



How do they work?

- they are based on objects
- they have recognizable entry points
- they often use events to handle changes in state
- they have additional security mechanisms where appropriate

Scheduling a call: setTimeout, setInterval

setTimeout "allows us to run a function once after the interval of time"

setInterval "allows us to run a function repeatedly, starting after the interval of time, then repeating continuously at that interval"

setTimeout

①

②

syntax

let timerId = setTimeout(func|code, [delay],
③ [arg1], [arg2], ...);

① function / string of code to execute

② delay before run, in milliseconds (1000ms = 1s)

③ arguments for the function

* use arrow functions instead of strings

clearTimeout

let timerId = setTimeout(...);
clearTimeout(timerId);

setInterval

let timerId = setInterval(func|code, [delay], [arg1], ...)