

# Ch. 5

## 자바스크립트에서 비동기 처리하기

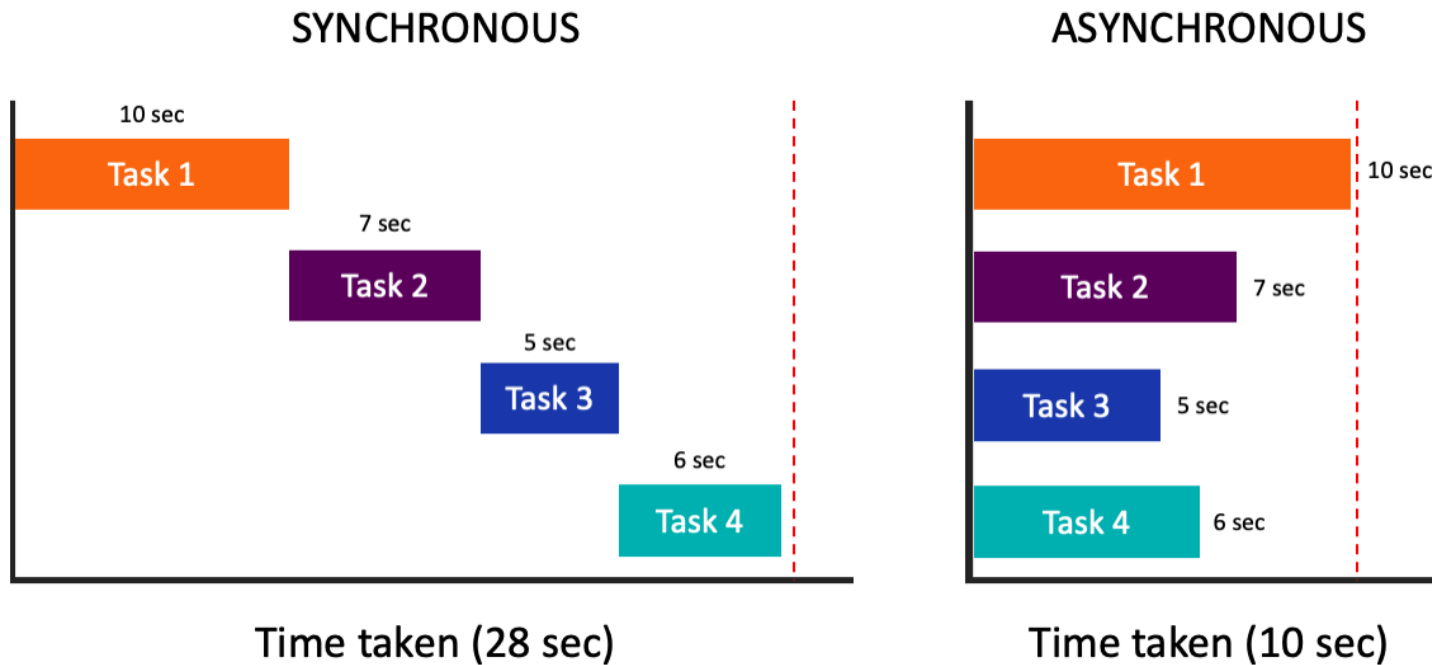
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# **Asynchronous JavaScript**

