

JS-PL ✓ weakly typed  
dynamically

- JS

→

PL
- [

✓

①

weakly typed
- ]

✓

②

dynamically
- ③

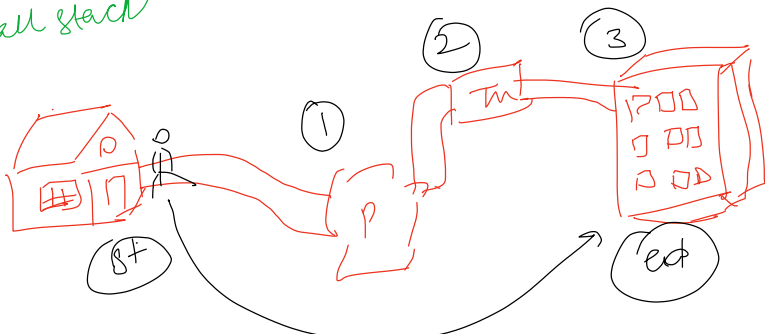
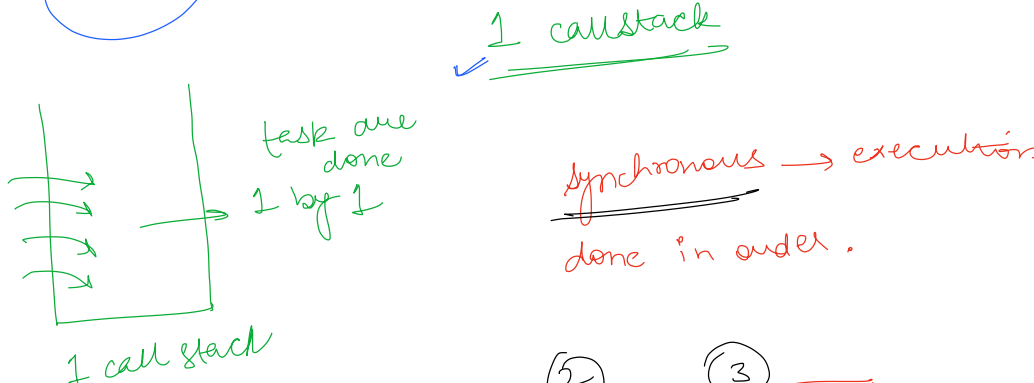
✓

Synchronous
- ④

✓

Single threaded
- PL

Single thread  
JS engine 1  
baar mei sirf  
1 statement ko  
execute kar  
sakta hai.



statement  
time, time & JS wait for none

eg: `cg('start');` ✓  
`cg('after 4secs');` ✓  
`cg('end');` ✓

JS  
Katai  
hai

method  
↓  
(count  
time)

