

AngularJS Promises

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Promises



□ What is a promise?

□ What features do AngularJS promises have?

□ What would you use a promise for?

Demo using promises for Image Preloading



- **Basic Promises**
- **Multiple Promises**
- □ Image Preloading Service

AngularJS Promises

Do that first... then do this

What is a promise?

- A promise is a way to manage asynchronous actions performed within your app.
- □ When the action is done, you can process the result.
- □ Like saying: When you are done doing this, then do that

Promise = \$.ajax?

We are familiar with the concept of an AJAX callback from jQuery.

□ \$.ajax(url).done(function(response) {});

\$.ajax returns a jQuery promise, which is similar, but different than AngularJS promises.

The AngularJS promise system extends this pattern.

AngularJS Promise Features

- \Box It is generic, not only limited to API calls.
- You can have any code run and use a promise to control program flow when it completes.
- □ You can chain actions to take after a promise is completed. "When you are done doing that, then do this, and this, and..."
- \Box You can separately handle success, errors, and notifications.
- You can group several promises together into one promise. "After you are done doing those 8 things, then do this"
- If you have a promise, but it has already been resolved, you don't have to wait.
 "Oh, you are done doing those 8 things, then do this now"

Promise System

□ The Promise system is run in AngularJS using the \$q service. It is part of core AngularJS, just inject it!

□ It consists of two parts:

Deferred API

Promise API

Deferred API

□ Create a deferred object by \$q.defer()

□ resolve(value) - success

reject(reason) - fail

notify(value) - progress

promise property

Promise API

The promise object is a property on your deferred object

then(successCallback, errorCallback, notifyCallback)

□ catch(errorCallback) - shorthand

□ finally(callback) - for observation

Angular \$q

□ defer() - get a deferred object

□ reject(reason) - like a throw in JS

□ when(value) - wrapping another object as a promise

all(promiseArray) - create a new promise from multiple promises

Simple Promise Demo

- Let's look at some code for a simple demo of using a promise to preload a single image.
- □ Most typical code pattern is:
 - \Box Create deferred object.
 - □ Pass along to your long-running process.
 - □ Save the promise and add a then() to control what is done on completion.
- **Plunker Simple Promise Demo**

What Are Some Uses For Promises

You are probably already using them!

\Box API calls

- When the API call is done, do something with the data.
- Do you use <u>\$http</u>? \$http.get() returns a promise, which we typically decorate with a .then() which is part of the Promise API. <u>\$resource</u> also uses it, it uses \$http internally.

□ Preloading images

- Loading each image can take different amounts of time to load. Avoid your content shifting, or images flashing, as several images are loaded into your page.
- Load images into browser Image() objects before tying them to DOM. Makes for a great opportunity for a service and directive pair.

□ Workflow

- You can chain responses to create a flexible workflow. Think of many small functions processing some data instead of one big one.
- Could pass the promise around and components could independently attach a then() handler. Great way to decouple your design.

Pre-requisite Data/Services before rendering a view

- ui-router has a resolve property for a state (in ui-router, a state roughly is the same as a url)
- □ If you add promises to the resolve list, the promises must resolve before the view will be rendered
- □ This is a great place to add fetching absolutely necessary data for the view, like the User, or Configuration options
- ui-router can even have resolve promises dependent on others so you can add workflow before your view is rendered

□ Notifications of a long-running algorithm

- You can send notifications of progress to improve user experience.
- If you have a certain number of steps in an algorithm or process, can keep the user updated of the REAL progress. Not just a spinner or estimated time till download (why is it stuck at 0????)

Preview of Image Preloading

Image Preloading



- □ We have several images to load on the screen.
- □ There can be long delays to retrieve the images.
- We do not want the user to see the images pop up as they are loaded, we want all images to show at once, completely loaded.
- **Plunker Promises Demo**

Image Preloading - Part 2

□ Our improvement:

- □ We would like the preloading to be in a service.
- We would like to pick the number of images we want to see.
- □ We want to use ui-router and use the resolve feature.
 - **Plunker Promises + UI-Router Demo**



Thanks!

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