

## Home Assignment: Callbacks

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### Learning Objective:

- Learn how to use **callbacks** to handle asynchronous tasks in JavaScript.

### Expected Completion Time:

- **Best Case:** 15 minutes
  - **Average Case:** 20 minutes
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### Assignment Steps:

1. **Declare a global variable** `browser` and assign it the value "Chrome".
    - Example: `let browser = "Chrome";`
  2. **Create a function** named `checkBrowserVersion` that accepts a **callback function** as an argument:
    - Use `setTimeout` to simulate a delay (like waiting for data from a server).
    - After the delay (2 seconds), **invoke the callback function** and pass the `browser` value to it.
  3. **Write a callback function** that logs the `browser` version to the console when invoked.
  4. **Call** `checkBrowserVersion` and pass the callback function to it. ◦ The callback should print the `browser` version after the 2-second delay.
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### Expected Outcome:

- **After running the code**, you should see the following message printed after 2 seconds:

```
Browser version using callback: Chrome □
```

Learners should understand:

- A **callback** is a function passed into another function to be executed later. ◦ How **asynchronous operations** like `setTimeout` can be handled using callbacks.