**The Callback Hell**

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callback hell means that you have multiple functions that are asynchronous. The use of callbacks makes the code difficult to write and maintain. It also increases the difficulty of identifying the flow of the application, which is an obstacle when it comes to making debug.

const delayedColorChange = (newColor, delay, doNext) => {

    setTimeout(()=>{

        document.body.style.backgroundColor = newColor;

        doNext();

    },delay)

}

delayedColorChange('red',1000,()=>{

    delayedColorChange('blue',1000,()=>{

        delayedColorChange('green',1000,()=>{

            delayedColorChange('yellow',1000,()=>{

                delayedColorChange('orange',1000,()=>{

                })

            })

        })

    })

})

In the above example, there is a delayColorChange function which will change the color of the body. This function has five nested timeout functions. After every 1 second, it is calling the function and changing the color of the body. This create a pyramid-like structure that is difficult to read and maintain. If one function get fail, it will affect other function also.