

# Episode 15: Asynchronous JavaScript & Event Loop

- © Core Idea: Time, tide, and JavaScript wait for none!
- Note: The Call Stack executes any execution context that enters it. But it doesn't have a timer!

## JavaScript Runtime & Browser Environment

- **%** JavaScript Engine Contains:
  - Call Stack : Handles Global & Local Execution Contexts.
- Browser Gives Extra Superpowers:
  - Timers (setTimeout)
  - ☑ DOM Access (document)
  - 🗹 fetch API
  - LocalStorage
  - 🗹 console, location, geolocation, Bluetooth, etc.
  - These features are provided via Web APIs not part of JavaScript itself!

## ♥ How JS Talks to These Superpowers

#### **Call Stack** ↔ **Web APIs** ↔ **Browser Features**

```
graph TD;
  JS_Engine --> Call_Stack
  Call_Stack --> Web_APIs
  Web_APIs --> setTimeout
  Web_APIs --> fetch
  Web_APIs --> DOM
  Web_APIs --> LocalStorage
  Web_APIs --> console
```

✓ All these APIs are accessed via the window object:

```
window.setTimeout()
window.console.log()
window.localStorage
```

⚠ But since window is the global object, we often skip writing it explicitly.

## © Example: Simple Asynchronous Flow

```
console.log("start");

setTimeout(function cb() {
   console.log("timer");
}, 5000);

console.log("end");
```

#### (2) Explanation:

- 1. GEC (Global Execution Context) is pushed to the Call Stack.
- 2. console.log("start") → Call Web API → Print in console.
- 3. setTimeout(cb, 5000) → Registered in Web API with 5s timer; callback stored.
- 4. console.log("end") → Call Web API → Print in console.
- 5. After 5s, cb() goes to **Callback Queue**.
- 6. **Event Loop** monitors → if **Call Stack** is empty → moves cb() to Call Stack.

## **©** Event Loop & Queues: The Real Heroes

## Event Loop

- Continuously checks the Call Stack and Queues.
- If Call Stack is empty, it pulls from:
  - 1. **Microtask Queue** ( High Priority)
  - 2. Callback Queue / Macrotask Queue (▼ Low Priority)
- discretion Callback Queue (Macrotasks)
  - setTimeout, setInterval, DOM events, etc.

### 

• Promise.then(), MutationObserver.

⚠ If Microtask Queue keeps adding more microtasks, Callback Queue may **never execute** → ☑ **Starvation**.

## Code Example: Microtasks vs Macrotasks

```
console.log("Start");
setTimeout(function cbT() {
  console.log("CB Timeout");
}, 5000);
```

```
fetch("https://api.netflix.com")
   .then(function cbF() {
      console.log("CB Netflix");
    });

console.log("End");
```

### Explanation:

```
    console.log("Start") → Printed.
    setTimeout(cbT, 5000) → cbT stored in Web API.
    fetch(...) → cbF stored in Web API, response in 2s.
    console.log("End") → Printed.
    After 2s → cbF → Microtask Queue.
    After 5s → cbT → Callback Queue.
    Event Loop:

            cbF (Microtask) → Executes first: "CB Netflix"
            cbT (Callback) → Executes next: "CB Timeout"
```

# Event Listener Example

```
document.getElementById("btn").addEventListener("click", function cb() {
   console.log("Button Clicked");
});
```

- Callback cb() is **registered** in Web API.
- Remains dormant until event happens.
- **<u>∧</u> Stays in memory** unless removed → leads to memory leaks!

## FAQs & Deep Insights

- ? When does the Event Loop start?
  - 🗗 It runs **forever** in a loop checking queues.
- ? Do synchronous callbacks go to Web API?
  - X No. Only asynchronous callbacks (like setTimeout, fetch, event listeners) are registered in the Web API.
- ? Does Web API store callbacks?
  - Yes. Stores them and schedules them in **queues** after the async action is complete.
- ? What happens with setTimeout(..., 0)?

- Z Even with 0ms, callback waits for **Call Stack to empty**.
- Could take 100ms or more in a busy stack due to **trust issues**!

