

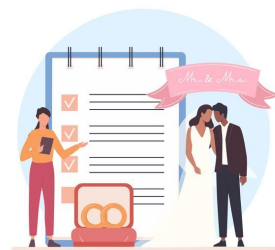
Are promises our only choice?

Using functional programming and some alternative asynchronous computations like:

Task, TaskEither, RemoteData, and Futures

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Asynchronous operations

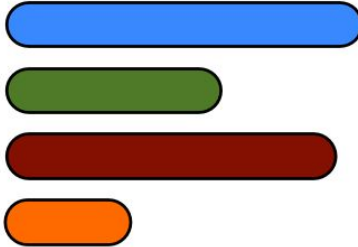
Think of asynchronous code as code that can start now, and finish its execution later.

- Callbacks
- Promises
- Async/Await

Synchronous



Asynchronous



Promises

- Promises solved the callback hell
- Declarative
- Control Flow
- Railway oriented programming
- Fun to program in

```
1 function hell(win) {
2   // for listener purpose
3   return function() {
4     loadLink(win, REMOTE_SRC+'/assets/css/style.css', function() {
5       loadLink(win, REMOTE_SRC+'/lib/async.js', function() {
6         loadLink(win, REMOTE_SRC+'/lib/easyXDM.js', function() {
7           loadLink(win, REMOTE_SRC+'/lib/json2.js', function() {
8             loadLink(win, REMOTE_SRC+'/lib/underscore.min.js', function() {
9               loadLink(win, REMOTE_SRC+'/lib/backbone.min.js', function() {
10                loadLink(win, REMOTE_SRC+'/dev/base_dev.js', function() {
11                  loadLink(win, REMOTE_SRC+'/assets/js/deps.js', function() {
12                    loadLink(win, REMOTE_SRC+'/src/' + win.loader_path + '/loader.js', function() {
13                      async.eachSeries(SCRIPTS, function(src, callback) {
14                        loadScript(win, BASE_URL+src, callback);
15                      });
16                    });
17                  });
18                });
19              });
20            });
21          });
22        });
23      });
24    });
25  };
26 }
```



Promises

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```
asyncThing1()  
  .then(asyncThing2)  
  .then(asyncThing3)  
  .catch(asyncRecovery1)  
  .then(asyncThing4, asyncRecovery2)  
  .catch(() => console.log("Don't worry about it"))  
  .then(() => console.log("All done!"))
```

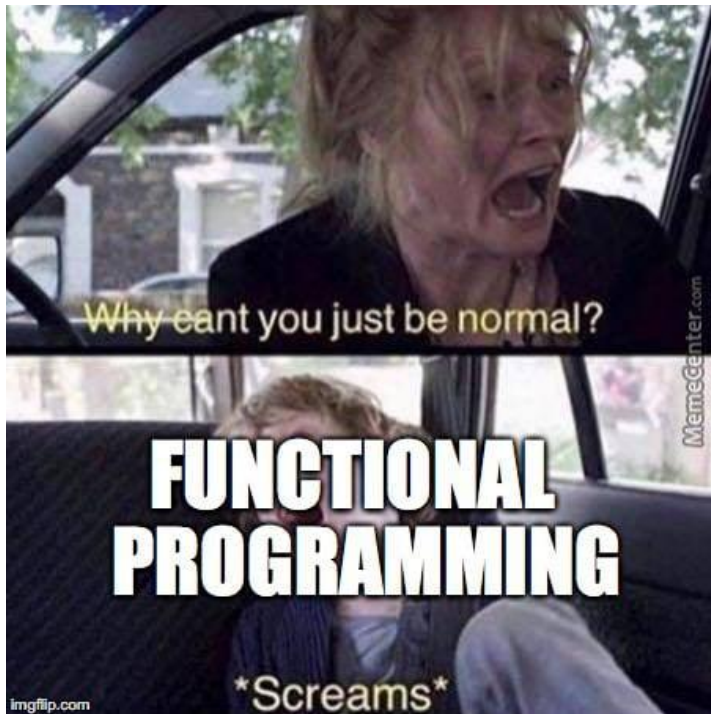
As good as promises are

Downsides:

- Eager evaluation
- Error types
- Unchecked exceptions
- Poor referential transparency
- Nestability can be complicated

```
const failedPromise = () => {  
  fetch(`natar10/repos`)  
    .then(r => r.json())  
    .then((parameter) e: any => response(res))  
    .catch(e => console.log(e))  
}
```

Functional Programming



What is it?

Functional programming (FP) is the process of building software by composing functions while avoiding: shared states, mutable data and side effects.

- FP is declarative rather than imperative in style.
- Some of the principles of FP are:
 - Immutability
 - Pure functions
 - Functions as "First-class citizens"
 - Higher-order functions

Functional alternatives to promises

- Tasks
- TaskEither
- Futures
- RemoteData

fp-ts



Fluture

effect-ts



Demo time!



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Other topics you can check

- Effect-ts
- RX-JS
- ADT: Algebraic Data Types
- Functional programming
- io-ts

fp-ts



Fluture

effect-ts



Conclusions

- Promises are great but can always be improved
- Functional Programming is a mindset and a paradigm that can help you to have cleaner, more testable, more control and more readable code
- Learning curve can be a bit high but is worth it
- Use these libraries with caution
- Documentation can be hard to understand
- Enjoy programming



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Further Lectures

- <https://dev.to/anthonyjoeseph/taskeither-vs-promise-2g5e>
- <https://dev.to/avaq/fluture-a-functional-alternative-to-promises-21b>
- <https://dev.to/gcanti/functional-design-algebraic-data-types-36kf>
- <https://github.com/MostlyAdequate/mostly-adequate-guide>



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Thank you!

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