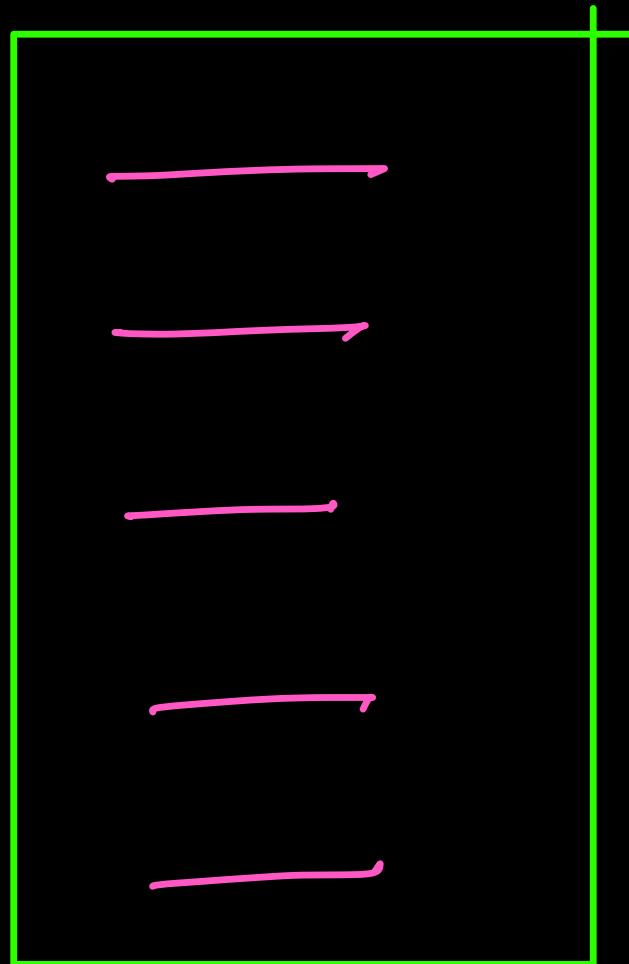


Async Prog ← VVI

- Callbacks
- Problems with callbacks
- Inversion of control
- Promises
- Async await

