The basic structure of an asynchronous system is:

* Input: function is ready to be executed
* Thread: function is be executed
* Output: function is already executed
* Event loop: control the order of the functions.

JavaScript is not blocking.

It has only one line or thread

Asynchronism will not allow to run two function at the same time.

Terms:

* Memory heap: memory space shared by for the app for the whole program.
* Call stack: where the functions are going to be stored
* Tasks queue: storage for functions whose will be executed when the call stack is empty.
* Event loop: in charge of asking if the call stack is empty, so it will execute the functions at the tasks queue.

The idea is not to make functions really heavy, so the program won’t be overload.