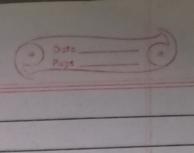
9	Dote_Poge
	Debouneing & Throttling
	poiderile relusion
067	Debouncing To remit the amount of API calls we debouncing because their are some API that takes money in each API call:
	because their are some API that takes money in each
	API call.
->	Amazon => Search bar => Each Key 3 aput &g calls the API at each time when key is pressed.
•>	Flipkart -> Search bar -> Wait for some time after uses enput the search bar then flipcart calls API
-7	You send the fetch hitquad only when was stops
	(Script) = [1+] VID
	document, get Element Byld ('search input') add Event list nes ('input', fonding les)
	Elear Timeout (18 mer)
	Land = Set Ilmeand (1)=> [consol. 19 "The Alma code & AAT seek
	(3) },10000)
-	Junction search Mourie (query)?
	conside. log ["Making API requestion
	Script



Throughting

To a game, when wer clicks on jump the, the character Jump, when but if you check Jump bto continiously of these is no way that game that jump that much firm a Each group takes some time to complete then and only then he will Jump another > This is done by throttling

document. get Elem W ("buy btn"). addevent Lictres ("click", kay I ten)

let conllick = true function buy Iron () { contact to ("Botton Cheral")

of (contrick)

Cocol, log -

console log (Item brought ...

can Llick = false

Set Timeout (3))

Throtting 3,1000)

2) Limiting the no. of themes a function is called