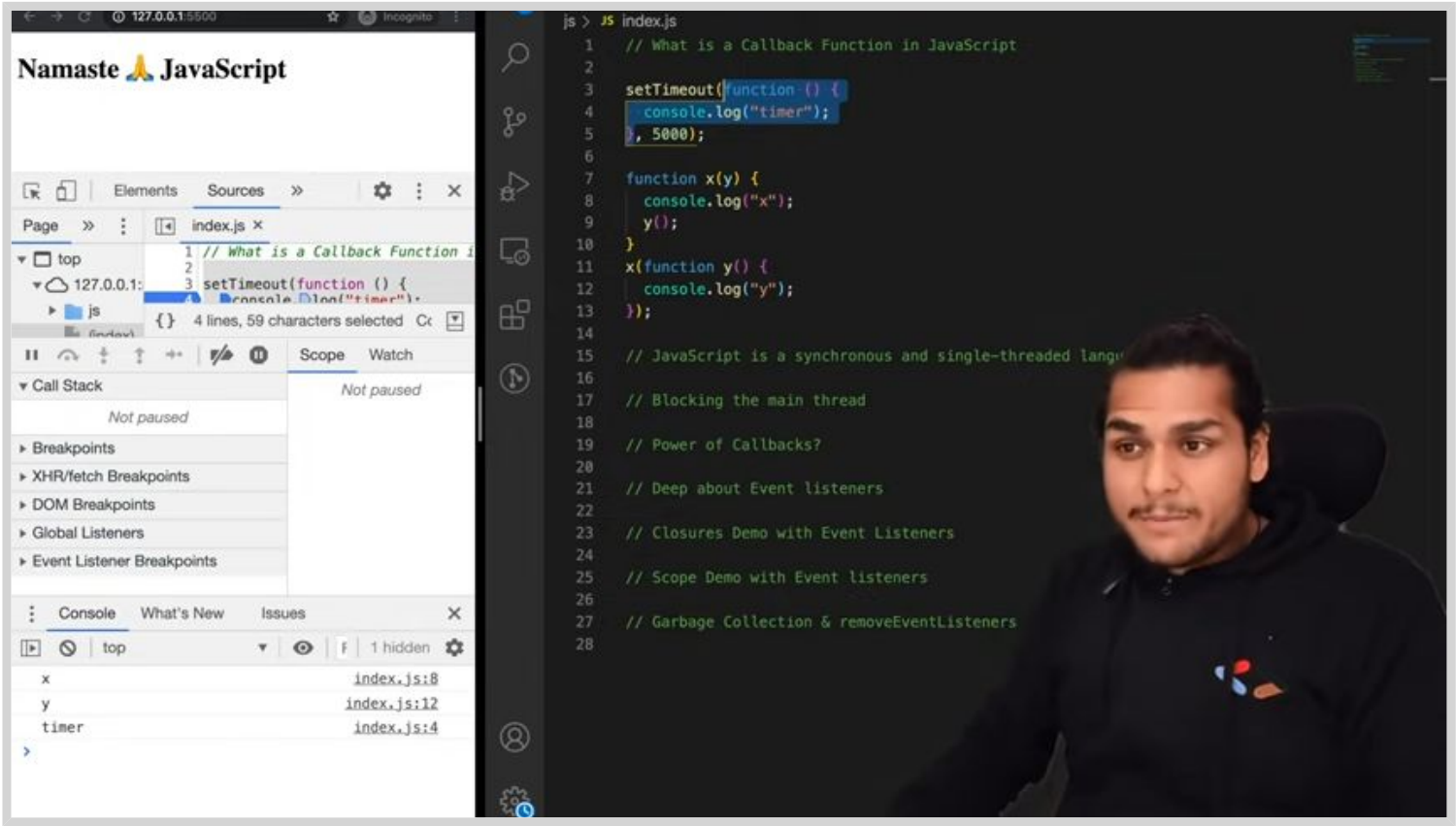
passing a function to another function is called **CallBack function.**

It gives access to the whole asynchronus world in a synchronous single threaded language