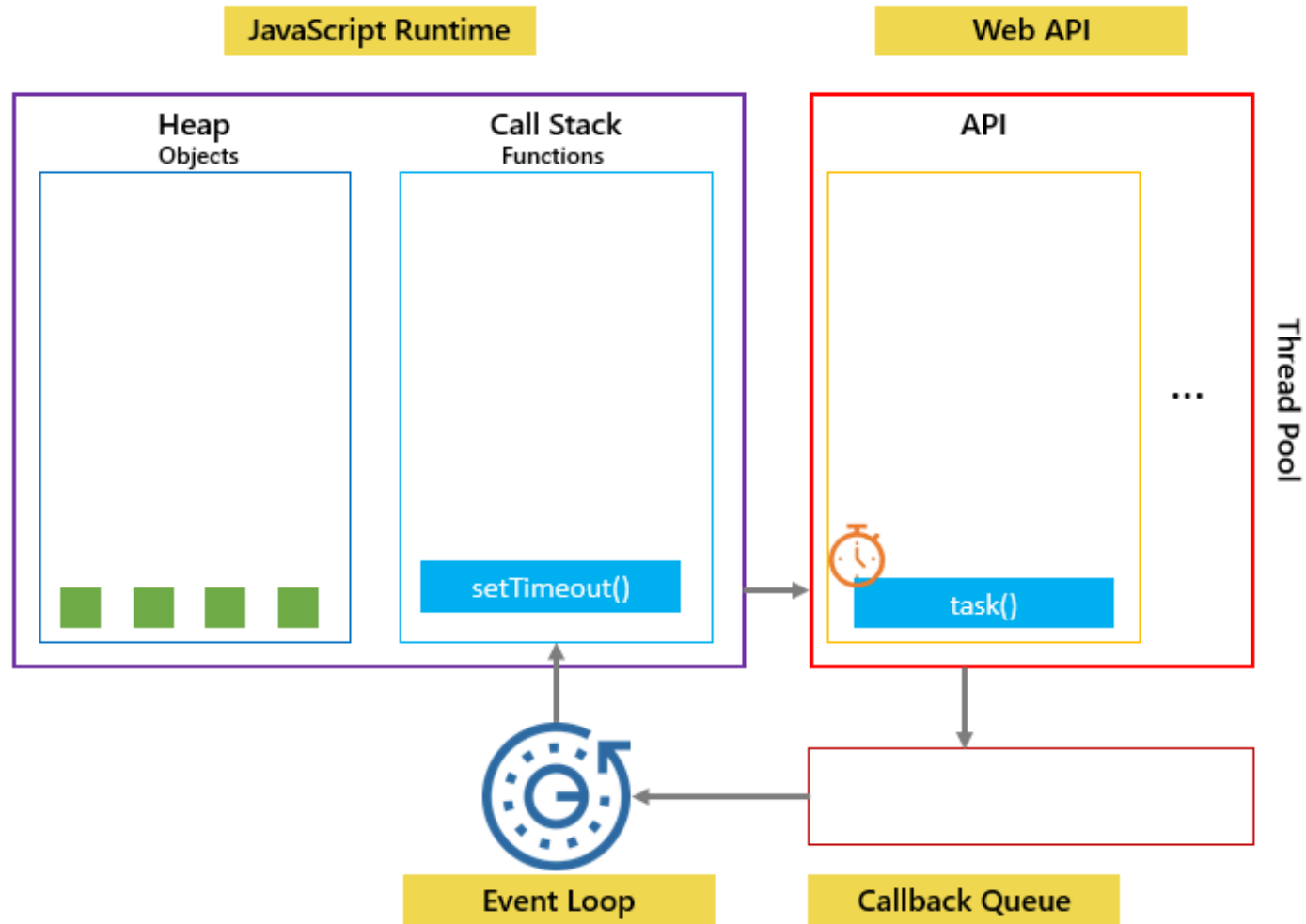
# Asynchronous JavaScript

## 비동기 프로그래밍의 필요성



# Asynchronous JavaScript

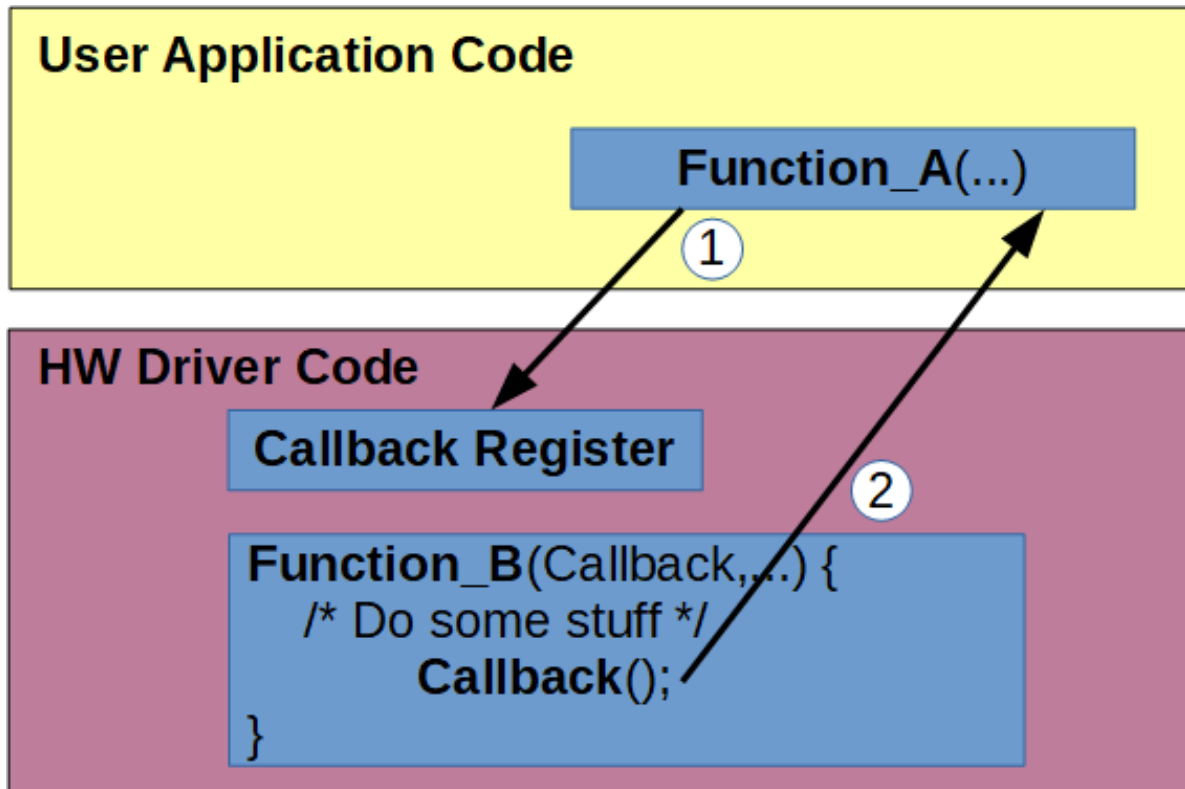
## NodeJS 에서



# Callback

# Callback

태초에 콜백이 있었다



# Callback

## C 시절 - function pointer

```
uint16_t sum(uint8_t a, uint8_t b) { return a + b; }
