



Six Phases of The Event Loop

1. **Timers** - executes callbacks using timers. If there are timers set to `0 ms` or `setImmediate()`, they will run here. Incomplete timers will run in later iterations of the loop.
2. **Pending** - *internal phase*
3. **Idle/Prepare** - *internal phase*
4. **Poll** - process I/O callbacks
5. **Check** - execute any `setImmediate()` timers added in the Poll phase
6. **Close** - loop continues if there are more timers or I/O calls. If all timers and I/O calls are done, the loop closes and the process ends.

NOTE: `process.nextTick();` will always run at the end of whichever phase is called and before the next phase.

