

→ Javascript

↳ Synchronous

It is single threads so it is ofcourse slow
actually we can't find the js engine alone
it is always available with a runtime environment

↳ Single threaded. ↗

Default

→ Execution Context

↳ execute one line of code at a time

→ console log → 1

→ console log → 2

each operation waits for the last one
to complete before executing

CALL Stack

Memory Heap

Blocking Code VS Non Blocking code



Block the flow of Program



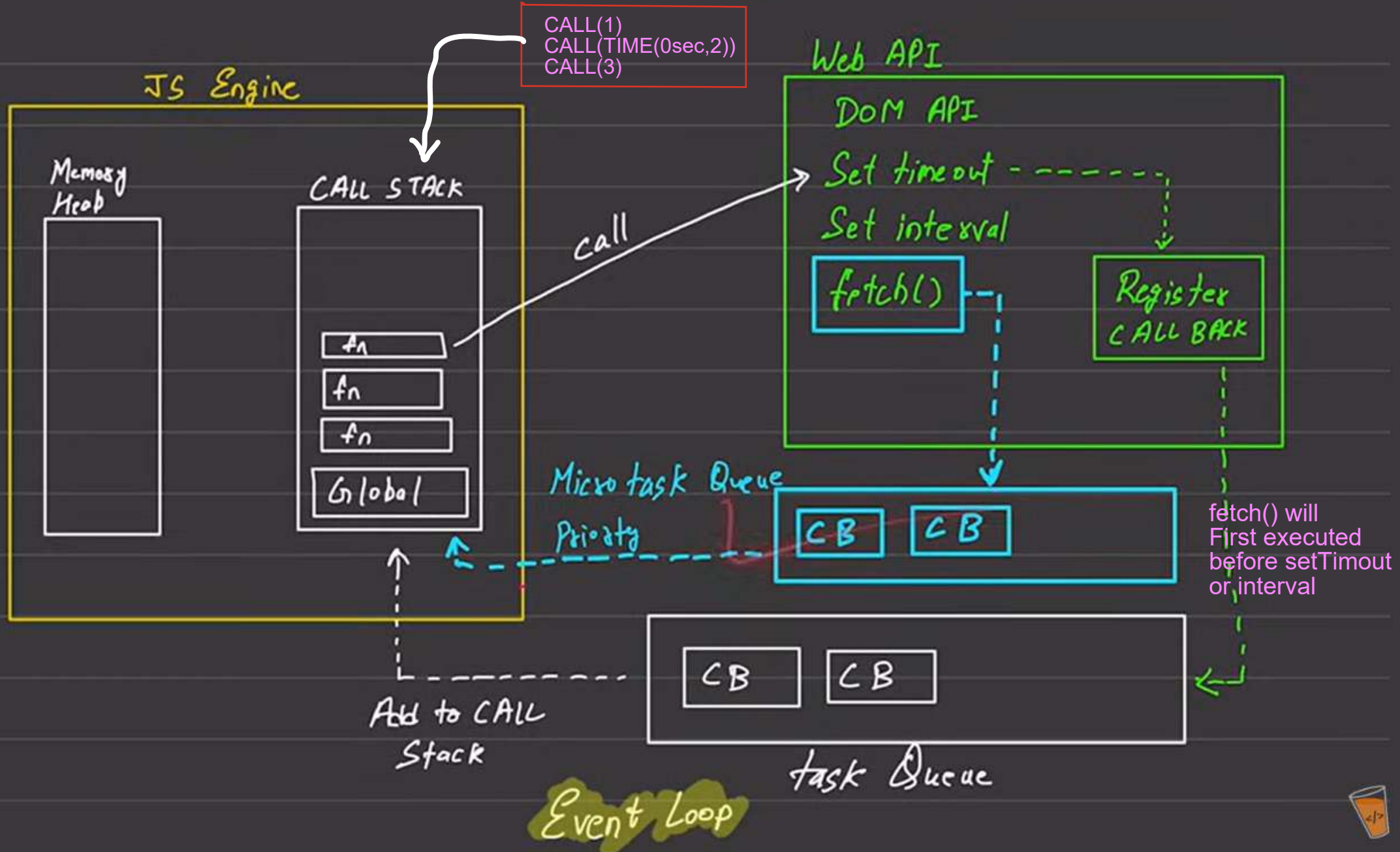
Read File Sync

↳ Does not block execution



Read File Async

CALL(2) take 0 sec but it execute last firstly (1) & (3) execute then (2) will execute because it will go thru task queue..... so takes time



`response = fetch('something')`

These are Private field
We can't do push manually

Web Browsers/node

network request

On resolve

On reject

Data: —
Onfulfilled []
on Rejection []

Global Memory

response:

