## Call Stack Revision Session

For your understanding

Call Stack

(1) Is Is sync or async?

(2) what is async?

(3) why do we need this async behav?

(4) How does this work?

(5) Call Stack

(6) Event Loop

Console, log ("console me");

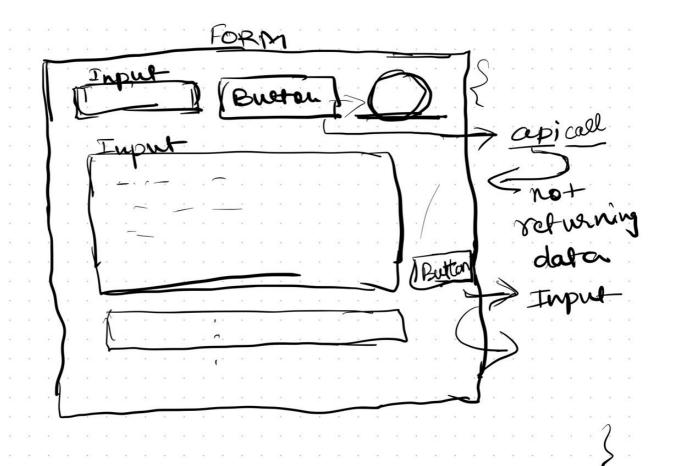
> fetch ("url"). then (hesp =) console log ("Goot data"))

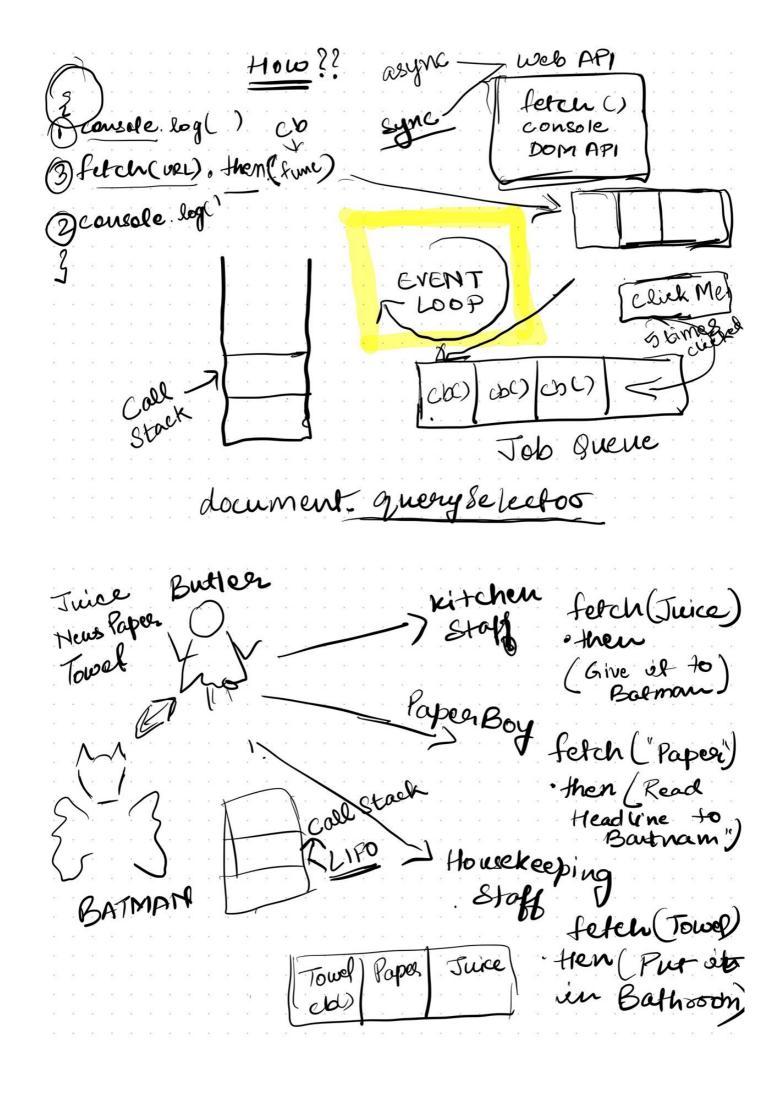
> console, log ("This is end");

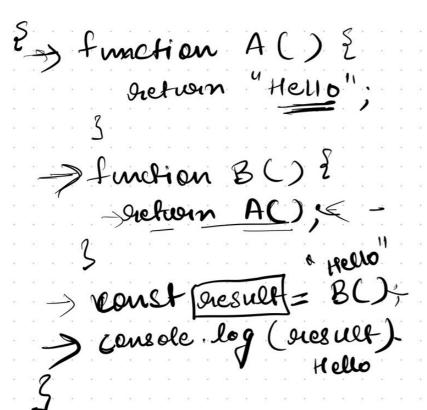
[ Output: console me

This is end

Goot data







Call Stack.

BC)