

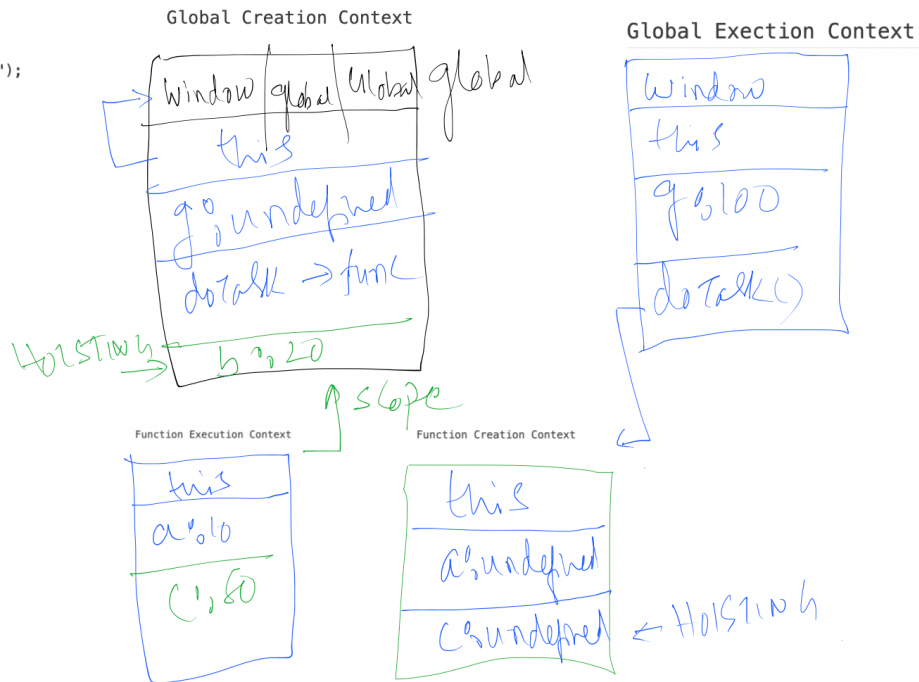
```

var g = 100; ✓
console.log("Hello World!!!");

function doTask() {
  var a = 10;
  if(g > a) {
    b = 20;
  }
  var c = 80;
  console.log(a,b,c,g);
}

doTask();
console.log(a,b,c,g);

```



```

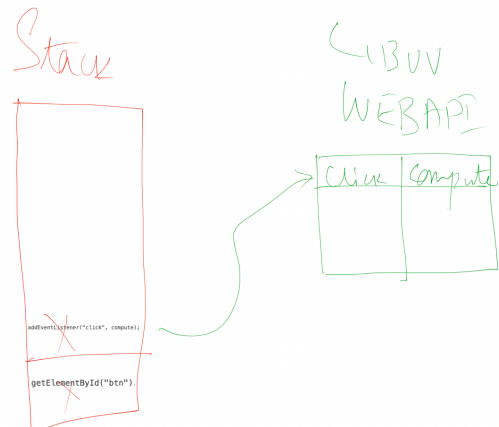
console.log("Hello World!!!"); ✓
function compute(){
  console.log("clicked");
}
document.getElementById("btn").addEventListener("click", compute);

setInterval(function timed() {
  console.log("timed!!!")
}, 500);

Promise.resolve(123).then(function complete(value) {
  console.log(value);
});

function add(x, y) {
  console.log(x + y);
}
add(4,5);
console.log("Bye!!!");

```



```

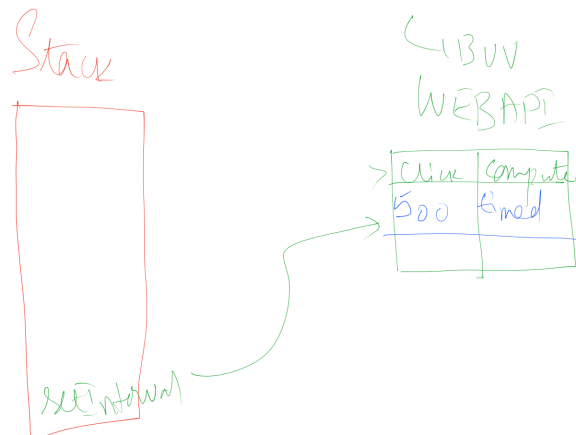
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Stack



LIBUV
WEBAPI

click	compute
500	timed
resolve	complete

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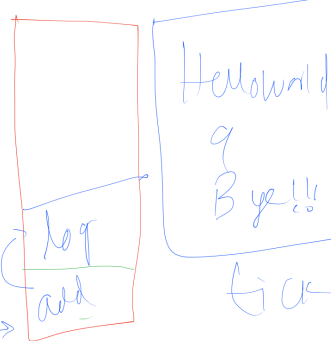
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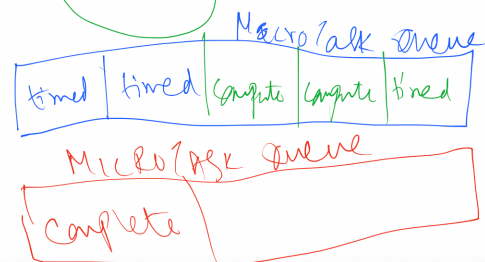
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Stack



Eventloop
thread



LIBUV
WEBAPI

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