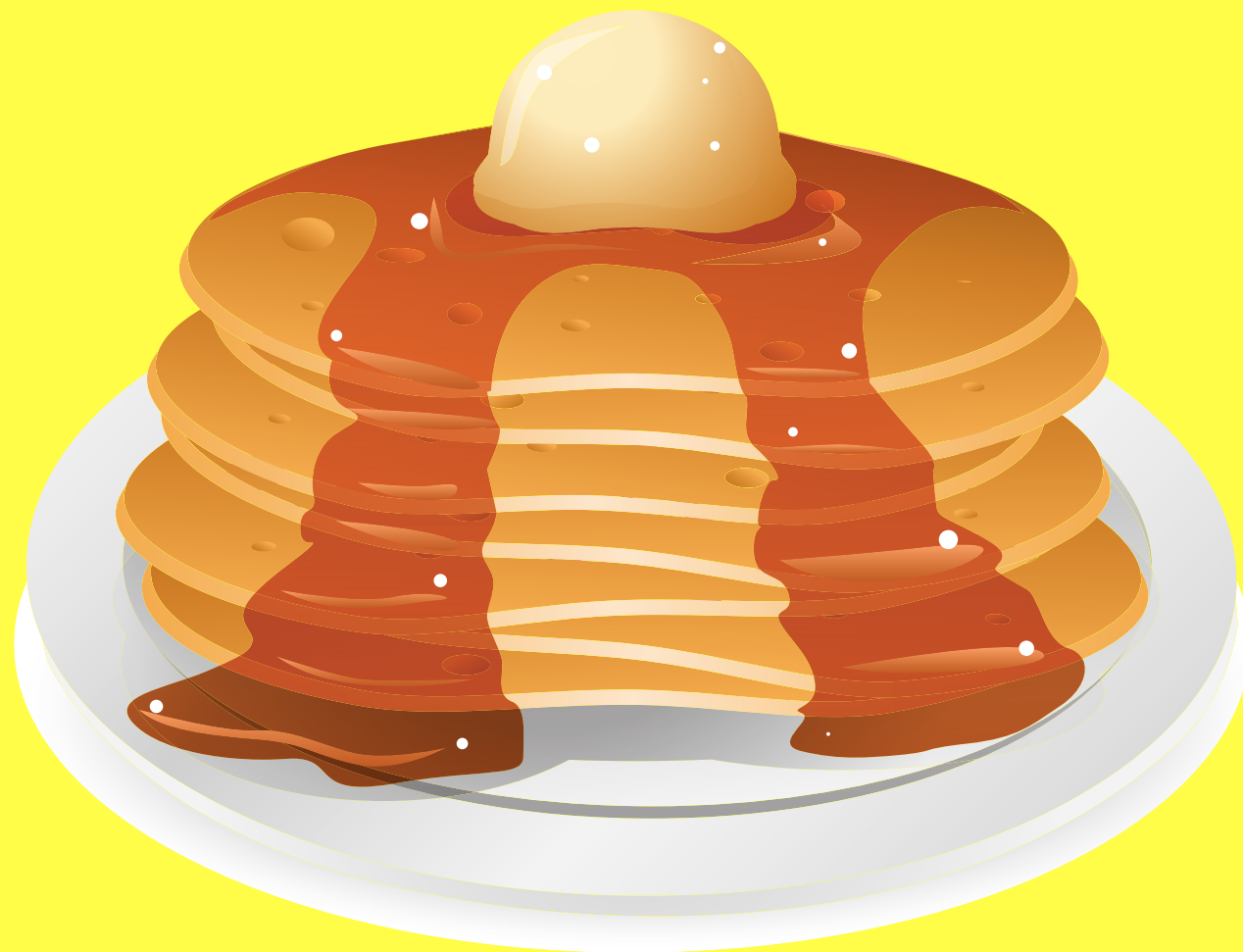


THE CALL STACK

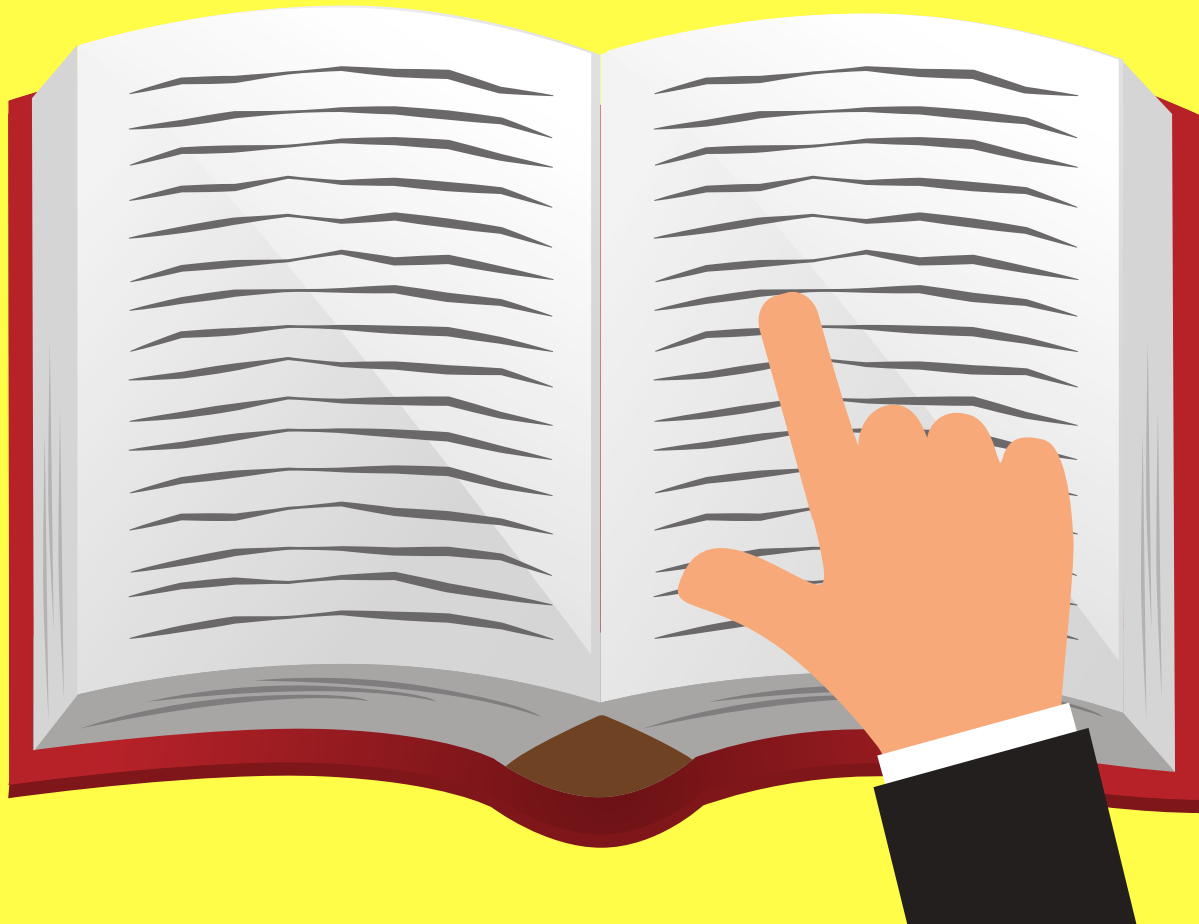


CALL STACK

The mechanism the JS interpreter uses to keep track of its place in a script that calls multiple functions.

How JS "knows" what function is currently being run and what functions are called from within that function, etc.

CALL STACK



*Let's see...
where was I?*

LAST
THING
IN...



FIRST
THING
OUT...



HOW IT WORKS

- When a script calls a function, the interpreter adds it to the call stack and then starts carrying out the function.
- Any functions that are called by that function are added to the call stack further up, and run where their calls are reached.
- When the current function is finished, the interpreter takes it off the stack and resumes execution where it left off in the last code listing.



```
const multiply = (x, y) => x * y;
```

```
const square = (x) => multiply(x, x);
```

→

```
const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

isRightTriangle(3,4,5)

square(3)+square(4)

=== square(5)



```
const multiply = (x, y) => x * y;
```



```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(3)

multiply(3,3)

isRightTriangle(3,4,5)

square(3)+square(4)
=== square(5)



→ `const multiply = (x, y) => x * y;`
`const square = (x) => multiply(x, x);`
`const isRightTriangle = (a, b, c) => {`
 `return square(a) + square(b) === square(c);`
`};`
`isRightTriangle(3, 4, 5);`

