**Features Available to Workers**

Due to their multi-threaded behavior, web workers only has access to a subset of JavaScript's features:

* The navigator object
* The location object (read-only)
* XMLHttpRequest
* setTimeout()/clearTimeout() andsetInterval()/clearInterval()
* The Application Cache
* Importing external scripts using the importScripts() method
* Spawning other web workers

Workers do NOT have access to:

* The DOM (it's not thread-safe)
* The window object
* The document object
* The parent object

**Loading External Scripts**

You can load external script files or libraries into a worker with theimportScripts() function. The method takes zero or more strings representing the filenames for the resources to import.

This example loads script1.js and script2.js into the worker:

worker.js:

importScripts('script1.js');

importScripts('script2.js');

Which can also be written as a single import statement:

importScripts('script1.js', 'script2.js');

## Use Cases

* Spell checker
* Analyzing video or audio data
* Background I/O or polling of webservices
* Processing large arrays or humungous JSON responses
* Image filtering in <canvas>
* Updating many rows of a local web database