# `setTimeout()` WebAPI  
Browser

No, this method  
it is present inside  
browser

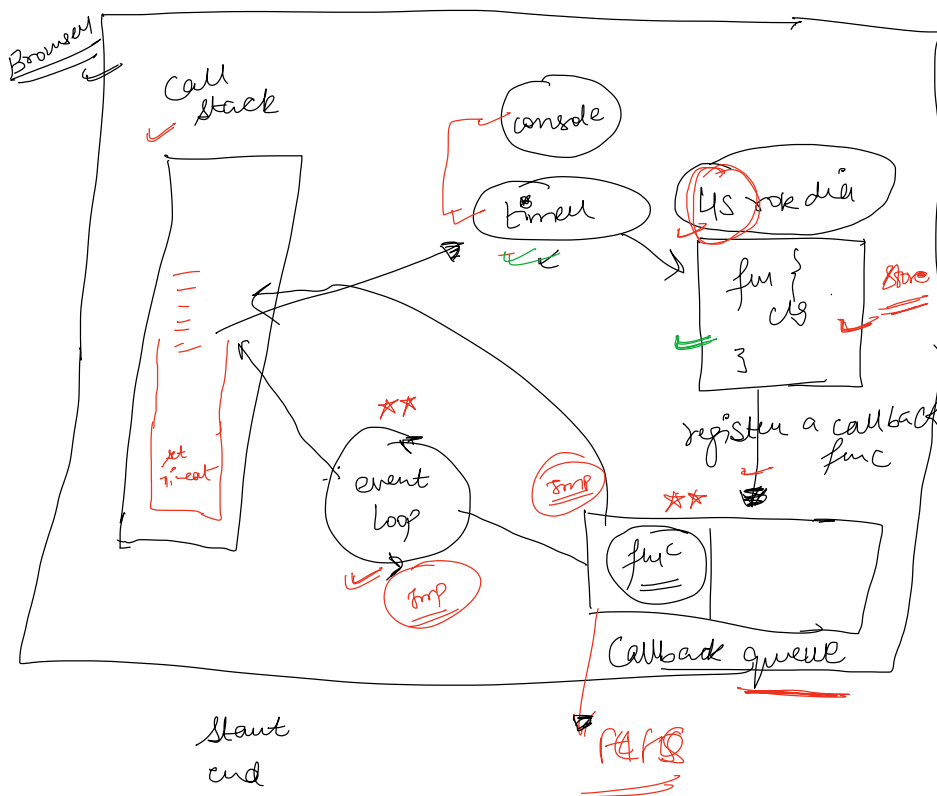
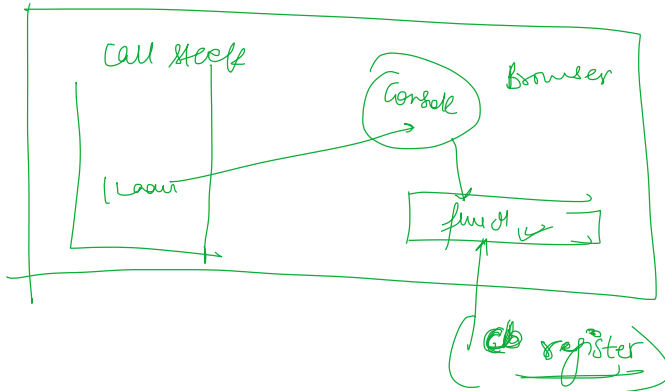
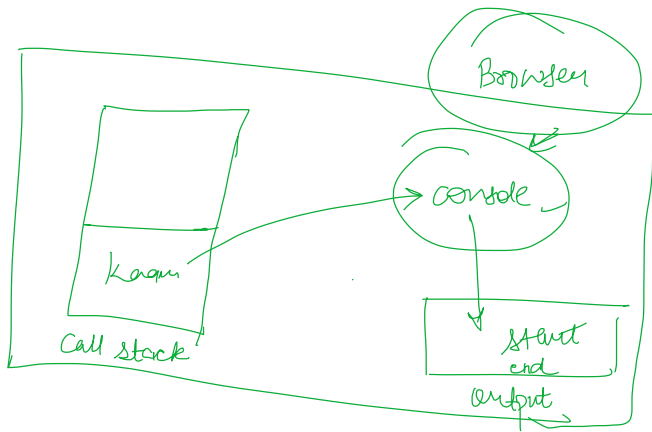
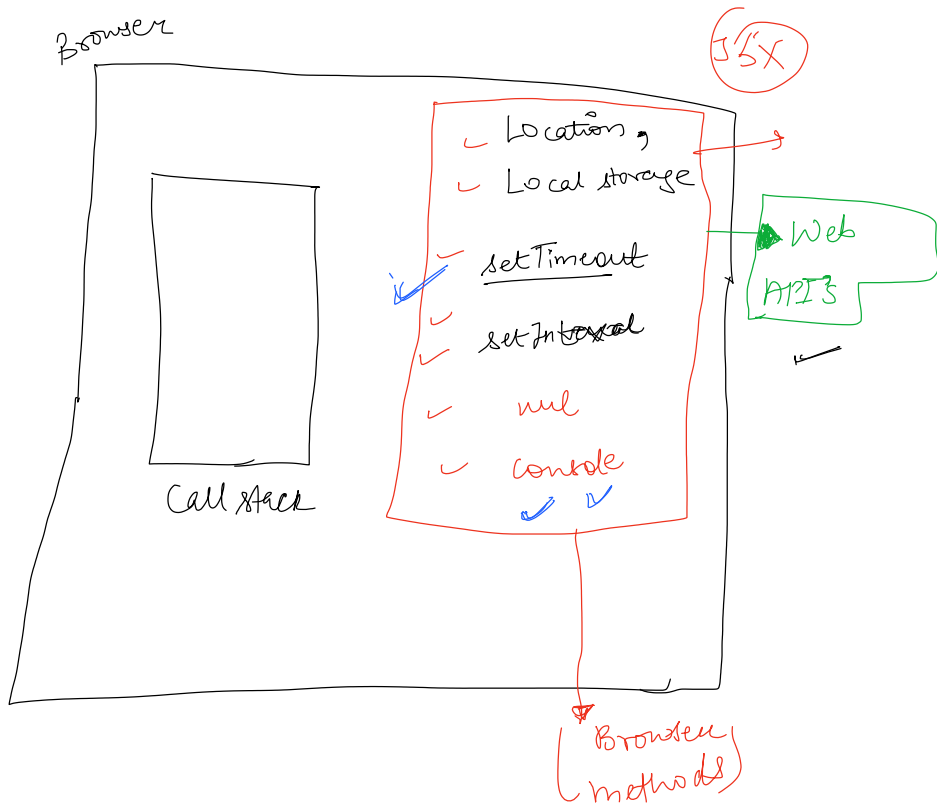
→ accepts 2 param.