`multiply(3,3)`

9

`square(3)`

`multiply(3,3)`

`isRightTriangle(3,4,5)`

`square(3)+square(4)`
`=== square(5)`



```
const multiply = (x, y) => x * y;
```



```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(3)

9

isRightTriangle(3,4,5)

square(3)+square(4)
=== square(5)



```
const multiply = (x, y) => x * y;
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const square = (x) => multiply(x, x);
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→

```
const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

isRightTriangle(3,4,5)

9+square(4) === square(5)



```
const multiply = (x, y) => x * y;
```

→

```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(4)

multiply(4,4)

isRightTriangle(3,4,5)

9+square(4) === square(5)



→ `const multiply = (x, y) => x * y;`
`const square = (x) => multiply(x, x);`
`const isRightTriangle = (a, b, c) => {`
 `return square(a) + square(b) === square(c);`
`};`
`isRightTriangle(3, 4, 5);`

`multiply(4, 4)`
16

`square(4)`
`multiply(4, 4)`

`isRightTriangle(3, 4, 5)`
`9 + square(4) === square(5)`



```
const multiply = (x, y) => x * y;
```



```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(4)

16

isRightTriangle(3,4,5)

9+square(4) === square(5)



```
const multiply = (x, y) => x * y;
```

```
const square = (x) => multiply(x, x);
```

→

```
const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

isRightTriangle(3,4,5)

9+16 === square(5)



```
const multiply = (x, y) => x * y;
```



```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(5)

multiply(5,5)

isRightTriangle(3,4,5)

9+16 === **square(5)**



→ `const multiply = (x, y) => x * y;`
`const square = (x) => multiply(x, x);`
`const isRightTriangle = (a, b, c) => {`
 `return square(a) + square(b) === square(c);`
`};`
`isRightTriangle(3, 4, 5);`

multiply(5,5)
25

square(5)
multiply(5,5)

isRightTriangle(3,4,5)
9+16 === **square(5)**



```
const multiply = (x, y) => x * y;
```



```
const square = (x) => multiply(x, x);
```

```
const isRightTriangle = (a, b, c) => {  
  return square(a) + square(b) === square(c);  
};
```

```
isRightTriangle(3, 4, 5);
```

square(5)

25

isRightTriangle(3, 4, 5)

9+16 === **square(5)**



```
const multiply = (x, y) => x * y;  
  
const square = (x) => multiply(x, x);  
→ const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};  
  
isRightTriangle(3, 4, 5);
```

isRightTriangle(3,4,5)

9+16 === 25



```
const multiply = (x, y) => x * y;  
  
const square = (x) => multiply(x, x);  
→ const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};  
  