Real World Programming Exp

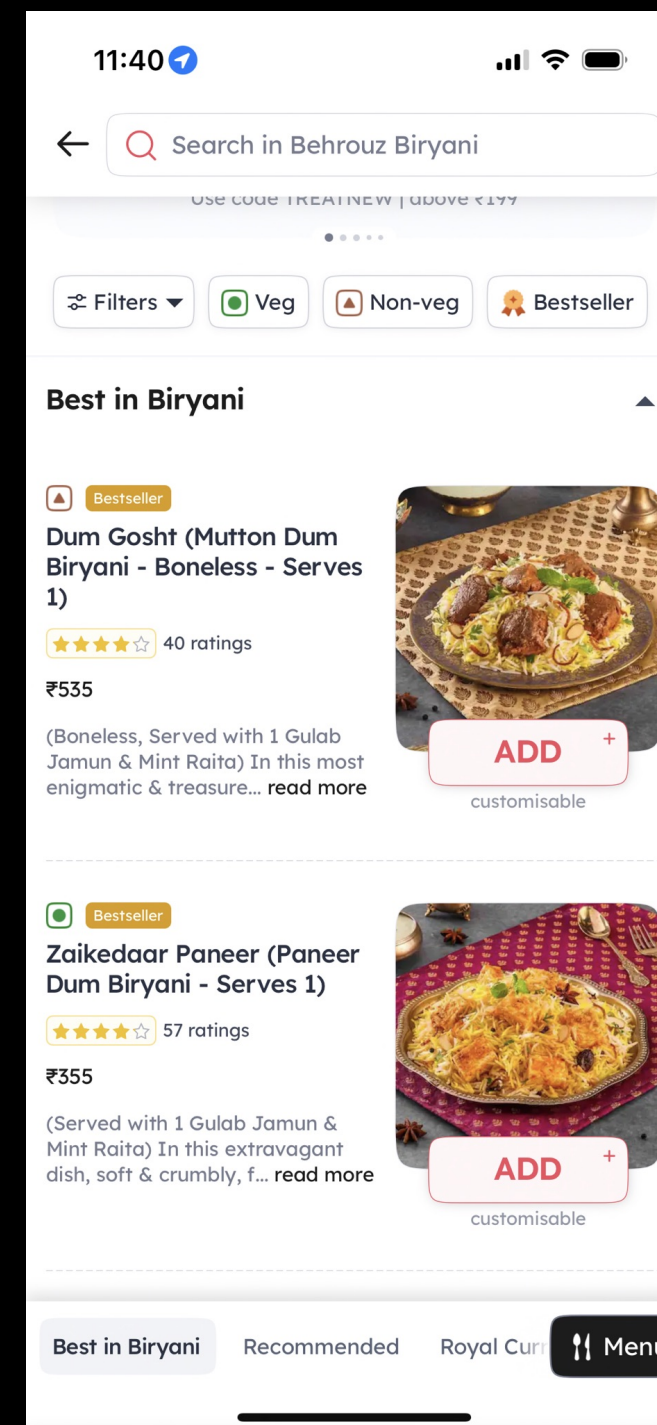
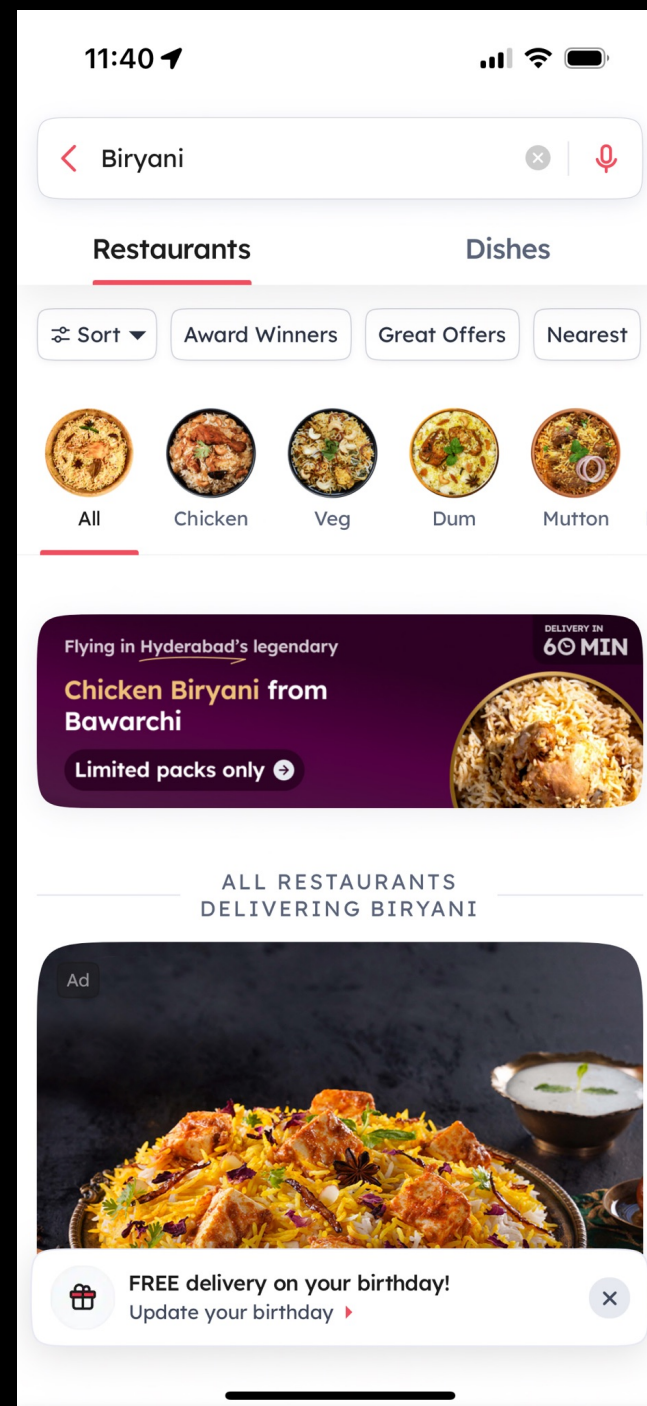
