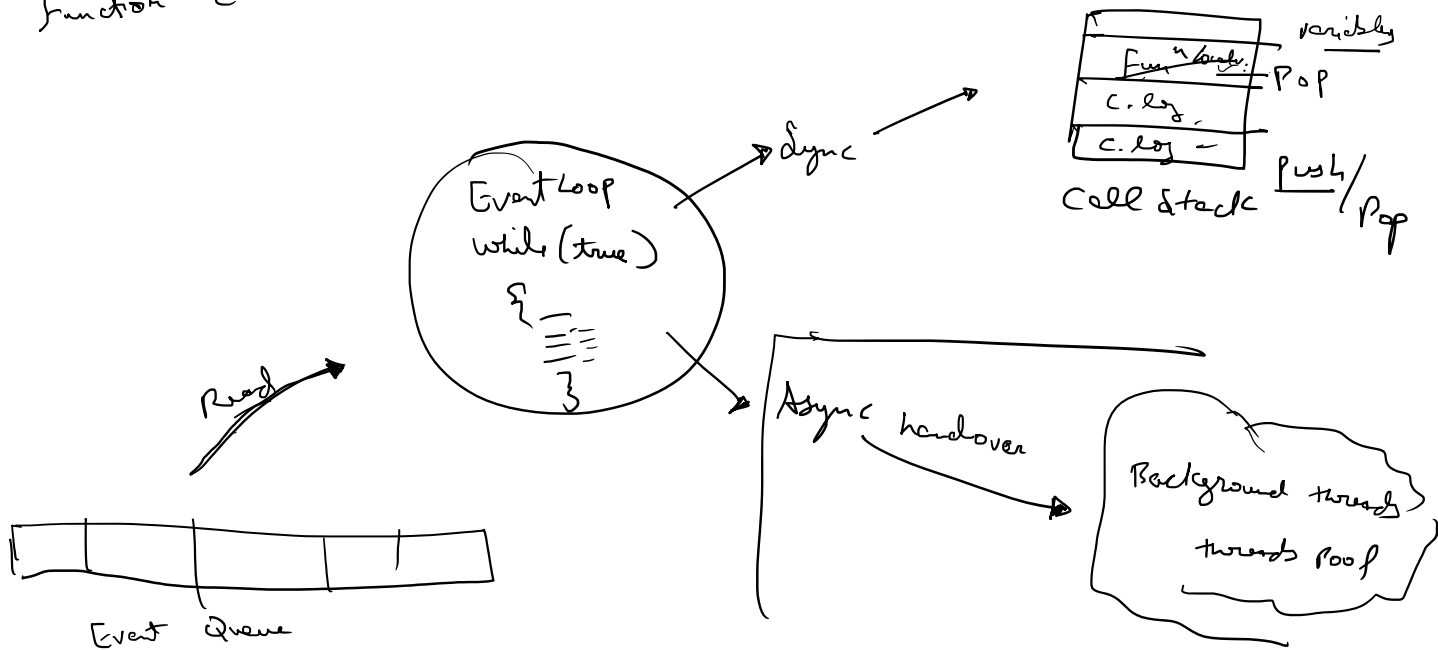


Closures

function countLikes() {}



```

var c = init()

function init() {
  let count = 0; // Lexical Scope
  var countLikes = function () {
    count++;
    return count;
  }
  return countLikes;
}

// undefined
var c = init()
// undefined
c();
    
```

```

function init() {
  return func;
}
    
```

Function + Lexical Scope ⇒ Closure

Function + Lexical Scope

let, const → 2015 ES6

Block scope

↑↑↑↑ Likes Counter

Block level scope

```

function add() {
  if ( ) {
    for ( ) {
      var a;
    }
  }
}
    
```

Block ...

