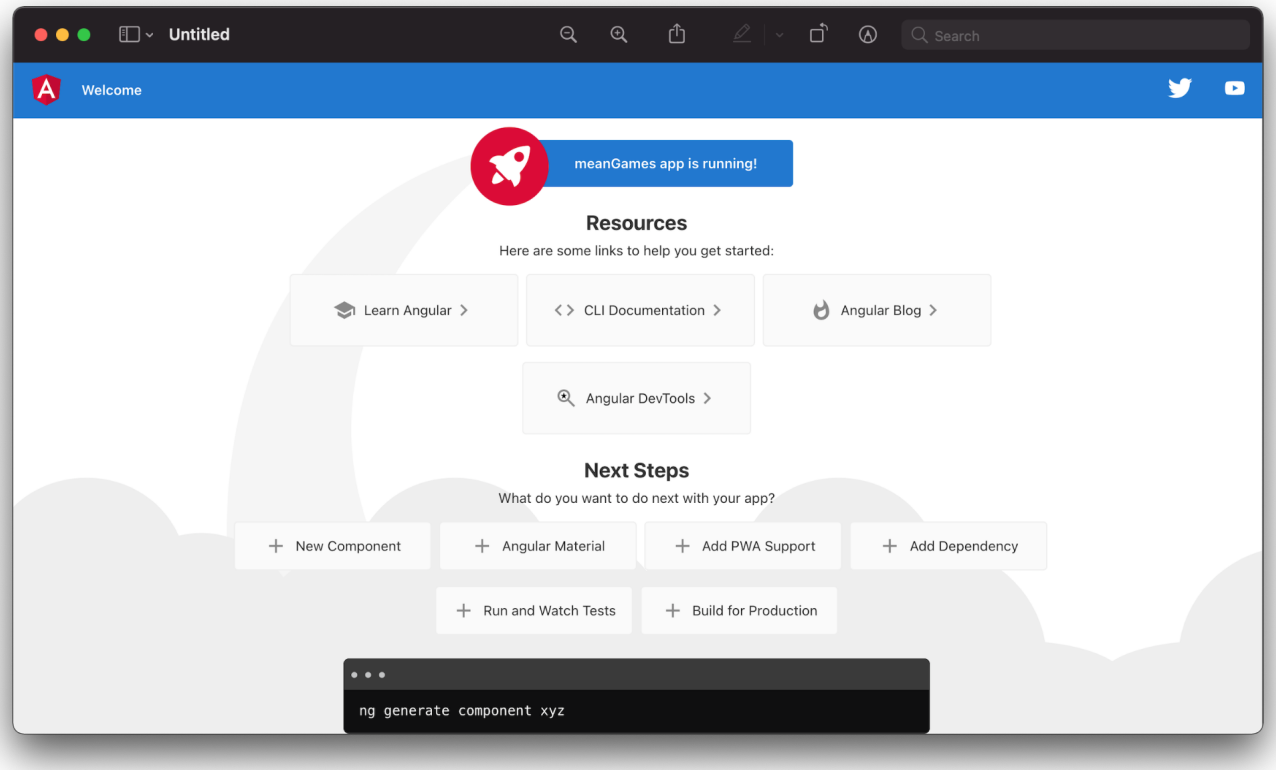
Q1.Because uses a callback or async coding style then it fires after the first function is done its task. This server-side coding method helps Node to be single-threaded.

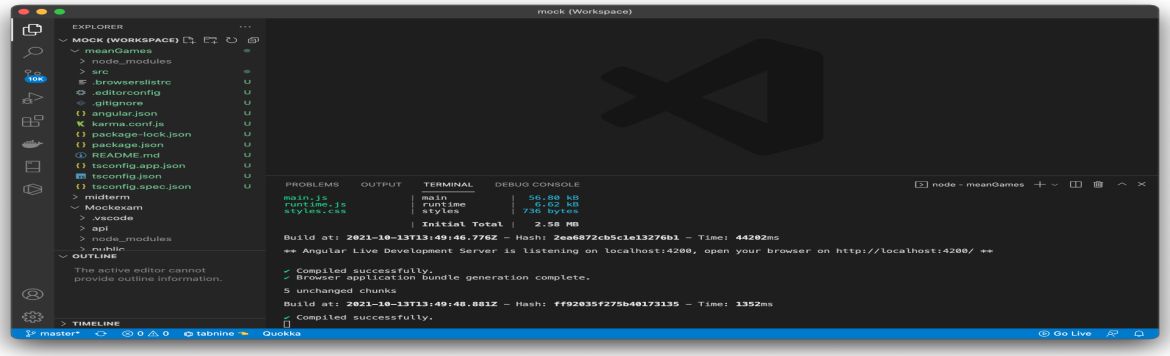
Q2. yes, all codes that don’t have a callback. Especially when our code runs sync.

Q3. The final output is a render that contains both the content and style information of all the visible content on the screen. **With the render tree in place, we can proceed to the "layout" stage.**

Up to this point we've calculated which nodes should be visible and their computed styles, but we have not calculated their exact position and size within the viewport of the device---that's the "layout" stage, also known as "reflow." source : Google

Q4.




mock (Workspace)
EXPLORER
MOCK (WORKSPACE)
meanGames
node_modules
src
.browserslistrc
.editorconfig
.gitignore
angular.json
karma.conf.js
package-lock.json
package.json
README.md
tsconfig.app.json
tsconfig.json
tsconfig.spec.json
midterm
Mockexam
.vscode
api
node_modules
public
OUTLINE
The active editor cannot provide outline information.
TIMELINE
PROBLEMS
OUTPUT
TERMINAL
DEBUG CONSOLE
node - meanGames
main.js | main | 56.80 kB
runtime.js | runtime | 6.62 kB
styles.css | styles | 736 bytes
Initial Total | 2.58 MB
Build at: 2021-10-13T13:49:46.776Z - Hash: 2ea6872cb5c1e13276b1 - Time: 44202ms
** Angular Live Development Server is listening on localhost:4200, open your browser on http://localhost:4200/ **
Compiled successfully.
Browser application bundle generation complete.
5 unchanged chunks
Build at: 2021-10-13T13:49:48.881Z - Hash: ff92035f275b40173135 - Time: 1352ms
Compiled successfully.
master*
tabnine
Quokka
Go Live

Q5.