isRightTriangle(3, 4, 5);
```

isRightTriangle(3,4,5)

true



```
const multiply = (x, y) => x * y;
```

```
const square = (x) => multiply(x, x);
```

→

```
const isRightTriangle = (a, b, c) => {  
    return square(a) + square(b) === square(c);  
};
```

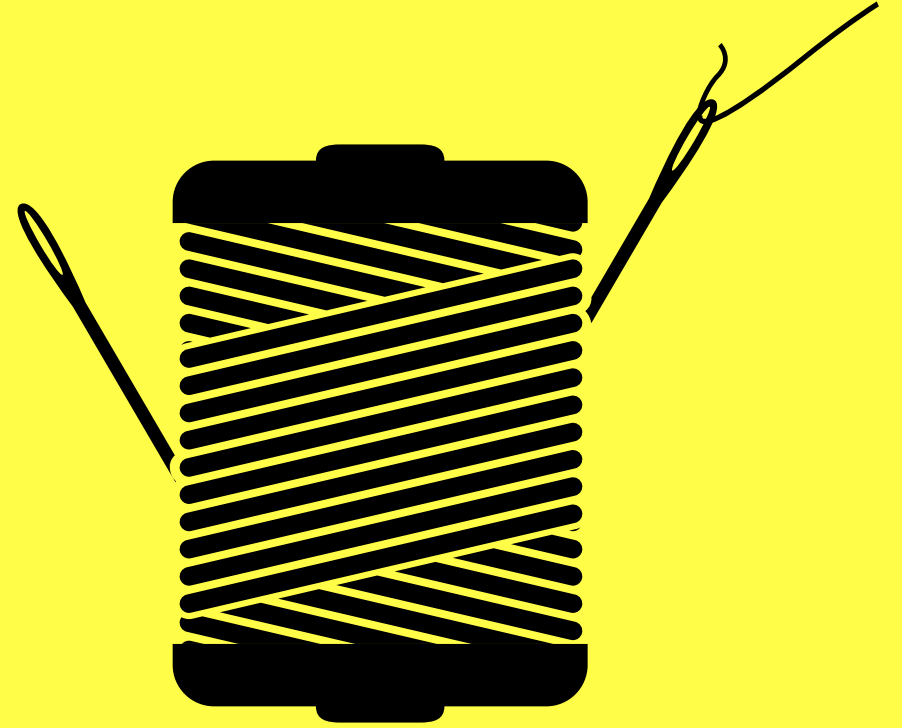
```
isRightTriangle(3, 4, 5);
```

true

JS IS

SINGLE

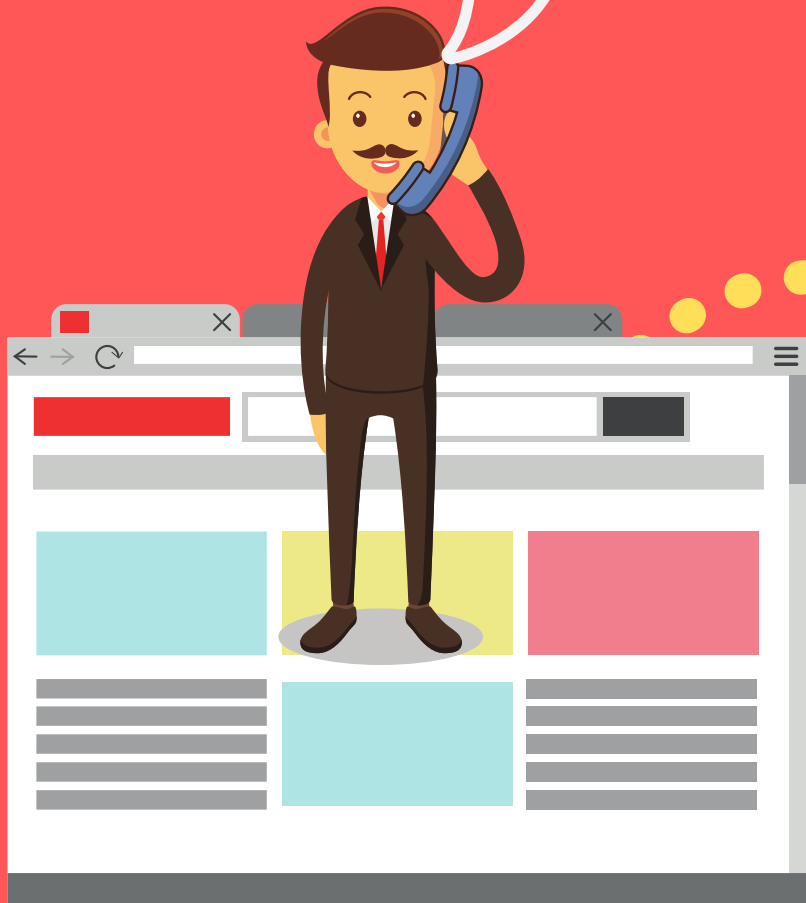
THREADED



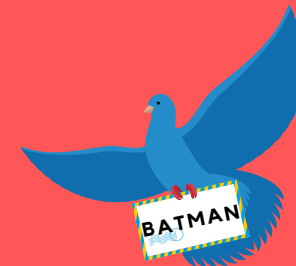
