

## JavaScript Event Loop and calls Stack Asynchronous Operations.

JavaScript is a Single-threaded meaning it executes code one line at a time in a Single Sequence. However, it can handle asynchronous operations efficiently using its call stack and event loop.

1. what is the call stack and How Does it Operate?

The call stack is a data structure where JavaScript keeps track of function calls. It operates on a last-in, first-out (LIFO) principle.

- when a function is called - it gets pushed onto the stack.
- when a function complete it is removed from the stack.
- The stack executes Synchronous code one step at a time.

2. what is the Event Loop and its Role in Asynchronous Processing?

The event loop ensures JavaScript handles asynchronous code without blocking the main thread.

3. How Do `setTimeout` and Promises Fit into the Event Loop?

### `setTimeout`

The timer starts in the Web APIs environment. After the specified time, its callback is moved to the task queue.

The event loop waits until the call stack is empty before moving the callback from the task queue to the call stack.

### Promises

Promises use the microtask queue, which has higher priority than the task queue.



Once a promise resolves or rejects its then or catch call back is queued in the micro task queue. The event loop processes all micro tasks before tasks in the task queue.

#### 4. How setTimeout and Promises Re-Enter the call Stack

when JavaScript encounters setTimeout or a promise

##### 1. setTimeout

The timer begins in the Web APIs environment

Once the timer expires its callback moves to the task queue

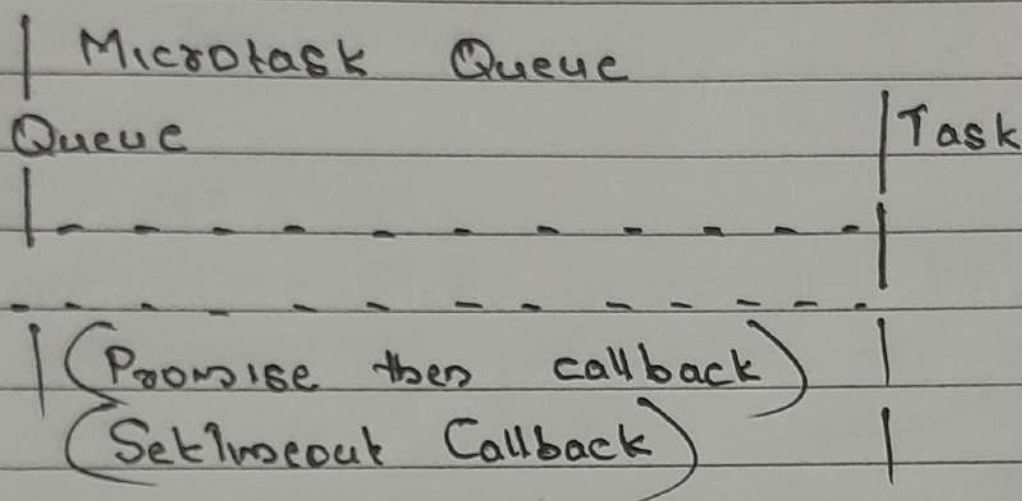
The event loop waits for the callback to be empty then moves the callback to the stack for execution

##### Promises

when a promise resolves or rejects the then or catch callback is placed in the micro task queue

The event loop processes all micro tasks immediately after the current operation before moving to tasks in the task queue.

call stack: [Empty]  
queue Management:



1. Stack processes synchronous tasks
2. Microtask Queue executes resolved promises
3. Task Queue executes 'setTimeout' callbacks.