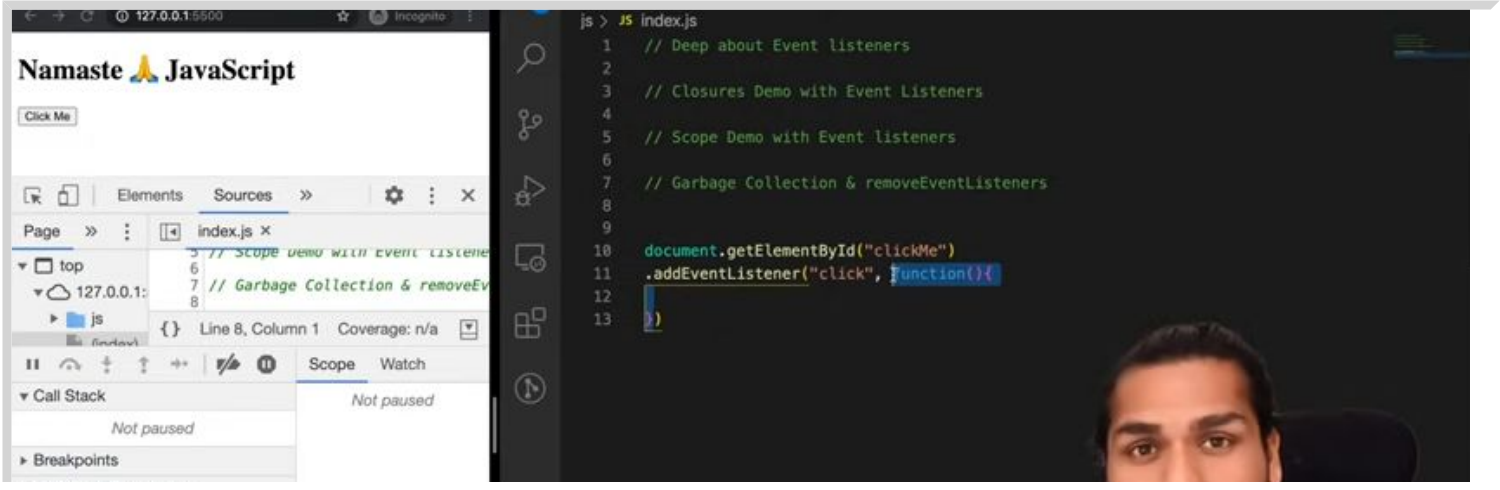
-> Any function which blocks the "Call Stack" is know as **Blocking the main thread.**