uint16_t mul(uint8_t a, uint8_t b) { return a * b; }

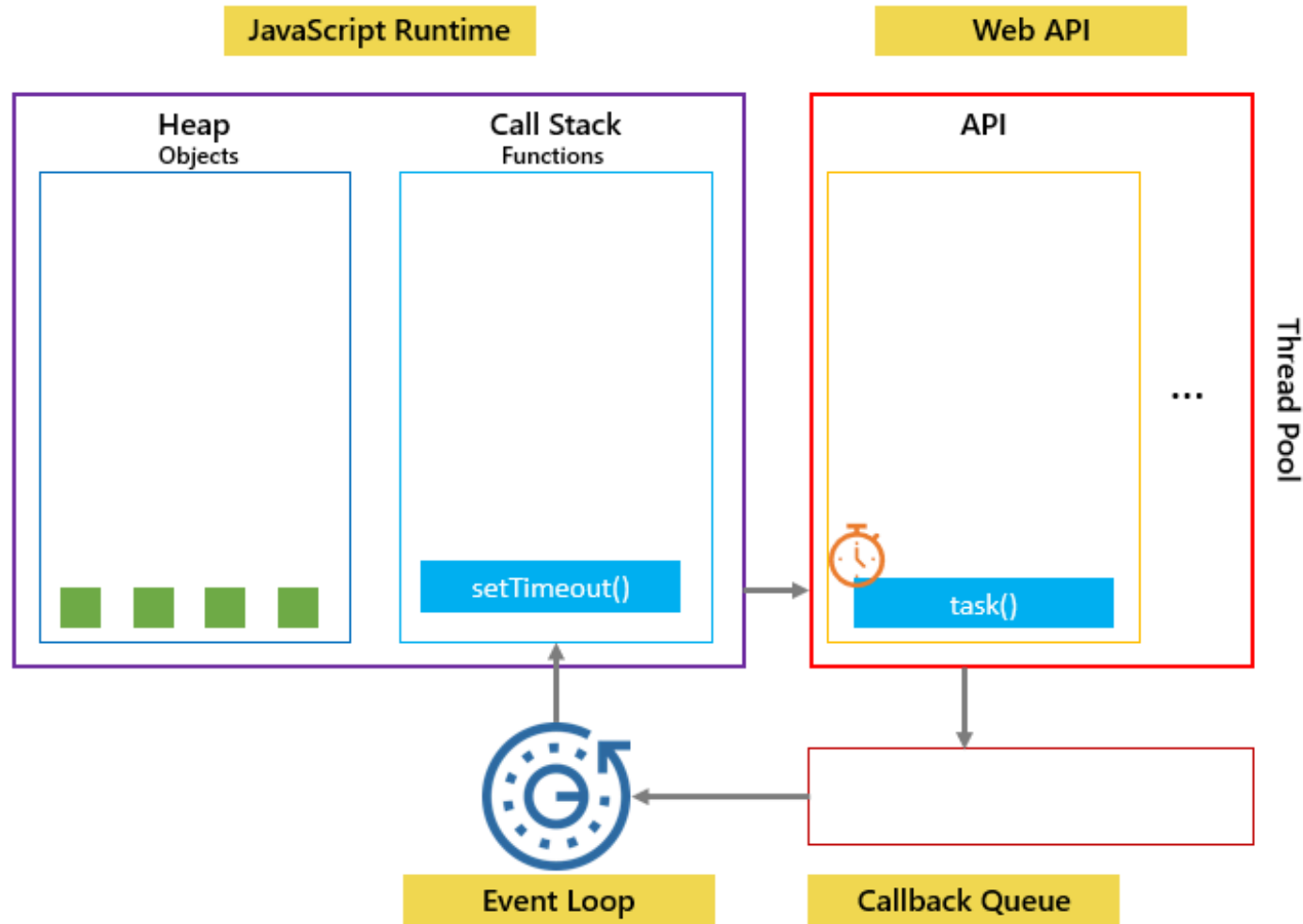
uint16_t arithm_op (uint16_t (*callback_func)(uint8_t, uint8_t),
                   uint8_t a, uint8_t b)
{ return callback_func(a,b); }

void main() {
    arithm_op(mul,4,10); /* 4x10*/
    arithm_op(add,9,5); /* 9+5 */
}
```



