Throttle and Debouncing

Throttle : Throttling ensures that a function is called at most once in a specified time interval, regardless of how many times the event is triggered. It’s like putting a cap on the rate at which a function can be executed.  
  
**Use Case:** If you want to handle an event like scrolling, resizing, or keypresses, throttling is useful to prevent the function from being called too frequently.  
  
  
  
  
Debouncing : Debouncing ensures that a function is called only after a certain period of inactivity.  
It prevents the function from being called multiple times in quick succession, and instead, it delays the function call until the event has stopped being triggered for a specified amount of time.  
  
**Use Case:** Debouncing is particularly useful when you want to trigger a function only after the user has finished typing or stopped scrolling.