# **&** Summary Table

Component	What It Does Example Use		
Call Stack	Executes functions	function call	
Web API	Browser features interface	setTimeout, fetch, DOM	
Callback Queue	Stores macrotasks setTimeout, event lister		
Microtask Queue	Stores microtasks (priority) Promise.then(), MutationObs		
Event Loop	Moves tasks to Call Stack when it's empty	N/A	

# Final Thought

JavaScript is **single-threaded**, but thanks to **event loop & queues**, it handles async tasks like a pro!

Understanding how **Call Stack**, **Web APIs**, **Queues**, and the **Event Loop** work together is key to writing efficient, non-blocking JS code.

# Web APIs: The Browser's Secret Sauce

#### **What Are Web APIs?**

Web APIs are **browser-provided interfaces** that extend the capabilities of JavaScript beyond what the language itself can do.

They are **not part of the JavaScript engine** (like V8 or SpiderMonkey) but are made available by the **browser environment**.

## Types of Web APIs

Category	Web API Examples	Purpose	
Timing	<pre>setTimeout(), setInterval()</pre>	Delayed or repeated execution	
Network	fetch(), XMLHttpRequest	Make HTTP requests	
DOM	<pre>document, getElementById(), etc.</pre>	Interact with HTML elements	
Storage	localStorage, sessionStorage, cookies	Store data in the browser	
Multimedia	Audio, Video, Canvas, WebGL	Handle graphics, audio, video	
Geolocation	navigator.geolocation	Get the user's physical location	
Device Access	Bluetooth, Battery API, Clipboard	Communicate with hardware-level features	

Category	Web API Examples	Purpose	
Worker	Ush Harleys Commiss Harleys	Run JS in background threads (limited	
Threads	Web Workers, Service Workers	scope)	

## How They Work

- When you call a function like setTimeout() or fetch():
  - The JavaScript engine delegates it to the browser's Web API layer.
  - The browser handles the task asynchronously (e.g., starting a timer, making a network request).
  - Once complete, it registers the callback in the appropriate queue (Microtask or Callback).
  - The **Event Loop** then pushes it to the Call Stack **when it's safe to do so**.
- These APIs are globally accessible via the window object (in browsers), so you can call them directly.

### Diagram Update Suggestion

To clarify how Web APIs fit into the bigger picture, you could also include:

```
graph TD;
  User_Code[User JS Code] -->|calls| Call_Stack
  Call_Stack -->|delegates async| Web_APIs
  Web_APIs -->|schedules| Callback_Queue
  Web_APIs -->|schedules| Microtask_Queue
  Event_Loop -->|checks and moves to| Call_Stack
```

## **○** JavaScript Does *Not* Have:

- Native support for **timing**, **networking**, or **DOM manipulation**.
- These come from **Web APIs** provided by the browser or **Node APIs** in server-side environments.

# 

While JavaScript is the language, its capabilities depend on the environment it's running in.

- 💂 In the **browser**, you interact with **Web APIs**.
- M In Node.js, you interact with Node APIs.

## **❸** Comparison Table

Feature / API Type	Web APIs (Browser)	Node.js APIs (Backend)	
Environment	Runs in browser (Chrome, Firefox, etc.)	Runs in server-side (Node.js runtime)	
Timer APIs	setTimeout, setInterval	Same	

Feature / API Type	Web APIs (Browser)	Node.js APIs (Backend)	
Network APIs	fetch, XMLHttpRequest	http, https, axios, node-fetch	
DOM Manipulation	✓ Yes (document, window)	X Not available (no DOM in Node)	
Storage APIs	localStorage, sessionStorage	fs (file system module), path, os	
File Access	X Not allowed (for security reasons)	✓ Full access via fs	
Multithreading	Web Workers, Service Workers	Worker Threads, cluster module	
WebSockets	WebSocket API	ws library, socket.io	
Fetch API	Native in most browsers	Needs polyfill like node-fetch, axios	
Global Object	window	global, globalThis, process	
Event Loop	Present, same core model	Present, same core model	

## Example Difference

#### **Browser:**

```
fetch('https://api.example.com/data')
   .then(res => res.json())
   .then(console.log);
```

#### Node.js:

```
const fetch = require('node-fetch');

fetch('https://api.example.com/data')
   .then(res => res.json())
   .then(console.log);
```

Even though fetch() is a Web API, we can use it in Node by **importing a library**.

