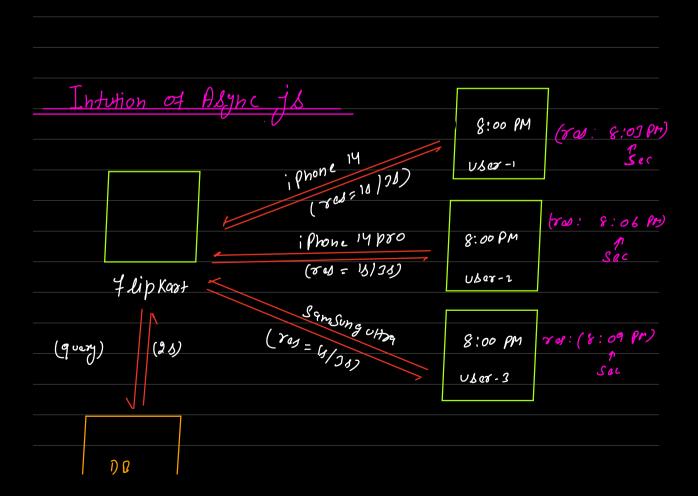
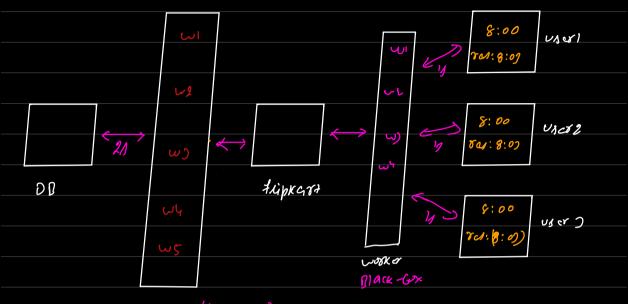
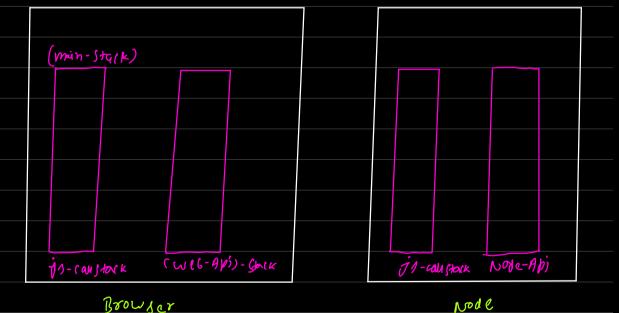
	Agchda
() ()	Intution behind Async programming
(*)	
(*)	All about the event loop with can back greve
(*)	señal and personal execution of Async Code.
p (*)	Timer: set Time out, set interval, clear interval
ans chi	
[(A)	scripterval and clear interval pory fill.
(¥)	dy con your work









Browser

Ryan Dahl)

```
(7) React Native -> mobile app
(x) Electron -> Donktop app
```

```
console.log("Before");

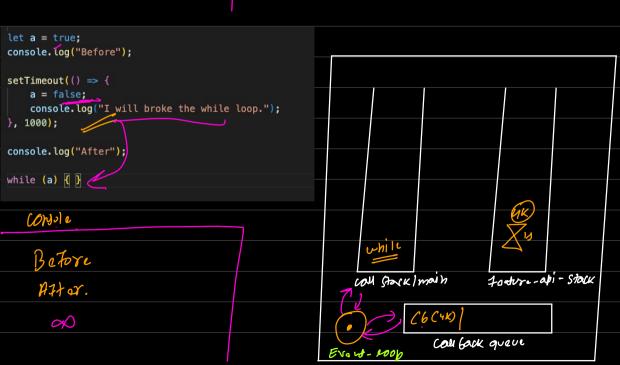
function fn(){

    console.log("I'm in function.");
}

setTimeout(fn, 2000);

console.log("After");

CONSOLE.log
```



```
event loop: It will check whether can-stack

is empty or not and it can-stack is

empty it will pop a can-back

procase toom can-back queve and puts

inside the can stack too execution
```

```
let a = true;
console.log("Before");

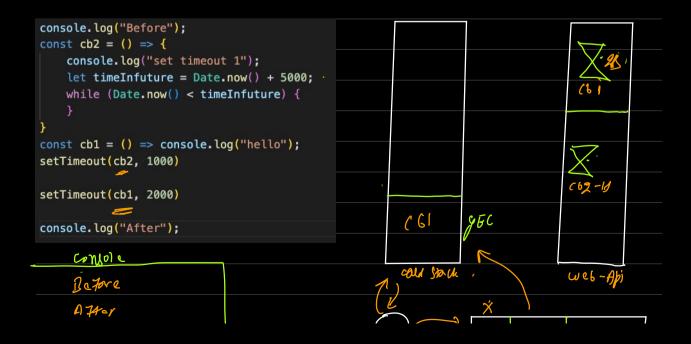
setTimeout(() => {
    a = false;
    console.log("I will broke the while loop.");
}, 1000);

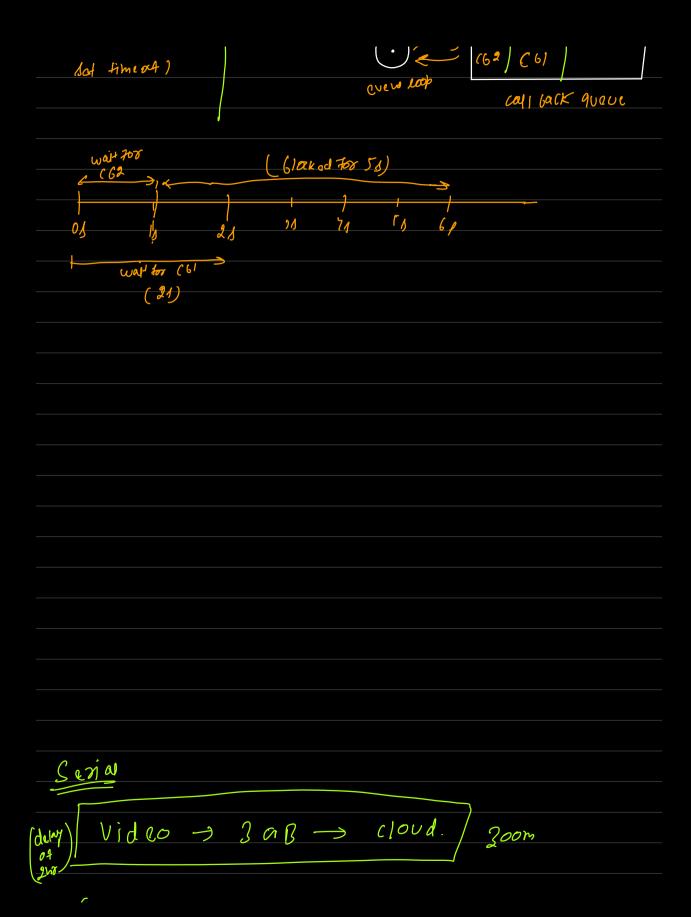
console.log("After");

// while (a) { }

let timeFuture = Date.now() + 5000;
while(Date.now() < timeFuture){}

Total axe cotion time! 58</pre>
```





(doudoad -) compress upland on our scruer)
(*) In tiles [of different name and different move] read film in Serian.
(coruy/list): [77 76 75 74 77 72 71 no snifting will done
71 72 73 74 75 76 Shizting take O(n) time
A dead eack
(Girial) (parauel)
Compiler (GICK.d) Forling B
done with reading)