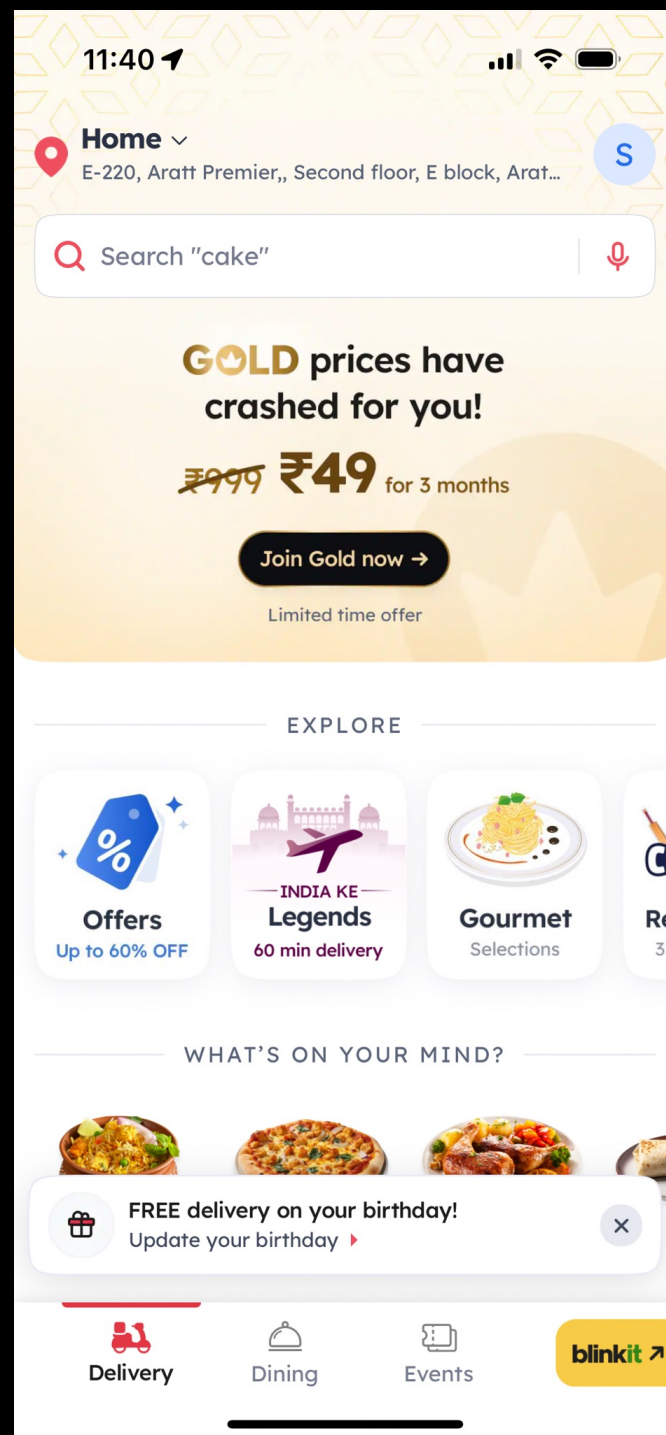
anythg you write as-of-now executes line
by line, one after another.



