<script>

Console.log(“Start”);

Console.log(“In Between”);

Conole.log(“End”);

</script>

--------------------------------------------------

 <script>

     console.log("Start");

setTimeout(()=>

{ console.log("In Between");

},2000)

console.log("End");

  </script>

Here foreach is called Synchronosly

  <script>

     console.log("Start");

     const rollno=[1,2,3,4,5,6,7,8,9,10];

     rollno.forEach(element => {

       console.log(element);

     });

console.log("End");

  </script>

 <script>

     console.log("Start");

     function getName(name)

     {

       setTimeout(()=>

       {

         console.log("Insdie TimeOut");return name;

       }, 2000);

     }

     var name = getName('Jatin');

     console.log(name);

console.log("End");

  </script>

See problem in above code

Solution Is Callback

<script>

     console.log("Start");

     async function getName(name, callback) {

       setTimeout(()=>

       {

         console.log("Insdie TimeOut");return await name;

       }, 2000);

     }

     var name = getName('Jatin', ()=> {});

     console.log(name);

console.log("End");

  </script>

Complete Code

<script>

  console.log("Start");

    function getName(name, callback)

  {

    setTimeout(()=>

    {

      console.log("Insdie TimeOut");callback(name);

    }, 2000);

  }

    getName('Jatin', (name)=>{

    console.log(name);

  });

 // console.log(name);

console.log("End");

  </script>

<script>

     console.log("Start");

       function getName(name, callback) {

       setTimeout(()=>

       {

         console.log("Insdie TimeOut"); callback(name);

       }, 2000);

     }

     getName('Jatin', (name)=> {console.log(name)});

     console.log(name);

console.log("End");

  </script>