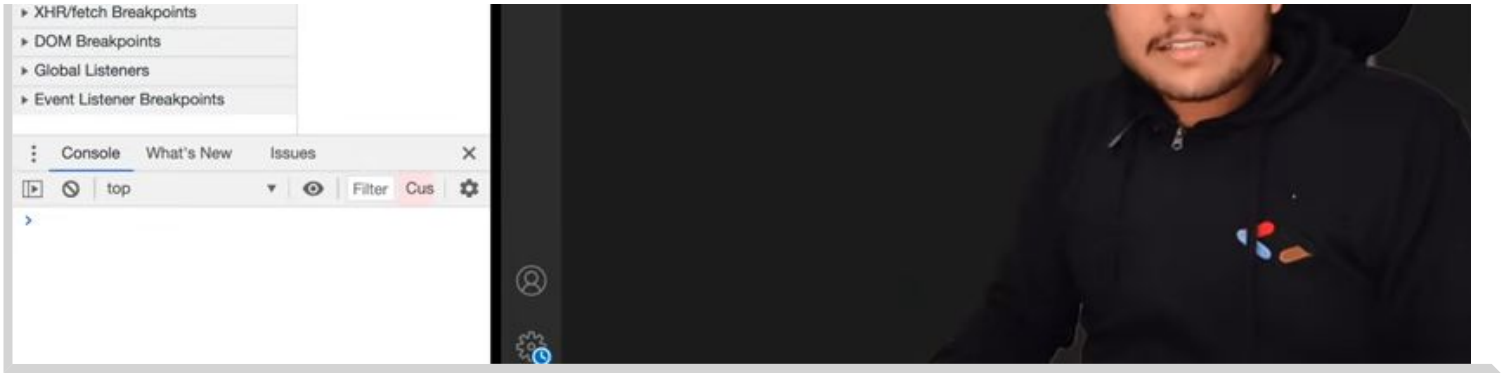
10:36



call back function FT. EventListener

11:40




XHR/fetch Breakpoints
DOM Breakpoints
Global Listeners
Event Listener Breakpoints
Console
What's New
Issues
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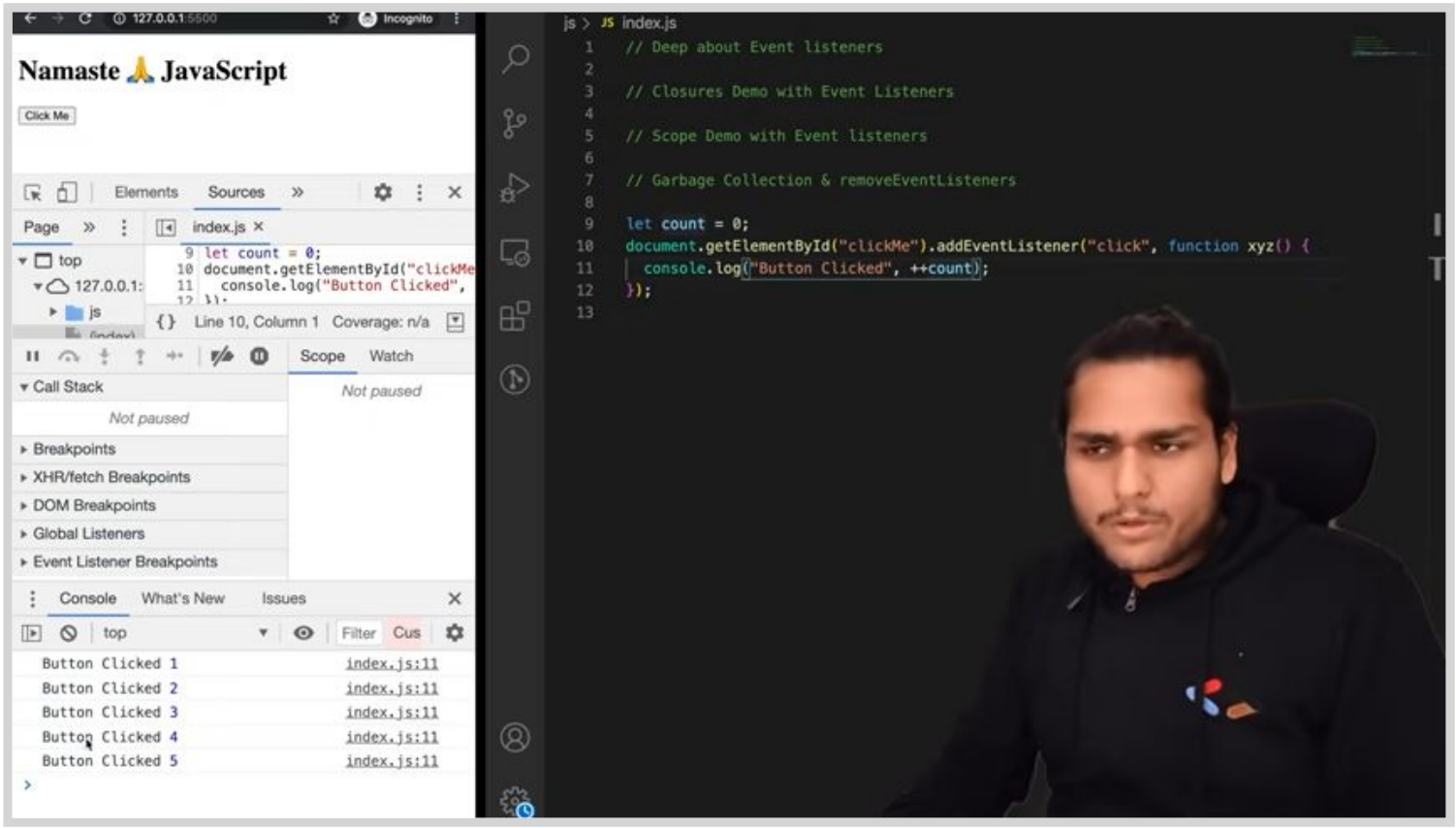
Filter
Cus

14:27


Namaste 🙏 JavaScript
Click Me
Elements
Sources
Page
index.js
Line 10, Column 1
Coverage: n/a
Scope
Watch
Call Stack
Not paused
Breakpoints
XHR/fetch Breakpoints
DOM Breakpoints
Global Listeners
Event Listener Breakpoints
Console
What's New
Issues
top
Filter
Cus
Button Clicked 1 index.js:11
Button Clicked 2 index.js:11
Button Clicked 3 index.js:11
Button Clicked 4 index.js:11
Button Clicked 5 index.js:11
// Deep about Event listeners
// Closures Demo with Event Listeners
// Scope Demo with Event listeners
// Garbage Collection & removeEventListeners
let count = 0;
document.getElementById("clickMe").addEventListener("click", function xyz() {
console.log("Button Clicked", ++count);
});