Synchronous Programming

↳ Sequential

if there is a lin
consuming task you
wait for it.



Low internet



Home



Explore



Notifications



Messages



Grok



Lists



Communities



Premium



Profile



More

Post



Sanket Singh
@isanketsingh



For you

Following



What is happening?!



Post



Rishabh Bansal @rishabhbansal97 · 10h



This is the problem that we all should speak about. The problem is not IGDTUW; it's the recruiting teams at these big-wigs.



Rishabh Bansal @rishabhbansal97 · 10h

Replying to @adityaoberai1

I could be wrong, but I believe diversity hiring is a sham.

There are women in Tier 2 and Tier 3 universities who are qualified for these positions, but these companies only do diversity programs at universities like IGDTUW. ...

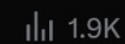
Show more



4



9



1.9K



Tanya Rajhans @tanyarajhans7 · 7h



I would have texted them that I am contemplating opening a momos or a tea stall



Anjali Goswami @anjaligoswamiii · 15h

work for 8 hrs per day and, 1000 per month stipend.
Dihaadi majdoor hire kar rhe ho kya?

Hello Anjali,

Check out the details of the internship below:



Search

Subscribe to Pr

Subscribe to unlock n
eligible, receive a shar

Subscribe

What's happeni

Travel · Trending

#PlaneCrash

Trending in India

15 Indians

13.9K posts

Trending in India

At 22

90.3K posts

Trending in India

Audio Rights

7,869 posts

Trending in India

Man of Masses

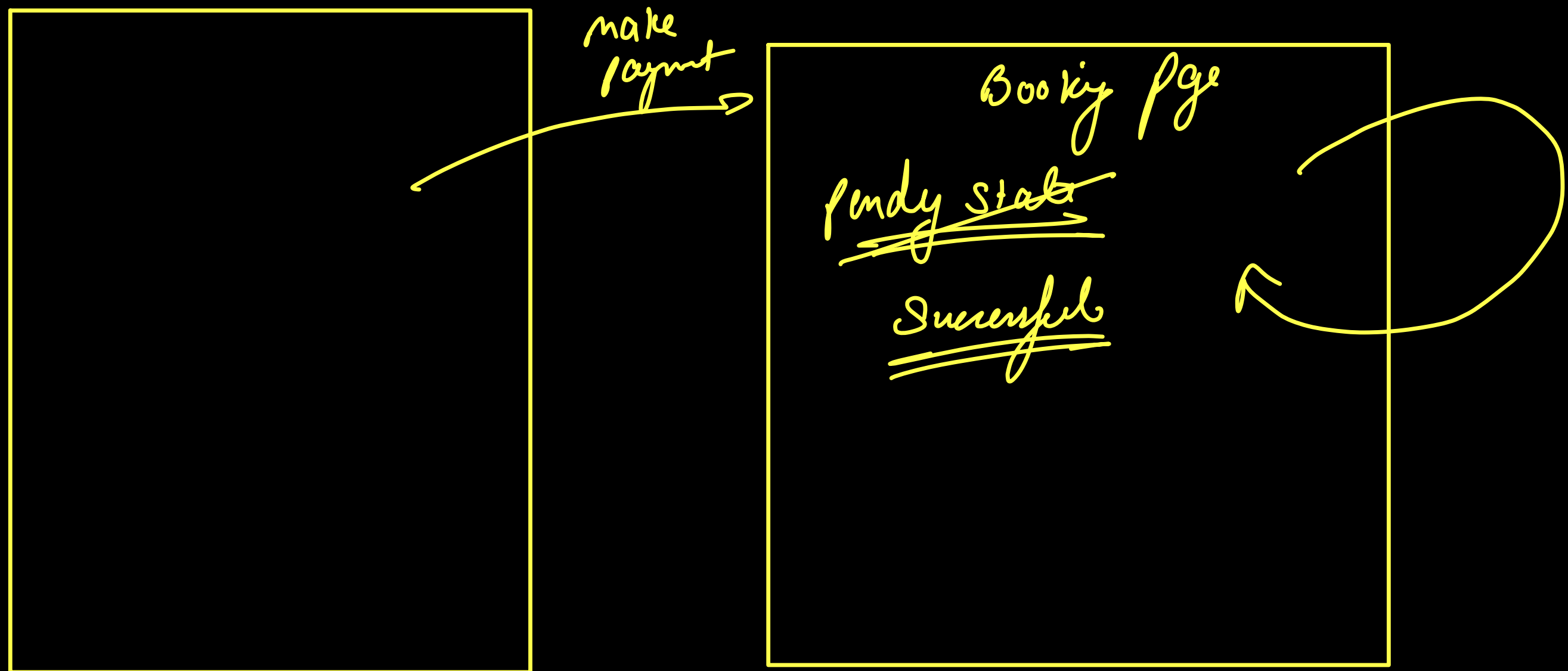
8,254 posts

S

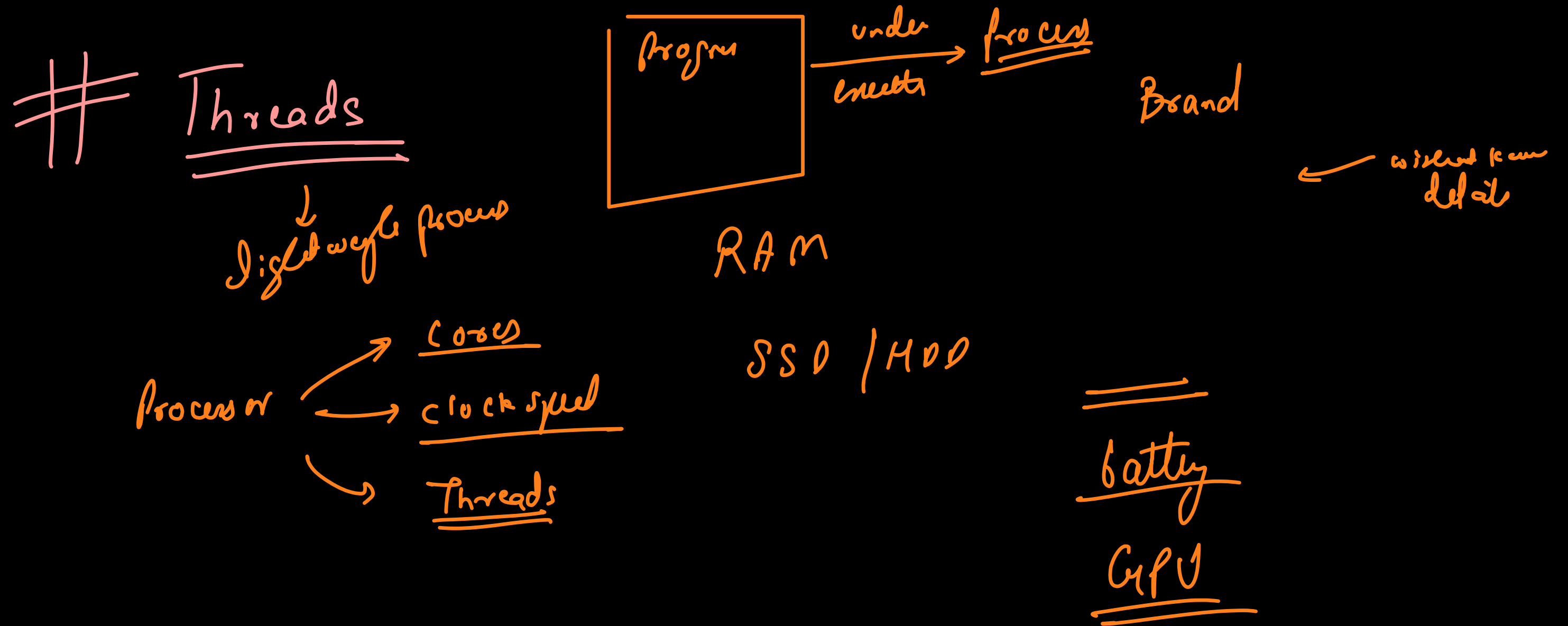
Messages

JOIN THE DARKSIDE

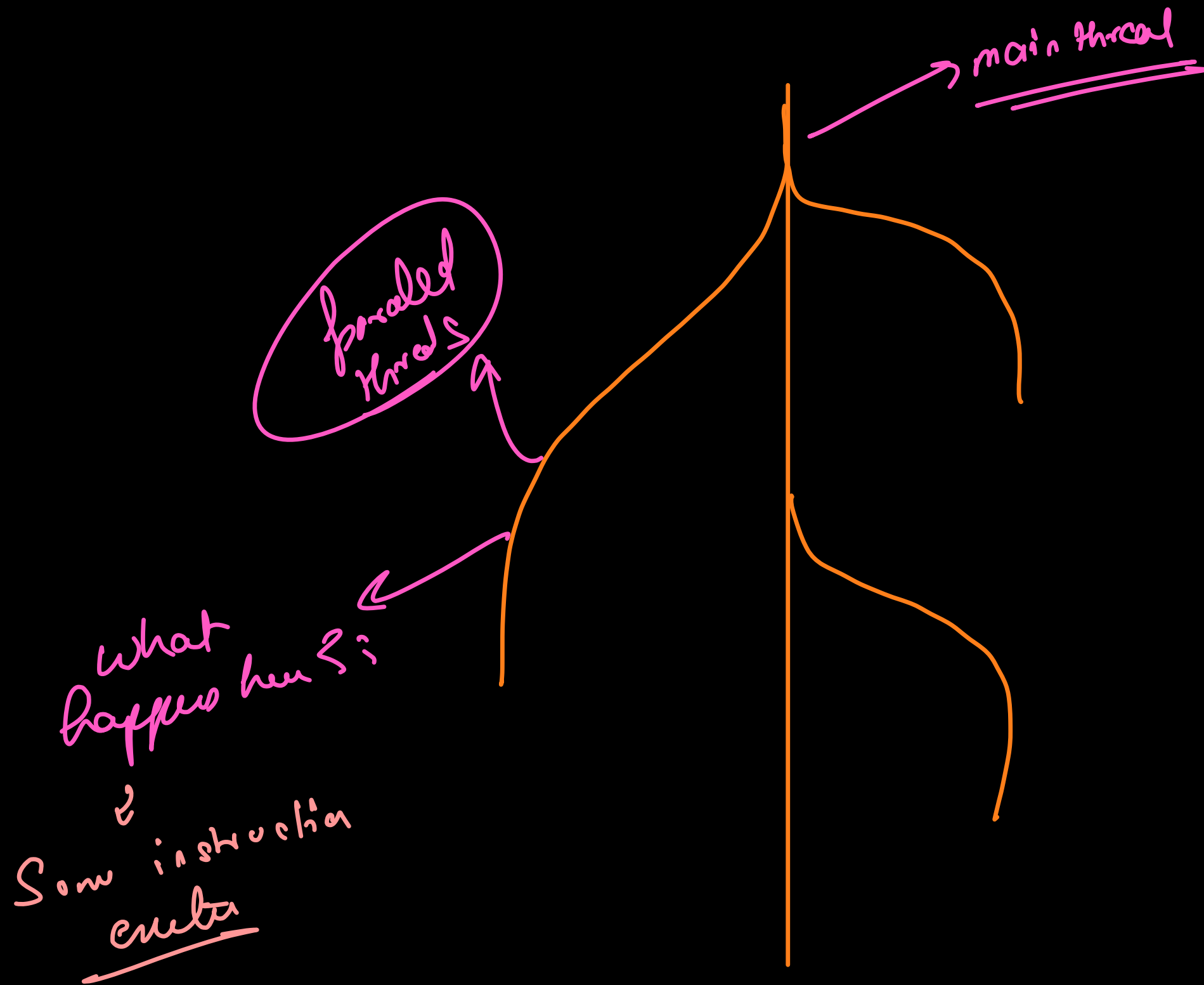
In real world apps, thys might not work sequentially.



How JS handles both sync and async piece of code??



