

fix

```
console.log("Hello!!!");
```

```
setInterval(function timed() {  
  console.log("Timed!!!");  
}, 1000); // for every 1 sec call timed()
```

```
// Promise API for async operations
```

```
// pending
```

```
// resolve or reject
```

```
Promise.resolve().then(function one() {  
  console.log("p1");  
});
```

```
Promise.resolve().then(function two() {  
  console.log("p2");  
});
```

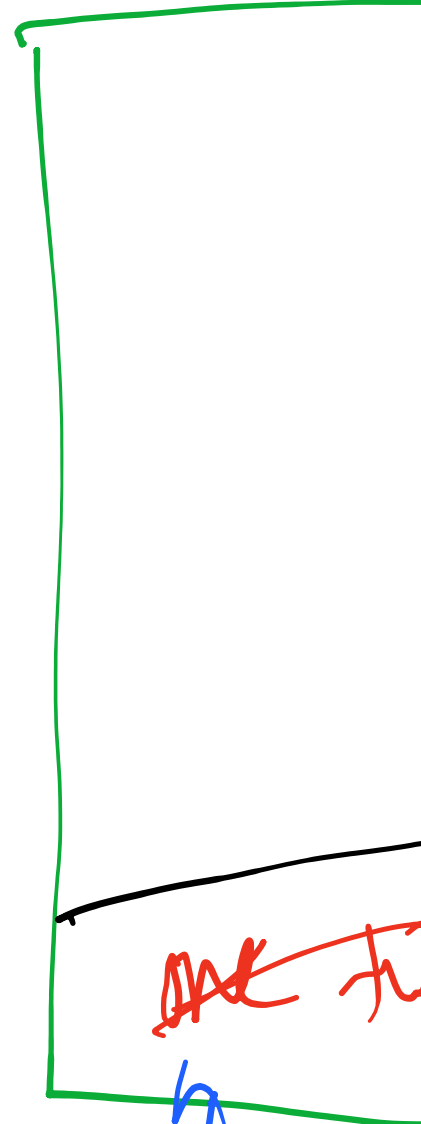
```
console.log("Bye!!!");
```

HELLO!!

Bye!!

P1  
P2  
Timed!!!

Callback



Stack

Web API ✓

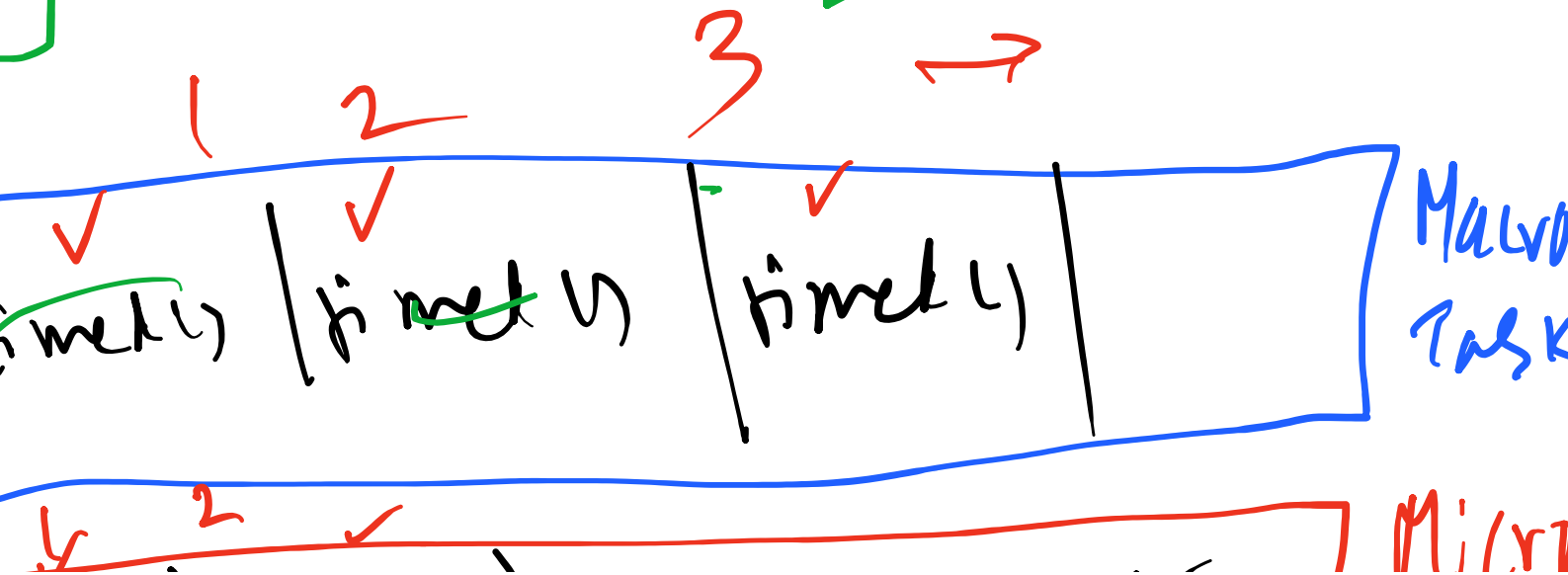
> setInterval, timer, ...

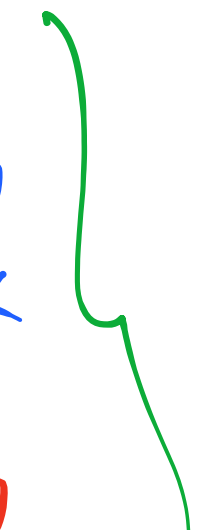
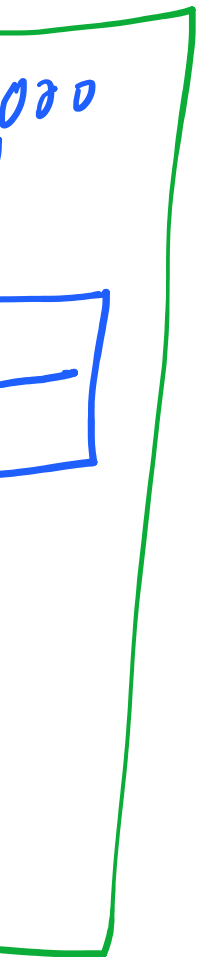
↓

T1	T2
T3	T4

pool

Event loop  
Thread





11/11/11

11/11/11

11/11/11

~~net~~ | turn |

✓

Talk

