Javascript Exercises

setTimeout(booyah, 2000); **=> The correct one and it will be executed after 2000 ms**

setTimeout(booyah(), 2000); => **not the correct one it will run the function immediately and won’t wait.**

1. **The output for both case is 6.**
2. setTimeout(booyah1, 2000);

setTimeout(booyah2(), 2000);

   function timer () {

        setTimeout(booyah1, 2000);

        setTimeout(booyah2(), 2000);

   }

   function booyah1(){

       alert("BOOYAH 1 !");

   }

   function booyah2(){

    alert("BOOYAH 2 !");

}

1. **Unobtrusive JavaScript is a general approach to the use of**[**client-side**](https://en.wikipedia.org/wiki/Client-side)[**JavaScript**](https://en.wikipedia.org/wiki/JavaScript)**in**[**web pages**](https://en.wikipedia.org/wiki/Web_page)**so that if JavaScript features are partially or fully absent in a user's**[**web browser**](https://en.wikipedia.org/wiki/Web_browser)**, then the user notices as little as possible any lack of the web page's JavaScript functionality**