OS



UI of the
google drive
is running on main
thread



mobile chrom
google drive

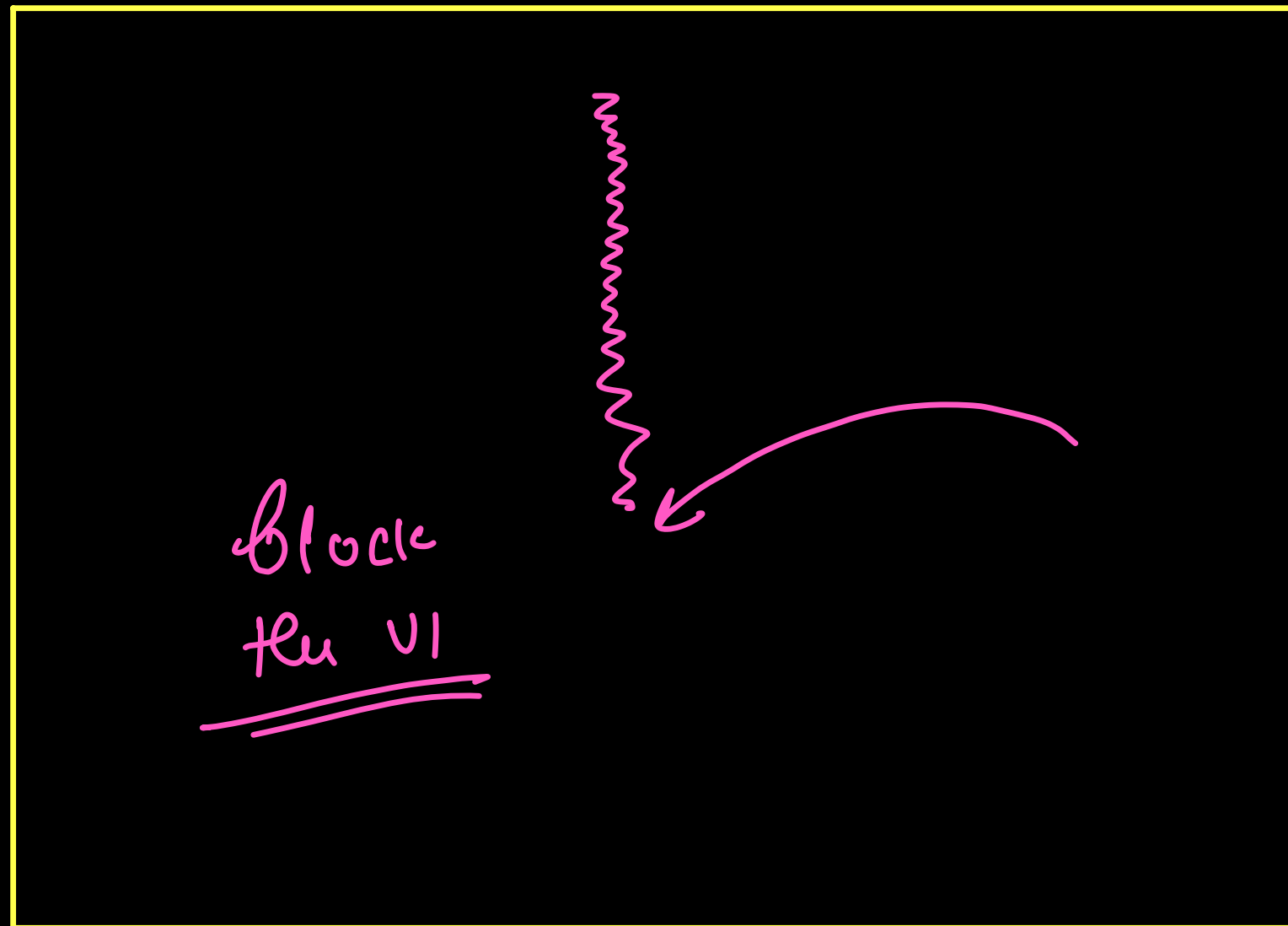
upload
download

Java, Python, C++, C# → Support multithreading

Javascript → Single threaded

Curious

Canvas



```
console.log(...)  
console.log(...)  
for (i=0; i<1000; i++) {  
  console.log(...)  
}
```

blocking

✓

Sync

```
console.log(...)  
console.log(...)  
setTimeout(() => { }, 5000);  
console.log(...)
```

↳ non-blocking

