

Consider a chat application where users send and receive messages in real-time. You're using callbacks to handle the asynchronous nature of sending and receiving messages. Write a callback-based scenario where a user sends a message and then, upon successful sending, retrieves new messages from the server using another callback. How might this nested callback structure impact your code's organization and clarity? Are there any potential drawbacks to this approach? Solve this question using

- 1) Callback
- 2) Promises
- 3) Async Await