↓ in ms

`setTimeout() ⇒ 3, 4000`

1000 ms

$4s \rightarrow 4000ms$   
 $10s \rightarrow 10000ms$



No

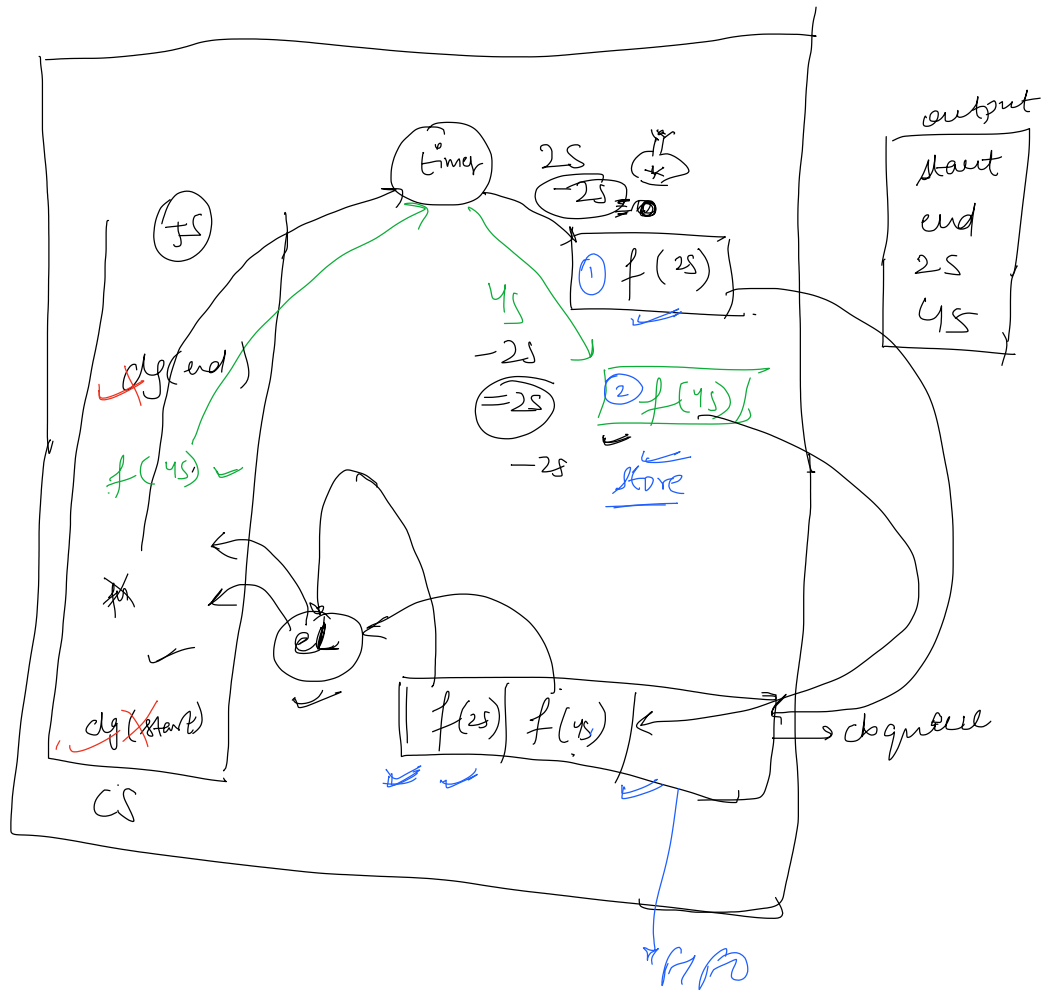
No

webAPI's (super power)  
 store (store) → jina karta

callback queue? →  $F_1, F_2, B, A_1$

event loop

→ to check ki kya CS khali?



output  
start  
end  
2s  
4s

## Callback nesting

Pros

advantages

→ 1st func<sup>n</sup> khata

uske baad 2nd func<sup>n</sup>

uske baad 3rd func<sup>n</sup>

uske baad 4th func<sup>n</sup>

Cons disadvantage

② problem

① callback hell

②

look

```

step1(function(image){
  step2(image, function(filteredImage){
    step3(filteredImage, function(finalImage){
      step4(finalImage);
    });
  });
});

```

Callback hell

direct interview

horizontal direction

↑ code

pyramid of doom

→ Callback hell \*\*\*

code ka flow grow's towards horizontal side

Jugaadu

② dependency ↑

Solution ?

