

function $\chi(\cdot)$

$$\underline{\mathcal{H}(L)};$$

It will log 1 after 3 seconds in tab

8. set timeout, take call back function
 and store it somewhere else and sets
 timer of given time. And Rest do not wait.
 It keeps executing when time over. set time
 function/variable also logged on console.

JS do not wait for anything.

Print 1 after 1s, 2 after 2s & so on till 5

30

Wrong code

JS do not
behaves in the
way.

O/P

Namaste JS

6 → after 150
" " " 250
" " " 350
" " " 450

TS working in this due to closure

Closure

- variables bundled with closures points to some memory location i.e. their reference is bundled.
- JS do not wait for anything.
- when loop breaks values of i will be 6. it
- setTimeout puts function in a separate place.
- JS runs for loop 5 times and each setTimeout put separate copy function but variable pointing to same memory location (reference).
- When time over, it prints value pointed by variable i [6].

```

function x() {
  for (let i = 1; i <= 5; i++) {
    setTimeout(function() {
      console.log(i);
    }, i * 1000);
  }
  console.log("Namaste JavaScript");
}
x();
  
```

O/P

Namaste Javascript

1 → After 1sec

2 " " 2sec

3 " " 3sec

4 " " 4sec

5 " " 5sec

let variables are block scoped
for each iteration a completely
different variable let variable
will be used having same name
Each time a separate closure
will be formed with new variable
each time referring to different
memory allocation.

Without use of let variable

```
function x() {
  for (var i = 1; i <= 5; i++) {
    function close(i) {
      setTimeout(function() {
        console.log(j);
      }, j * 1000);
    }
    close(i);
  }
  console.log("Namaste JS");
}
x();
```

value of i will be copied into j and each new j variable will use

O/P

Namaste JS

1. → 1sec
2. → 2sec
3. → 3sec
4. → 4sec
5. → 5sec

O/P

Namaste Javascript

1. → After 1sec
2. → 2sec
3. → 3sec
4. → 4sec
5. → 5sec