## Key Takeaway

JavaScript is like a driver's license.

What you can "drive" (use) depends on whether you're in a **browser (Web APIs)** or on the **server (Node.js APIs)**.

But the core engine—the **event loop, call stack, and queues**—is shared in both!

# JavaScript Code: Full Async Process Flow

```
console.log(" Script Start");

setTimeout(() => {
    console.log(" setTimeout (Macrotask)");
}, 0);

Promise.resolve().then(() => {
    console.log(" Promise 1 (Microtask)");
});

fetch("https://jsonplaceholder.typicode.com/todos/1")
    .then(() => {
        console.log(" fetch (Microtask after response)");
});

Promise.resolve().then(() => {
    console.log(" Promise 2 (Microtask)");
});

console.log(" Script End");
```

## Step-by-Step Process:

- 1. **Call Stack** starts running the synchronous code:
  - Prints Script Start
  - Registers setTimeout() in Web API
  - Registers .then() of Promises and fetch() response callbacks in Web APIs / Microtask Queue
  - Prints Script End
- 2. After main thread completes:
  - Microtask Queue:
    - Promise 1 → ↑ Promise 1
      Promise 2 → ↑ Promise 2
      fetch.then() → ⊕ fetch
  - All run before any macrotask.
- 3. Finally:
  - Macrotask Queue (setTimeout) is handled:
    - ✓ ⑩ setTimeout

# Final Output Order:

Script Start
Script End
Promise 1 (Microtask)

- Promise 2 (Microtask)

  fetch (Microtask after response)
  setTimeout (Macrotask)
- **Section 2** Explanation Summary:

Task Source	Queue	Priority
console.log	Call Stack	Immediate
setTimeout	Web API → Macrotask	▼ Low
Promise.then()	Microtask Queue	▲ High
fetch().then()	Microtask Queue	▲ High (after Web API resolves)

# Types of Callback Queues in JavaScript

### 1. Microtask Queue (High Priority)

These are **executed immediately** after the current execution completes and **before** any macrotask.

- ✓ Promise.then(), Promise.catch(), Promise.finally()
- ✓ queueMicrotask()
- ✓ MutationObserver
- Key Rule: After every task (sync or async), all microtasks are drained before the next macrotask.

### 2. Macrotask Queue (Callback Queue)

Also called the **task queue**, it's used for scheduling tasks that should run after the current code and microtasks complete.

- ✓ setTimeout()
- ✓ setInterval()
- ✓ setImmediate() (Node.js)
- I/O callbacks (like file reads)
- UI rendering, event listeners

#### **⋄** Order of Execution:

- 1. Call Stack finishes current execution
- 2. Run all Microtasks
- 3. Pick the first Macrotask

## **©** Event Loop Priority Order:

- Call Stack
   Microtask Queue (Promises, MutationObserver)
   Macrotask Queue (setTimeout, setInterval, DOM Events)
- Visual Analogy

Queue Type	Priority	Examples	Execution Timing
Microtask	▲ High	<pre>Promise.then(), queueMicrotask()</pre>	Immediately after current task
Macrotask	▼ Low	<pre>setTimeout(), setInterval()</pre>	After microtasks are cleared

## Starvation in JavaScript (Event Loop)

Starvation occurs when low-priority tasks (like macrotasks) never get a chance to execute because high-priority tasks (like microtasks) keep the event loop busy indefinitely.

### What Causes Starvation?

- Microtask Queue has higher priority than the Macrotask (Callback) Queue.
- If new microtasks are constantly added (e.g., inside .then()), they keep executing before any macrotasks.
- Macrotasks like setTimeout, setInterval, DOM events get "starved".

