resolveAliases(instType, arguments0);
8           }) }) }) })
9   // send response back
10 })
```

Promises: Introduction

- Allow deferred execution without explicitly using call-backs
- Return a promise object that is either **resolved** or **rejected** later
- Promise object can be passed around to functions etc.
 - **resolve** handler is called if promise is successful
 - **reject** handler is called if promise fails

Promises: Advantages

- Prevent race conditions between event setup and event firing
 - Exactly once semantics - resolved or rejected
- Easier to compose together (promises returning promises)
- Allow multiple asynchronous events to be handled simultaneously
- Allow multiple handlers to be attached to same event
 - Chaining of handlers
 - Unified handling of errors

Support for Promises

- **Promises were originally supported only in Node.JS**
 - Through custom third-party libraries (e.g., Bluebird, Q, Jasmine)
 - Each had slightly different semantics and implementation
 - JQuery has a completely different view of Promises (best avoided)
- Starting ES6, Promises are part of standard **JavaScript** (not just Node)
 - Support for client-side and server-side code
 - Npm module – promises – included in Node.Js since 2016 at least
 - Supported on client-side by most ES6 compatible browsers
 - We'll only look at Promises in Node.Js on server-side though

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ReadFile Example - 1

```
var fs = require("fs");
if (! fs) process.exit(1);

// This function reads a new file and returns a promise
// It doesn't wait for the read to be complete
function readFile(fileName) {
    return new Promise(function(resolve, reject) {
        console.log("Creating a new promise");
        fs.readFile(fileName, function(err, buf) {
            if (err) {
                console.log("Rejecting the promise");
                reject(err);
            } else {
                console.log("Resolving the promise");
                resolve(buf);
            }
        }); // End of readFile
    }); // End of promise
};
```

ReadFile Example - 2

```
// Get a new promise when you call readFile
var promise = readFile(fileName);

// Setup the success and failure handlers for the promise
promise.then( function(contents) {
    // fulfilment
    console.log("Read " + contents.length + " bytes");
}, function(err) {
    // rejection
    console.log("Error reading file " + err);
});

console.log("End of program");
```

Points to Note

- New Promise returns right away and does not actually call resolve and reject functions till the promise is resolved or rejected later
- .then specifies the resolve and reject functions after setup
- Resolve is called if promise is resolved, reject if it's rejected
- It's fine to set either (or both) resolve and reject to be null

Multiple .then blocks

```
// Setup the success and failure handlers for the promise
promise.then( function(contents) {
    // fulfilment
    console.log("Read " + contents.length + " bytes");
}, function(err) {
    // rejection
    console.log("Error reading file " + err);
});

// Setup another set of then handlers
promise.then( function(contents) {
    // fulfilment
    console.log("Another handler for then");
}, function(err) {
    // rejection
    console.log("Another handler for err: " + err.message);
});
```

.catch block

- Used to catch errors in the promise or when it is rejected
- Can be replaced with then(null, foo())

```
// Setup just an error handler, without a resolution handler
// Equivalent to promise.then(null, function(err) { });
promise.catch( function(err) {
    // rejection
    console.log("Yet another handler for err : " + err.message);
});
```

Settled Promises

- Promises can be rejected or resolved and they stay that way forever
- Sometimes you may want to create a settled promise (resolve/reject)

```
// Comment out the appropriate line of code below  
var p = Promise.resolve("hello");  
// var p = Promise.reject("hello");
```

```
p.then( function(str) {  
    console.log("Resolved: " + str);  
}, function(err) {  
    console.log("Error: " + err);  
}  
);
```

Why create Settled Promises ?

- Test cases where you want to test all handlers of a promise
- Sometimes a library expects a promise as argument, but you already know the results of the call are not going to succeed
- For composing promises together, some of which may have their results known in advance but not others

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Chaining Promises

- Promises can be chained together (i.e., executed one after another)
- Simulates multiple asynchronous handlers executing in sequence
- Each promise can be handled by a separate reject handler or a generic catch handler at the end of the chain
- Values can be passed down the chain from one handler to the next

Example of Chaining

```
var randomPromise = function(threshold) {  
    console.log("Calling randomPromise");  
    var r = Math.random();  
    console.log("Random " + r);  
    return (r > threshold) ? Promise.resolve() : Promise.reject();  
};
```

```
var p = randomPromise(0.5);  
var foo = function() {  
    console.log("Resolved");  
}
```

```
var bar = function() {  
    console.log("Rejected");  
}
```

```
// This is how you'd chain promises  
// Can you predict the output of this sequence ?  
p.then(foo, bar).then(foo, bar).then(foo, bar);
```

Example of Chaining and Value Passing

```
var p = randomPromise(0.5, 100);
```

```
var foo = function(val) {  
    console.log("Resolved: " + val);  
    return val + 1;  
}
```

```
var bar = function(val) {  
    console.log("Rejected: " + val);  
    return val + 1;  
}
```

```
// This is how you'd chain promises  
// Can you predict the output of this sequence ?  
p.then(foo, bar).then(foo, bar).then(foo, bar).then(foo, bar);
```

Error Handling

- Catch handler at end can handle errors in the original promise or its preceding then handlers – sort of like a “catch all” block in try-catch

```
var p = errorPromise("Original");

// The same handler can handle both errors in the
// original promise and in any resolution handlers
p.then( function() {
    console.log("resolved");
})
    .then( function() {
        throw new Error("Resolution");
    })
    .catch( function(err) {
        console.log("Error : " + err.message);
    });
```

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Multiple Promises: Sequential Execution

- A promise handler can itself return promises for downstream handlers

```
var delayedPromise = function(delay) {  
    return new Promise( function(resolve, reject) {  
        console.log("Delayed promise = " + delay);  
        setTimeout(resolve, delay);  
    });  
}  
  
var p = delayedPromise(1000);  
p.then( function() {  
    console.log("First promise");  
    return delayedPromise(2000);  
}).then( function() {  
    console.log("Second promise");  
    return delayedPromise(3000);  
}).then( function() {  
    console.log("Done");  
});
```

Multiple Promises: Parallel Execution (all)

- Multiple promises can be issued in parallel and “joined” by Promise.all
 - Resolved when **all** the promises are resolved (rejected if even one is rejected)

```
var promises = []
for (var i=0; i<5; i++) {
    promises.push( valuePromise(i) );
}
// Wait for all the promises to be resolved
var result = Promise.all( promises );
// Add a resolution function to get the values of each promise
result.then( function(values) {
    console.log("All promises resolved");
    for (var j=0; j<values.length; j++)
        console.log( "Promise " + j + " returned " + values[j] );
} ).catch( function(value) {
    console.log("Promise not resolved " + value);
}
);
```

Multiple Promises: Parallel Execution (Race)

- Multiple promises can be issued in parallel and “joined” by `Promise.race`
 - Resolved (or rejected) when **any of** the promises are resolved (or rejected)

```
var promises = []
// Initialize the promises array with 'n' promises
for (var i=0; i<n; i++) {
    promises.push( valuePromise(i) );
}
// Wait for any of the promises to be resolved
var result = Promise.race( promises );
// Add a resolution function to get the values of each promise
result.then( function(value) {
    console.log( "Promise resolved : " + value );
} ).catch( function(value) {
    console.log("None of the promises resolved");
});
```


Class Activity

- Write a node.js program to read from two different text files and concatenate their contents using Promises. After both reads are complete, you should write the contents of the two files to a third file. You can assume that the order of reads is not important. You should not block for file read, nor read the files sequentially.
- How will you modify the above program if you wanted to write to the third file without waiting for both files to complete reading, again using promises ? Make sure that you follow the same constraints.

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