

JavaScript.

1) Callbacks :-

```
fun sum (...)  
{ }  
fun addsum (...)  
{ }  
fun display(..., fun)  
{  
  fun(...); → call function  
}
```

Classes and object are two important thing in any coding language.

JSON :- Javascript Object Notation

```
JSON.parse(...)  
JSON.stringify(...)
```

Asynchronous functions :-

functions: `setTimeout(function, 3*1000)`

function name

will wait for 3 second and then execute that function

`setInterval(function, 1*1000)`

⇒ Class:

```
class Animal {  
  constructor (name, legCount, speaks) {  
    this.name = name;  
    this.legCount = legCount;  
    this.speaks = speaks;  
  }  
  speak() {  
    console.log("hi there " + this.speak);  
  }  
  static myName() { ← static will be accessible with class name  
    console.log("LoL");  
  }  
}
```

Eg:- `Animal.myName`
not by `Cat.myName`

Async vs Sync

- Opposite of Synchronous, Happen in parts. Multiple things are context switching with each other.
- together one after the other, sequentially. Only one thing is happening at a time

⇒ Promise :- (syntactical Sugar)

- It is Just wrapper
- It is one kind of class.

→ Async await :-

= async function funName() { }