Debouncing vs Throttling

[Debouncing vs Throttling | Walmart UI Interview Question - YouTube](https://www.youtube.com/watch?v=tJhA0DrH5co)

1. Both are used for performance optimization of web app, by limiting rate of execution of function call.

2. In search bar, when you type and stop then some recommendation come. Here debouncing is used for api call as api call is done only when the user don’t type for some time.

Or we can say when difference between two keyup is more than certain time, then only api call is made.

By doing this we are saving lot of api call as on every keyword pressed api call is nit made

3. Now again consider the search bar example, now if we want to make api call after some specific time, whether user stops typing or not, then we will be using throttling. As in throttling api calls are made after a interval of interval of time

Note: Debouncing should be used in search box.

4. TrackResize method is called when we resize our broswer. It calls resize method multiple times, while resizing.

So let’s see how we can limit this method call.

We can use both here as per requirement of use case to reduce api call.

5. Consider a machine gun, in it when user press the triggers, after every particular interval of time the bullet is fired, no matter how many time the user presses the button or continuously presses the button ,so this is throttling.

Depending on usecase and scenario, we can decide throttling is better or debouncing.