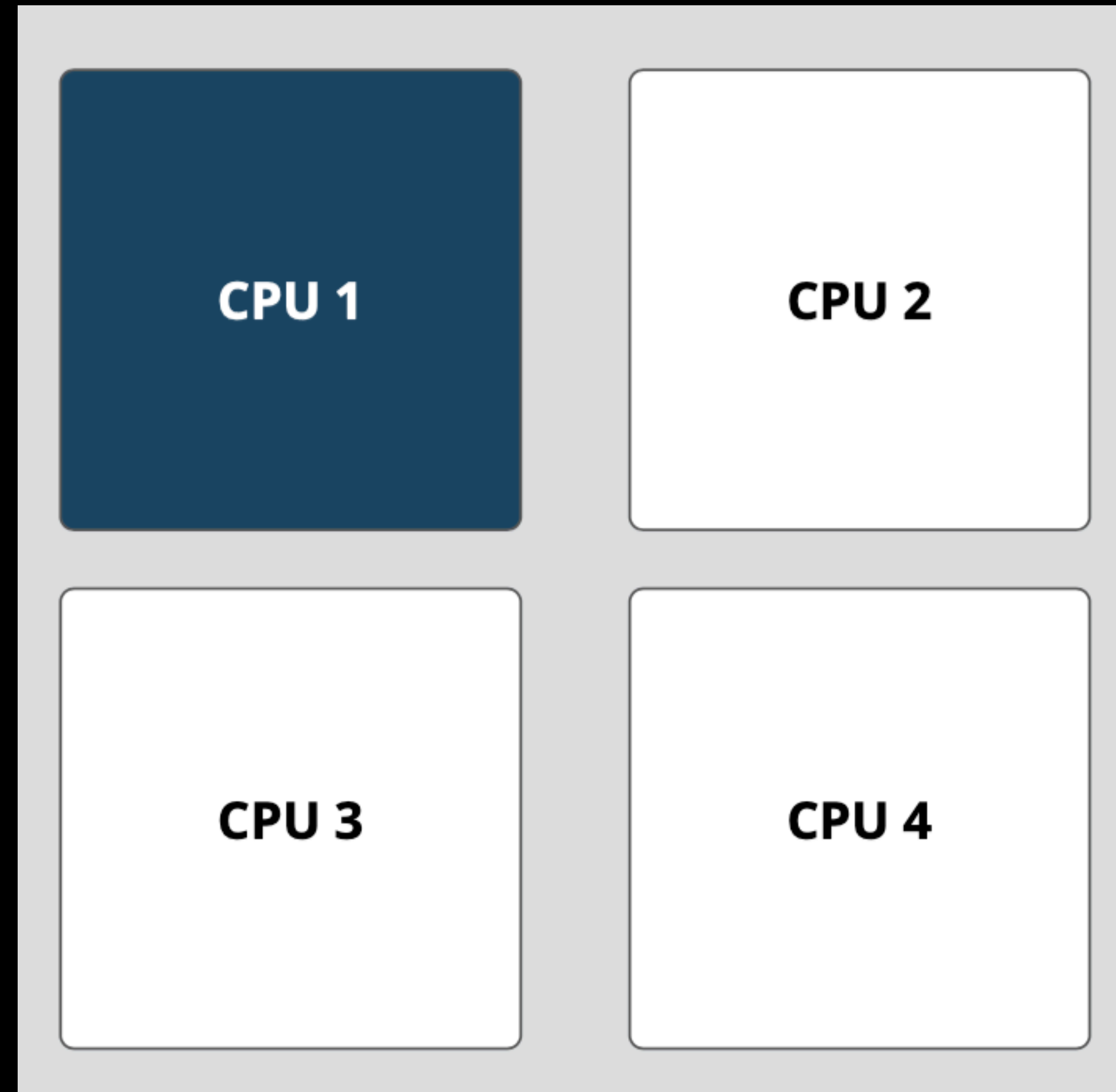


# JavaScript CPU Management

Single-threaded





# JavaScript CPU Management

## How to handle

```
Window.requestAnimationFrame(() => {  
  // Run when browser ready to perform animation  
})  
  
window.requestIdleCallback(() => {  
  // Run when browser ready to perform next activities  
})
```