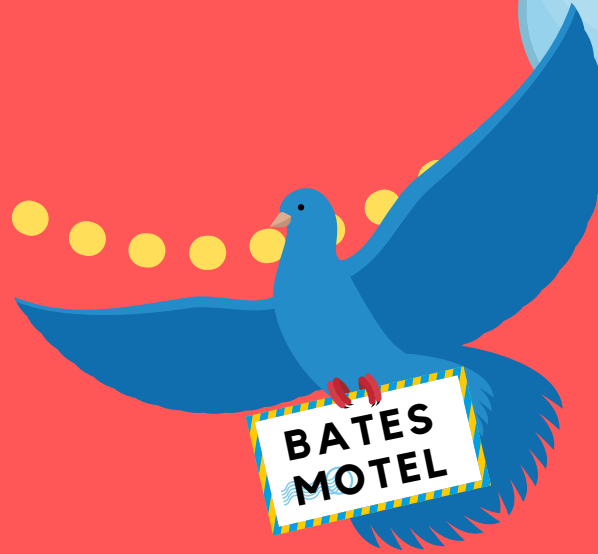
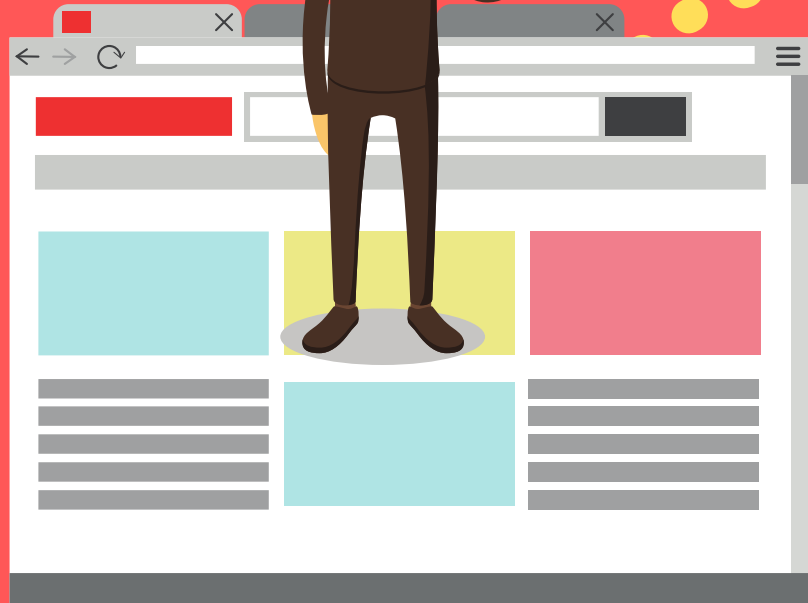
WHAT DOES THAT MEAN?

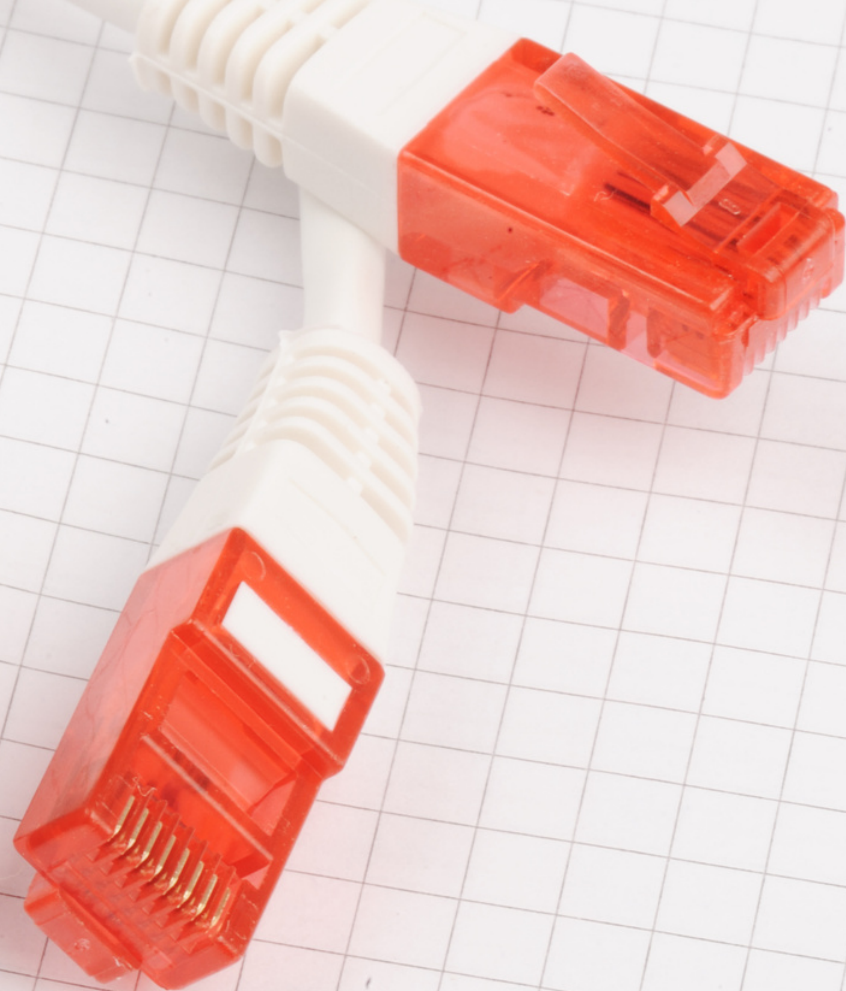
At any given point in time, that single JS thread is running at most one line of JS code.

Can you please send
me all movies that
match the query "Bat"



Can you please send
me all movies that
match the query "Bat"





THIS TAKES TIME

**IS OUR APP
GOING TO
GRIND TO
A HALT?**



What happens when something takes a long time?



