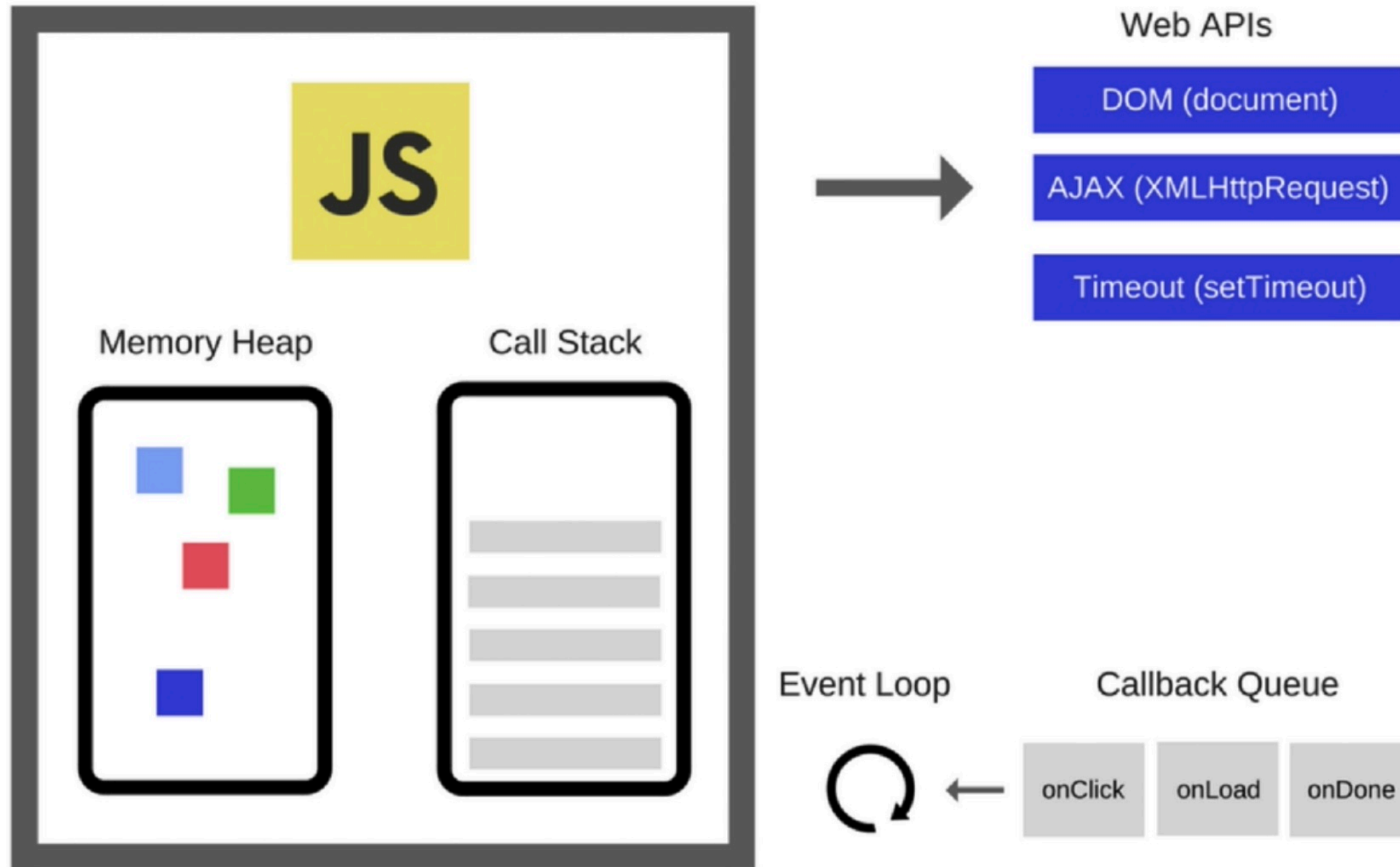
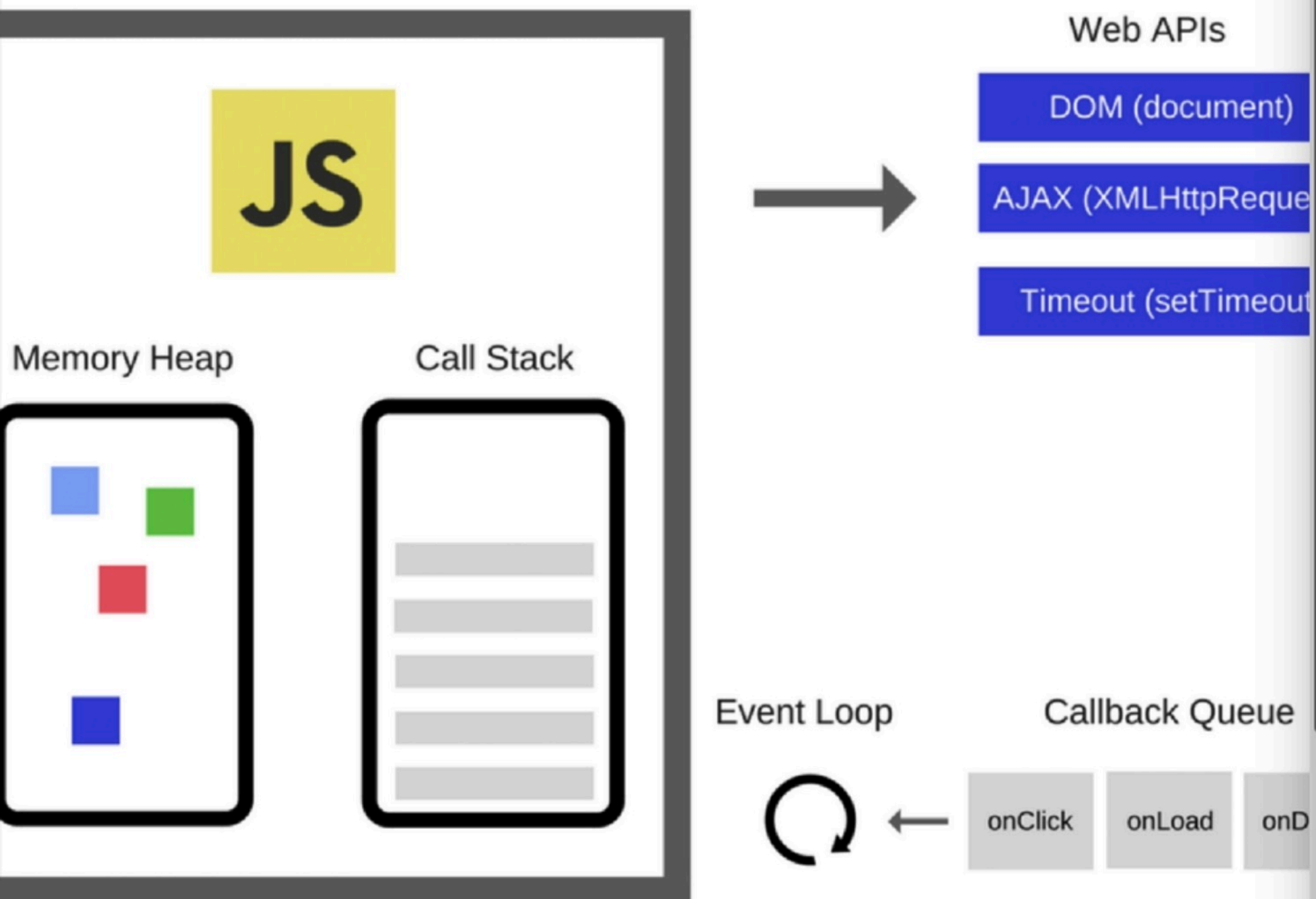


Javascript Run-Time Environment



Javascript Run-Time Environment



From blog.sessionstack.com

```
1 //call stack
2 console.log('1');
3 setTimeout(() => {
4   console.log('2');
5 }, 2000)
6 console.log('3');
7
8 console.log('2')
9 callback()
10 //CALL STACK
11
12 //WEB API
13
14
15 //CALLBACK QUEUE
16
17 //EVENT LOOP
```