# Callback

## NodeJS 에서



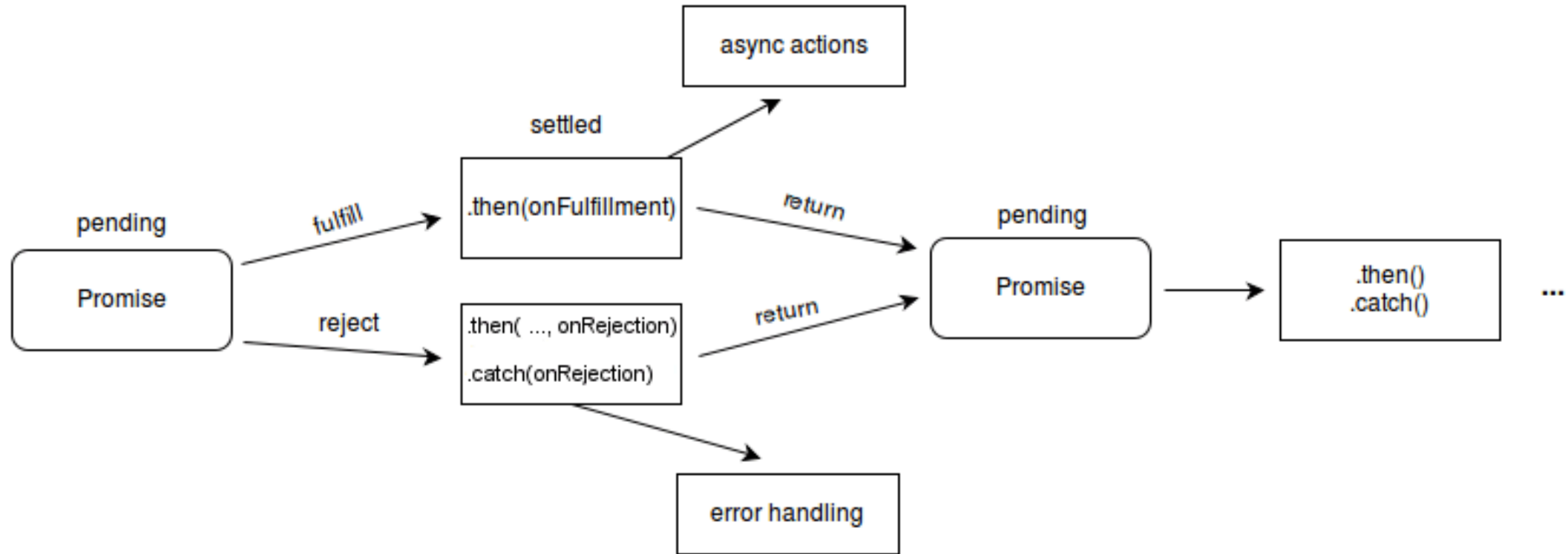
# Callback

## Callback Hell / Callback Pyramid

```
btn1.addEventListener("click", function () {
  fadeOut(this, 500, function () {
    fadeIn(btn2, 500, function () {
      btn2.addEventListener("click", function () {
        fadeOut(this, 500, function () {
          fadeIn(btn3, 500, function () {
            btn3.addEventListener("click", function () {
              fadeOut(this, 500, function () {
                fadeIn(btn4, 500, function () {
                  btn4.addEventListener("click", function () {
                    fadeOut(this, 500, function () {
                      fadeIn(btn5, 500, function () {
                        btn5.addEventListener("click", function () {
                          fadeOut(this, 500, function () {
                            fadeIn(btn6, 500, function () {
                              btn6.addEventListener("click", function () {
                                fadeOut(this, 500, function () {
                                  fadeIn(document.body, 500, function () {
                                    alert("all callbacks completed");
                                  });
                                });
                              });
                            });
                          });
                        });
                      });
                    });
                  });
                });
              });
            });
          });
        });
      });
    });
  });
});
```

# Promise

# Promise



# Promise

## 사용법

```
const myPromise = new Promise((resolve, reject) => {
  setTimeout(() => {
    resolve("foo");
  }, 300);
});
```

```
myPromise
  .then((value) => `${value} and bar`)
  .then((value) => `${value} and bar again`)
  .then((value) => `${value} and again`)
  .then((value) => `${value} and again`)
  .then((value) => {
    console.log(value);
  })
  .catch((err) => {
    console.error(err);
  });
```

# Promise

## 조금 나아졌지만 여전히 쓰기 어렵다

1. chaining 도중에 특정 로직/에러핸들링이 필요하면?
2. 여전히 가독성 문제
3. 중첩 promise

