**Practical**

**Practical-1:** Define a function called callback which receives an argument and prints the square of that number.

end

Output callback();

Myfunction(a,mycallback)

num: string;

Click1();

start

**Practical-2:** Explain difference between var and let keyword using example.

end

Output

Myfunction()

var a;

let b;

start

**Practical-3:** Make a function that takes in a single parameter and returns a new promise. using setTimeout, after 500 milliseconds, the promise will either resolove or reject. if the input is a string, the promise resolves with that reverse string . if the input is anything but a string it rejects with that same input call the function wrong Input

start

Output(

displayer())

end

Result(reverse string)

Reject (wrong input)

If(type of input1==string)

Settimeout (click1())

var input1;

sub();

no

yes