```
const newTodo = input.value; //get user input  
saveToDatabase(newTodo); //this could take a while!  
input.value = ''; //reset form
```


Fortunately...

We have a workaround



```
console.log('I print first!');  
setTimeout(() => {  
    console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```



CALLBACKS???!?

HOW??



THE
BROWSER
DOES THE
WORK!

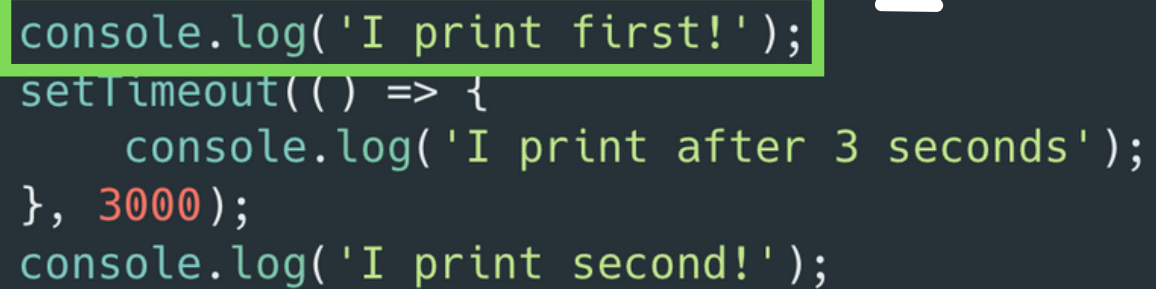


OK BUT HOW?

- Browsers come with Web APIs that are able to handle certain tasks in the background (like making requests or `setTimeout`)
- The JS call stack recognizes these Web API functions and passes them off to the browser to take care of
- Once the browser finishes those tasks, they return and are pushed onto the stack as a callback.



> I print first!

A dark-themed code editor window with three colored window control buttons (red, yellow, green) in the top-left corner. It contains JavaScript code. A green rectangular box highlights the first line of code. A white arrow points from the JavaScript logo to this highlighted line.

```
console.log('I print first!');  
setTimeout(() => {  
    console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```


> I print first!



Hey browser, can you
set a timer for 3
seconds?

OKEEEDOKEEE

```
console.log('I print first!');  
setTimeout(() => {  
  console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```



> I print first!
> I print second!



```
console.log('I print first!');  
setTimeout(() => {  
    console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```



> I print first!

> I print second!



Will do!
Thanks, browser!

Time's Up!!!
Make sure you run
that callback now!!

```
console.log('I print first!');  
setTimeout(() => {  
  console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```



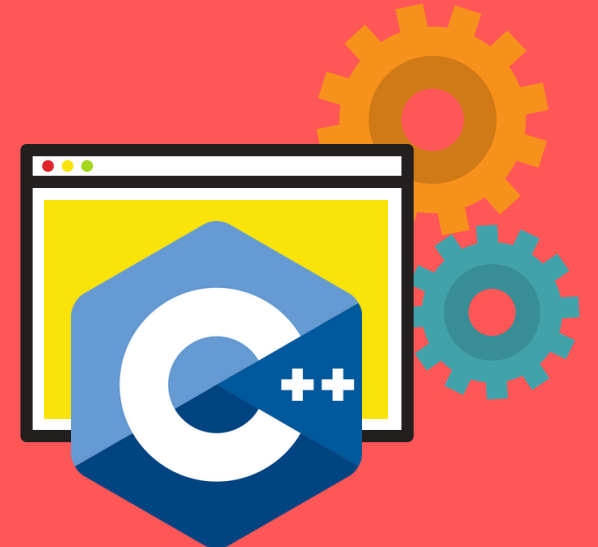
> I print first!