# **Async/Await**

# Async/Await

- Syntactic sugar - 아래 두 코드는 "거의 동일"하다 ([참고: MDN](#))
- `async function` 은 다른 레퍼런스, `Promise.resolve` 은 같은 레퍼런스 반환
  - 동일한지 체크 시 주의 필요

```
async function foo() {  
  return 1;  
}
```

```
function foo() {  
  return Promise.resolve(1);  
}
```



# Async/Await

## Promise => async/await 으로 바꿔보기

### 값 받아오기 예제

```
$.get(url1)
  .then((res1) => {
    console.log(res1)
    return $.get(doSomethingWithRes(res1, url2))
  })
  .then((res2) => {
    console.log(res2)
    return $.get(doSomethingWithRes(res2, url3))
  })
  .then((res3) => {
    console.log(res3)
  })
```

# Async/Await

## Promise => async/await 으로 바꿔보기

### 값 받아오기 예제

```
async function myFunction () {  
  let res1 = await $.get(url)  
  console.log(res1)  
  let res2 = await $.get(doSomethingWithRes(url, res1))  
  console.log(res2)  
  let res3 = await $.get(doSomethingWithRes(url, res2))  
  console.log(res3)  
}
```

# Async/Await

## Promise => async/await 으로 바꿔보기

### 에러 처리

```
try {
  $.get(url1)
  .then(() => $.get(url2))
  .then(function (res){ throw new Error("Hello error! ⚠") })
  // .catch((err) => console.error('Handling error: ', err))
} catch(err){ // 소용없는 catch
  console.error(err)
}
```

# Async/Await

Promise => async/await 으로 바꿔보기

에러 처리

```
async function myFunction () {  
  try {  
    await $.get(url1)  
    await $.get(url2)  
    throw new Error("Hello error! ⚠")  
  } catch(err){  
    console.error(err)  
  }  
}
```

# Practical Use Cases

# Practical Use Cases

## 그래서 언제 쓸까?

- Frontend (반응형 UI)
- I/O Bound task (DB, FS, APIs, ...)
- 요청이 많은데 (DB등이) scale 가능할때

## 쓸 때 생각할 부분

- MSA 등의 "small cpu" 환경일 경우 (?)
- DB가 scale 안될때
- (속도가 느리더라도) 요청이 많지 않을때
- 이미 빠르게 작동하는 요청일 경우 - context switching 비용
- CPU-heavy 한 연산이 많고 굉장히 최적화되어 순차적 실행을 가정하는 monolithic 구조 시스템

# References

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2. <https://open4tech.com/using-callbacks-in-firmware-development>
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4. [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Promise](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Promise)
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