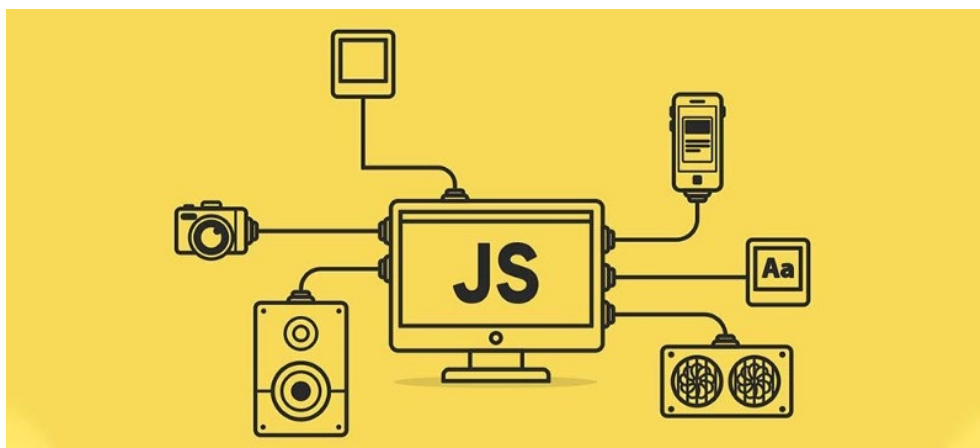

JavaScript with Dimos: Intro to Async Functions

Hey there I am [Dimos](#), a senior software engineer and software architect at [arconsis](#). From time to time, I publish articles into the series “JavaScript with Dimos”, where I am trying to analyze a JavaScript topic and to focus on the core concepts of JavaScript.



JavaScript is a **single threaded** language and executes code blocks by order from top to bottom, therefore, it is **synchronous** in nature. Sometimes we may need to use an asynchronous function for example to fetch data from an API. An operation like this takes time to complete, and a blocking approach would negatively impact user experience. Thanks to **JavaScript event loop**, we are able to do **non-blocking** processes by using a callback function and/or a promise function. Using a non-blocking approach we can reduce the JavaScript main thread load and improve our code performance. JavaScript introduced **async** and **await** keywords as an addition to EcmaScript 2015. In this article, we are going to talk about async functions, and how they work.

Intro to JavaScript Promises

A Promise is a proxy for a value not necessarily known when the promise is created. It allows us to associate handlers with an asynchronous action's eventual success value or failure reason.

Therefore, a promise is a special JavaScript **object** which represents a **future result** of an asynchronous action.

A promise has three states:

1. **pending** — Initial state which indicates that the request is pending, and is neither fulfilled nor rejected.
2. **fulfilled** — Indicates that the operation was completed successfully.
3. **rejected** — Indicates that the operation failed.

Intro to async functions

The `async` function is a function that is declared using the `async` keyword and returns a `AsyncFunction` object. When we call an `async` function, it always returns a promise. Hence, `async` functions allow us to write **promise-based code** (`async/await` is built on top of promises) **as if it were synchronous**, but **without blocking the main thread**. Below we can find some ways to **declare** `async` functions:

```
async function functionName(params) {
  # code block
}

const functionName = async function functionName(params) {
  # code block
}

const functionName = async (params) => {
  # code block
};
```

As we can see, we can declare `async` functions as every other function. The only difference is the **usage** of the `async` keyword.

Below we can find out how we can **call** an `async` function:

```
try {
  const result = await functionName(params)
} catch (error) {
  console.error(`Async function threw an error: ${error}`)
}
```

As we can see above, the execution of an `async` function is equivalent to execution of a regular synchronous JavaScript function and the only difference is the **usage** of `await` keyword.

How `async` functions work

The `await` keyword tells JavaScript to “**wait**” until the promise is settled before executing the rest of the code block. So they are simply *syntactic sugar* for creating functions that return and wait for Promises.

The `async/await` syntax improves readability by letting us write code as synchronously.