> I print second!

> I print after 3 seconds!



```
console.log('I print first!');  
setTimeout(() => {  
  console.log('I print after 3 seconds');  
}, 3000);  
console.log('I print second!');
```



```
fs.readdir(source, function (err, files) {
  if (err) {
    console.log('Error finding files: ' + err)
  } else {
    files.forEach(function (filename, fileIndex) {
      console.log(filename)
      gm(source + filename).size(function (err, values) {
        if (err) {
          console.log('Error identifying file size: ' + err)
        } else {
          console.log(filename + ' : ' + values)
          aspect = (values.width / values.height)
          widths.forEach(function (width, widthIndex) {
            height = Math.round(width / aspect)
            console.log('resizing ' + filename + 'to ' + height + 'x' + height)
            this.resize(width, height).write(dest + 'w' + width + '_' + filename,
function(err) {
  if (err) console.log('Error writing file: ' + err)
})
}).bind(this))
          }
        })
      })
    })
  })
})
```

Callback Hell



ENTER



PROMISES

A Promise is an object representing
the eventual completion or failure
of an asynchronous operation

PROMISES

A pattern
for writing
async code.




RESOLVE



REJECT


A promise is a returned object to which you attach callbacks, instead of passing callbacks into a function

loadRedditPosts (not shown)
returns a promise



```
loadRedditPosts('/r/funny')  
  //this runs if promise is resolved:  
  .then((res) => {  
    console.log(res.data);  
  })  
  //this runs if promise is rejected:  
  .catch((err) => {  
    console.log('Oh No!', err);  
  });
```

This function returns a Promise which is randomly resolved/rejected.



```
const makeFakeRequest = () => {  
  return new Promise((resolve, reject) => {  
    setTimeout(() => {  
      const randNum = Math.random();  
      if (randNum > 0.5) resolve({ data: 'lol', status: 200 });  
      reject({ status: 404, data: 'NO DICE' });  
    }, 1000);  
  });  
};
```


A close-up photograph of a person's hand holding a bright blue sponge, cleaning a chrome faucet on a white sink. The faucet has two handles. The background shows a beige tiled countertop. The text 'ASYNC FUNCTIONS' is overlaid in large blue letters at the bottom.

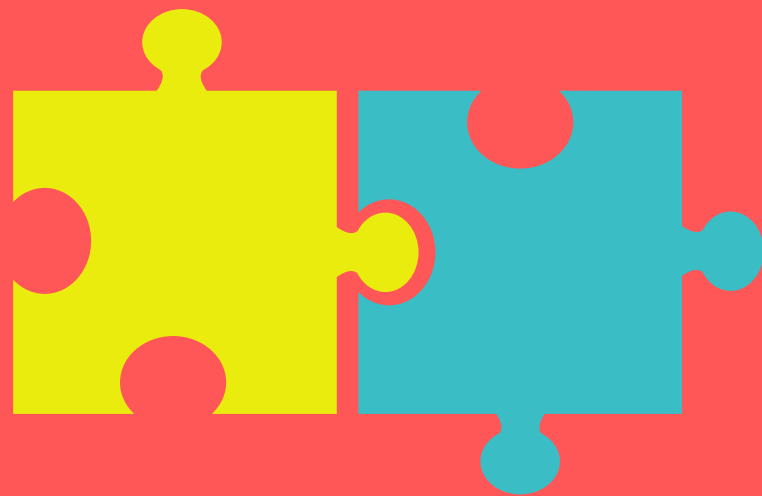
ASYNC FUNCTIONS

ASYNC FUNCTIONS

A newer and cleaner syntax for
working with async code!
Syntax "*makeup*" for promises

2 PIECES

- ASYNC
- AWAIT



The *async* keyword

- Async functions always return a promise.
- If the function returns a value, the promise will be resolved with that value
- If the function throws an exception, the promise will be rejected

```
async function hello() {  
    return 'Hey guy!';  
}  
hello();  
// Promise {<resolved>: "Hey guy!"}  
async function uhOh() {  
    throw new Error('oh no!');  
}  
uhOh();  
//Promise {<rejected>: Error: oh no!}
```

The *await* keyword

- We can only use the `await` keyword inside of functions declared with `async`.
- `await` will pause the execution of the function, **waiting for a promise to be resolved**