## Example: Microtask Starvation

```
setTimeout(() => {
   console.log("Macrotask - Timeout");
}, 0);

function runMicrotask() {
   Promise.resolve().then(() => {
      console.log("Microtask");
      runMicrotask(); // Recursively adds a new microtask
   });
}

runMicrotask();
```

## What Happens:

- setTimeout registers a macrotask.
- runMicrotask() creates an infinite chain of microtasks.
- The **Event Loop** keeps executing microtasks forever.

- **Call Stack stays empty**, but...
- X Macrotask never gets a turn → Macrotask Timeout is never printed.

### Consequences:

- UI can freeze.
- Timers/events appear **non-functional**.
- Can lead to performance bugs and hard-to-debug issues.
- ✓ How to Avoid Starvation:
  - Avoid infinite microtask loops.
  - Break long chains with setTimeout(..., 0) or queueMicrotask() strategically.
  - Monitor async flow carefully in recursive structures.

# Why Workers?

JavaScript is **single-threaded**, meaning long tasks (e.g., heavy computations or fetches) can **block** the UI.

Workers run JS in separate threads, allowing non-blocking background processing.



© Used in: Node.js (Server-side)

Enables true multithreading in Node for CPU-intensive tasks.

### ♦ Use Case:

- Heavy CPU computations
- Image processing
- Parallel tasks
- Required Module:

```
const { Worker, isMainThread, parentPort } = require('worker_threads');
```

Code: worker.js

```
const { parentPort } = require('worker_threads');
let sum = 0;
for (let i = 0; i < 1e9; i++) sum += i;</pre>
```

```
parentPort.postMessage(sum); // 🗷 Send result to main thread
```

☐ Main Thread: index.js

```
const { Worker } = require('worker_threads');

console.log(" Main thread starting");

const worker = new Worker('./worker.js');

worker.on('message', (msg) => {
   console.log(" Received from worker:", msg);
});

console.log(" Main thread continues...");
```

Output:

- 2. Web Workers (Frontend)
- Used in: Browsers
  - Allows long-running JS code to run without blocking UI.
- Code: worker.js

```
self.onmessage = function(e) {
  const num = e.data;
  let result = 1;
  for (let i = 1; i <= num; i++) result *= i;
  postMessage(result); // Send result to UI thread
};</pre>
```

Main HTML + JS

### Notes:

- Uses postMessage() to communicate between threads
- Runs in **separate thread** from the DOM → can't access document, window, etc.

# 정 3. Service Workers 🍪 🗗

### **Solution** Used in: **Browsers**

Act as a **proxy** between the browser and the network.

Handles:

- Caching
- Offline capabilities
- Push notifications
- Background sync

## Life Cycle:

- 1. Register
- 2. Install
- 3. Activate
- 4. Intercept fetch

#### Main JS

```
if ('serviceWorker' in navigator) {
  navigator.serviceWorker.register('sw.js')
    .then(() => console.log(" Service Worker registered!"))
    .catch(err => console.error(" SW registration failed:", err));
}
```

## ☐ sw.js

```
self.addEventListener('install', event => {
  console.log(" Service Worker installed");
});

self.addEventListener('fetch', event => {
  console.log(" Intercepting:", event.request.url);
});
```

### Notes:

- Runs even when page is closed (after activation)
- Useful for PWA (Progressive Web Apps)

# **VS** Comparison Table

Feature	Worker Threads (Node.js)	Web Workers (Browser)	Service Workers (Browser)
Environment	Node.js	Browser	Browser
<b>Threaded</b>	Yes (True threads)	Yes (Web thread)	Yes (Background thread)
Access to DOM	×	×	×
Intercept fetch	×	×	abla
Persistent	<b>X</b> Ends with page	🗶 Ends with page	✓ Stays alive
☐ Use Case	CPU Tasks	UI Performance	Offline/PWA/Cache/Push

# 🔊 Key Emoji Summary

- **Worker Threads** = Multithreading in Node
- **Web Workers** = Background JS in browser
- Service Workers = Network proxy for caching, offline
- postMessage() = Communication between threads
- X Can't touch the DOM in workers!