- `Async` function is declared by using the word **async** in their declaration.
- `await` keyword is permitted within `async` functions and can only be used **inside** an `async` function, otherwise we will get Error.
- Always **returns Promises**.
- Code can be “**paused**” waiting using `await` keyword.
- `await` returns whatever the `async` function returns when it is done. It will return **result** if the Promise is fulfilled or will throw an **error** if the Promise is rejected.
- If an `async` function throws an exception, the exception will bubble up to the parent functions just like in normal JavaScript, and can be caught with `try/catch` or using `.catch()` method directly in `await asyncFunc.catch(error => { })` just like in Promises.

Fulfilling the Promise of an `async` function:

```
async function asyncFunc() {
  return 'result';
}
```

which is *equivalent* to:

```
function asyncFunc() {
  return Promise.resolve('result');
}
```

which is same to:

```
function asyncFunc() {
  return new Promise((resolve, reject) => {
    return resolve('result');
  });
}
```

Rejecting the Promise of an async function:

```
async function asyncFunc() {
  return Promise.reject(new Error('We have error!'));
}
```

which is equivalent to:

```
async function asyncFunc() {
  return Promise.reject(new Error('We have error!'));
}
```

which is same to:

```
async function asyncFunc() {
  return new Promise((resolve, reject) => {
    return reject(new Error('We have error!'));
  });
}
```

The `await` keyword is used to handle Promises inside the `async` function. Therefore, handling **results and errors** of asynchronous computations takes place via `await`. The operator `await` “**waits**” for the Promise to be settled. It “pauses” the function until *asyncFunc* is done (fulfilled or rejected), and returns the result (resolved result or error):

- If the Promise is **fulfilled**, the result of `await` is the *fulfillment value*.

```
async function asyncFunc() {
  const result = await otherAsyncFunc();
  console.log(result);
}
```

// which is equivalent to:

```
function asyncFunc() {
  return otherAsyncFunc()
    .then(result => {
      console.log(result);
    });
}
```

- If the Promise is **rejected**, `await` throws the *rejection value*.

```
async function asyncFunc() {
  try {
    await otherAsyncFunc();
  } catch (err) {
    console.error(err);
  }
}
```

// which is equivalent to:

```
function asyncFunc() {
```

```

    return otherAsyncFunc()
    .catch(err => {
        console.error(err);
    });
}

```

Error Handling

An async function has two possible return values: *resolved* value, and *rejected* value. We can use **.then()** for normal cases and **.catch()** for exceptional cases. Let's explore how we handle errors in async functions:

1) try...catch statement

The most standard way is to use try...catch statement. When await a call, any rejected value will be thrown as an exception. Here is an example:

```

async function asyncFunc() {
    try {
        await otherAsyncFunc();
    } catch (err) {
        console.error(err);
    }
}

```

The error is exactly the rejected value. After we caught the exception, we have **several ways to deal** in catch(err) {...}block with it:

- Handle the exception, and return a **normal value** (not an error). Not using any return statement in the catch block is equivalent to using return undefined; and is a normal value as well. catch(err) { return 'fail' }
- **Throw error**, if you want the caller to handle the exception. catch (err) { throw err }
- **Reject it**, like return Promise.reject(error). This is equivalent to throwing an error. catch (err) { return Promise.reject(err) }

2) Using .catch

As we declared before, the functionality of await is to “wait” for a promise to be fulfilled or rejected. That's why we can handle the await otherAsyncFunc as a Promise using then or catch method (as an async function **always returns a Promise**). Therefore we can write error handling like this:

```

function asyncFunc() {
    const result = await otherAsyncFunc()
    .catch((error) => { console.log(error); });
}

```

Serial execution of asynchronous functions

The below code block runs two asynchronous functions, asyncFunc1() and asyncFunc2() in sequence. The code execution will wait until asyncFunc1() returns (resolved / rejected), via await asyncFunc1() before starting asyncFunc2() execution. Notice that asyncFunc2() does not depend on the result of asyncFunc1() as using of await runs these two functions **sequentially**.

```

async function asyncFunc1() {
  return 1;
}

async function asyncFunc2() {
  return 2;
}

(async() => {
  const result1 = await asyncFunc1();
  const result2 = await asyncFunc2();
})();

```

Below we can see how we can iterate over async iterable arrays sequentially. As we can see there are 2 ways:

- Using [for await...of](#) statement, which creates a loop *iterating* over async iterable objects as well as on sync iterables.
- Using [Array.prototype.reduce\(\)](#) method, which executes a *reducer* function for array elements and returns a single value.

```

const arr = [1, 2, 3, 4, 5];

async function asyncFunc(item) {
  return item;
}

(async() => {
  const results = await arr.reduce(async (promise, item) => {
    const accumulator = await promise;
    const result = await asyncFunc(item)
    return [...accumulator, result]
  }, Promise.resolve([]));
  console.log('results', results); // Output: [1, 2, 3, 4, 5]
})();

// which is equivalent to:
(async() => {
  const results = []
  for await (const item of arr) {
    results.push(await asyncFunc(item));
  }
  console.log('results', results); // Output: [1, 2, 3, 4, 5]
})();

```

Concurrent execution of asynchronous functions

As we can see below, using [Promise.all\(\)](#) method we can execute these async functions (asyncFunc1(), asyncFunc2()) **concurrently**. This method combines all the promises and returns a *single promise*, resolved to an array of the results of the input promises. If one promise throws an error, then Promise.all() will be **rejected immediately** with the first rejection message / error.

```

async function asyncFunc1() {
  return 1;
}

async function asyncFunc2() {
  return 2;
}

(async() => {
  const results = await Promise.all([asyncFunc1(), asyncFunc2()]);
  console.log(results); // Output: [1, 2]
})();

```

Below we can see how we can iterate over *async iterable arrays* **concurrently**. We can combine [Array.prototype.map\(\)](#) built-in array's method which uses a callback to apply the function over each array's and returns an array of values, with [Promise.all\(\)](#) method. The [Array.prototype.map\(\)](#) method is a synchronous operation, but combined with `async/await` leads to an array of promises. The final resolved value is an array of the results of the input promises, and because of using `Promise.all()` the execution will be rejected immediately, if a promise throws an error.

```
const arr = [1, 2, 3, 4, 5];

async function asyncFunc(item) {
  return item;
}

(async() => {
  const results = await Promise.all(arr.map(async (item) => {
    const res = await asyncFunc(item);
    return res;
  }));
  console.log('results', results); // Output: [1, 2, 3, 4, 5]
})();
```

Advantages of `async/await`

- **Readability:** As we can see from above examples, `async/await` makes the code cleaner and more readable compared to promises style.
- **Error handling:** We can handle both asynchronous and synchronous errors using `try/catch`.

Avoiding common pitfalls

- Avoid abuse `await`, when we can execute `async` calls in **parallel** unless they need to be done synchronously.
- Avoid combining `await` and `return` statements together, e.g. `await return Promise.resolve("result")`. Instead we can just return a promise via: `return Promise.resolve("result")` and `"await"` the promise on execution.

Conclusions

- An **async function always returns Promises**, whether you **use** `await` or **not**. They are simply *syntactic sugar* for creating functions that return and wait for Promises.
- If **no** `await` is present the execution is **not "paused"** and the result of it settling is never handled, as the promise starts its execution when we invoke it. Therefore it synchronously returns a pending promise as didn't tell JavaScript to **"wait"**.
- The `async` keyword just declares that the `async` function returns a value which is guaranteed **to be a promise**, so that callers can call `asyncFunc().then(...)` or `await asyncFunc()` safely. Therefore when we use `async` keyword we create an **asynchronous functions that always return a Promise**.
- We can handle an `async` function when we call it, exactly **like Promise**.
- `await` operator **"pauses"** an `async` function.
- `await` returns whatever the `async` function returns when it is done. It will return result if Promise is **fulfilled** or will throw an error if Promise is **rejected**.
- Best approach to **handle errors** of an `async` function is using `try...catch` statement, but of course we can use `.catch()` method directly in `async` function when we call it.

Those are all we need to know to start using an `async` function in JavaScript. Meanwhile, please feel free to post any questions, comments, or feedback in the comment section below.

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Further Reading

1. https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/async_function
2. <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/await>
3. https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Promise
4. <https://javascript.info/async>
5. https://exploringjs.com/impatient-js/ch_async-functions.html
6. <https://www.tabnine.com/academy/javascript/how-to-use-asynchronous-functions/>

By [Dimosthenis Botsaris](#) on [May 2, 2022](#).

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Exported from [Medium](#) on May 12, 2022.