2) If condition to check which is the key that has been pressed.
3) I want to scroll to the element 1 when the key is 1 and similarly the other elements.
4) I will scroll till the start point or top of section 2.

getBoundingClientRect : A DOMRect object with eight properties:
left, top, right, bottom, x, y, width, height.

Synchronous

```
console.log("Start");

function syncFunction() {
  console.log("Hello");
}

syncFunction();

console.log("End");
```

Asynchronous

SetTimeout: I guarantee that the function passed to me as a parameter is going to be executed **after** the timer duration that has been given as a second parameter to me.

Javascript is single threaded

```
console.log("Start");

setTimeout(function() {
  console.log("Hello");
}, 2000);

console.log("End");
```
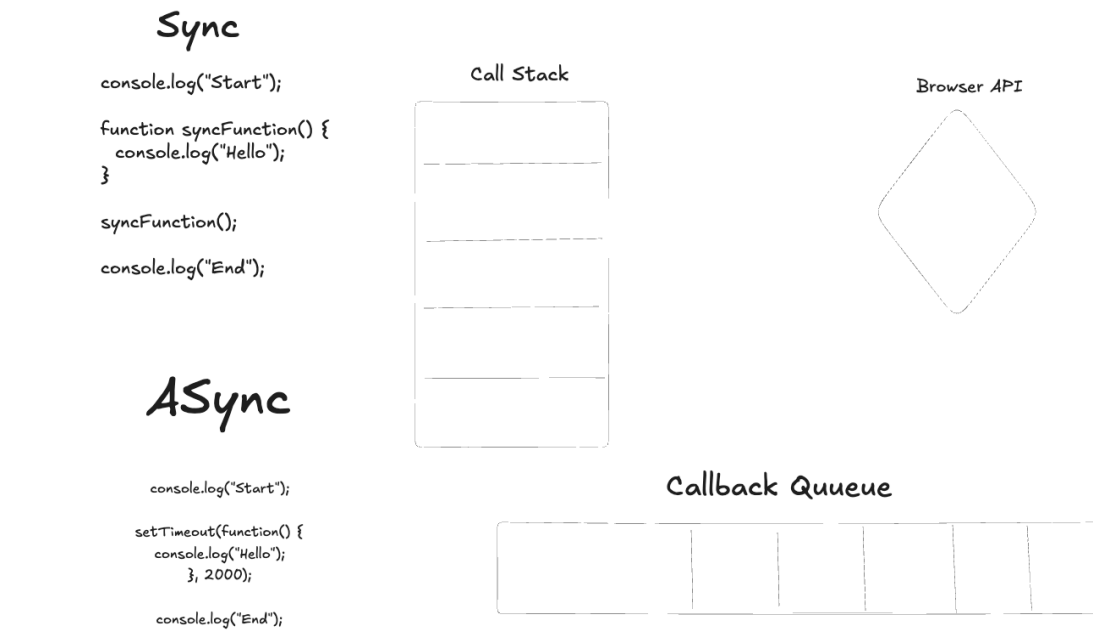
Event Loop:

Call stack
Callback Queue
Browser api's

```
console.log("Start");

setTimeout(function() {
  console.log("Hello");
}, 2000);


 console.log("1");
```

Sync

```
console.log("Start");

function syncFunction() {
  console.log("Hello");
}

syncFunction();

console.log("End");
```

Call Stack

Browser API

ASync

```
console.log("Start");

setTimeout(function() {
  console.log("Hello");
    }, 2000);

console.log("End");
```

Callback Quueue

```
setTimeout(function(){
    console.log("world");
}, 0);

console.log("End");
```