Event Loop

Checks, that everything left the execution stack, checks if there in Callback Queue any callback function waiting

()=>{

    console.log(`key was pressed`)

}

document.body.addEventListener('keydown',()=>{

    console.log(`key was pressed`)

})

document.body.addEventListener('keydown',()=>{

    console.log(`key was pressed`)

})

Event Loop

() => {

    console.log('Timeout has ended') }

Window object

Some function context

Global execution context

Callback Queue

CallStack

(execution Stack)

console.log('We started') // shows first

window.setTimeout(() => {

    console.log('Timeout has ended') // shows third

},3000)

console.log('We finished')

window.setTimeout(() => {

    console.log('Timeout has ended') // shows third

},3000)

JS

BROWSER