ASync

PROGRAMMING

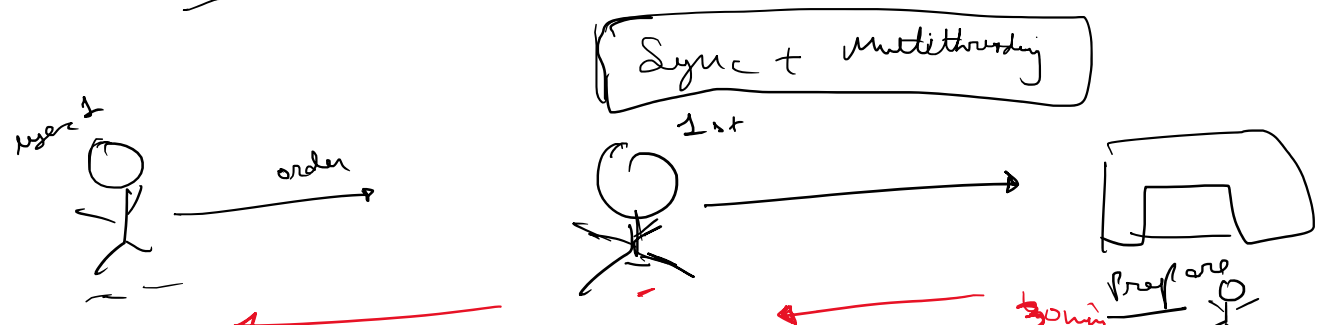
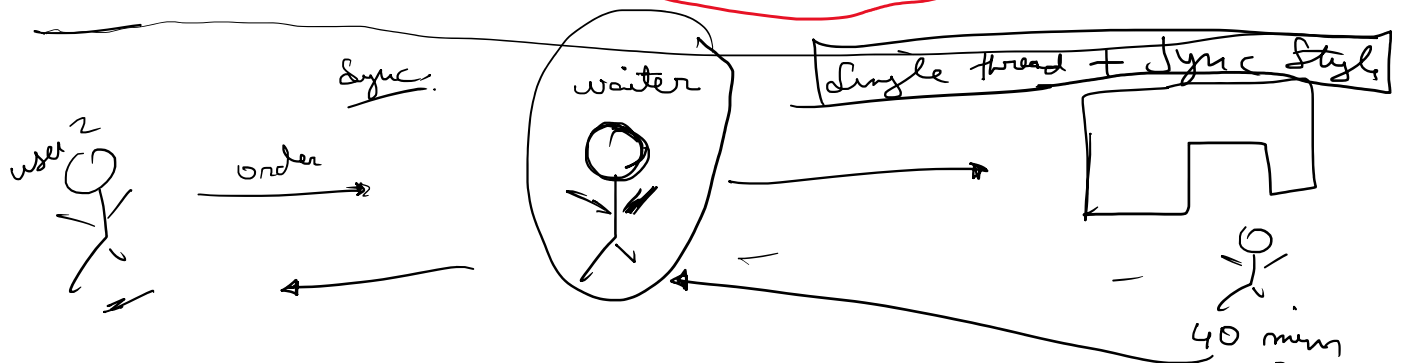
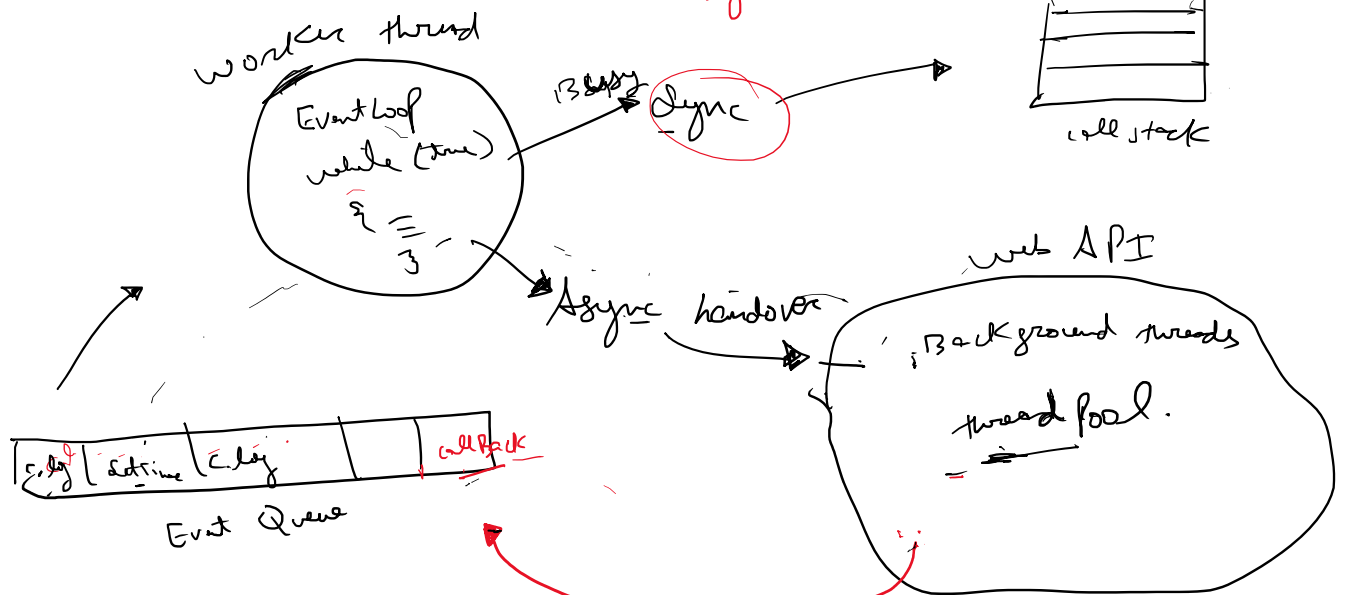
Sync → blocking
waiting mode

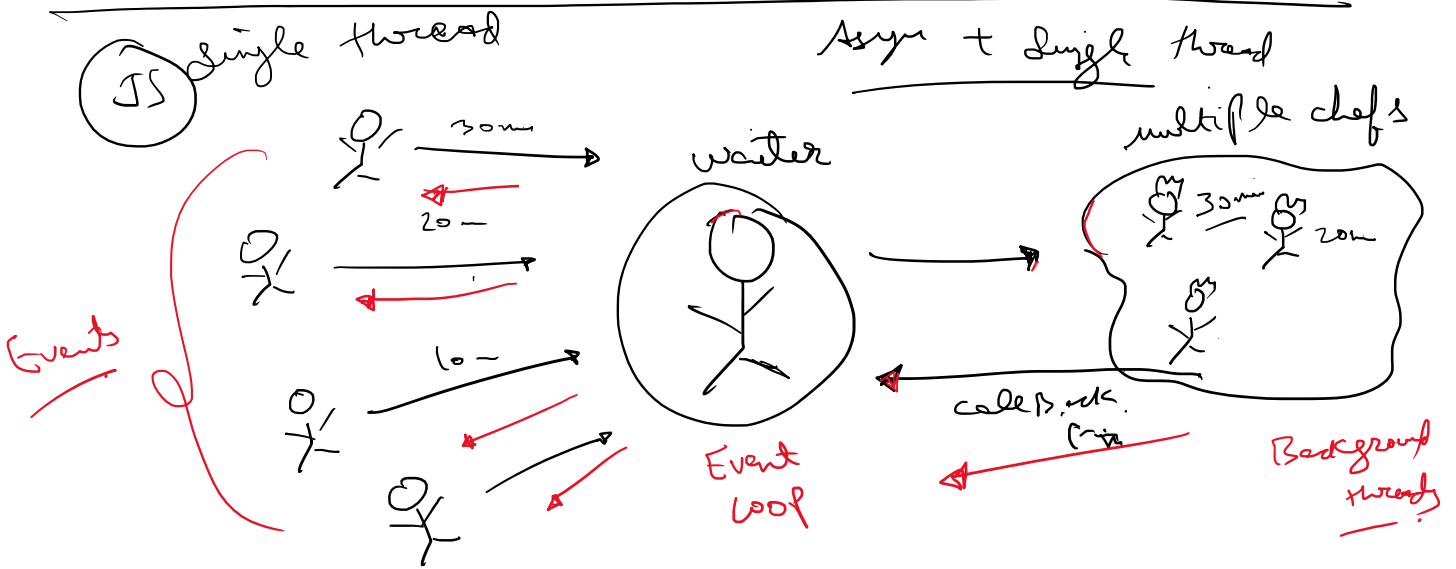
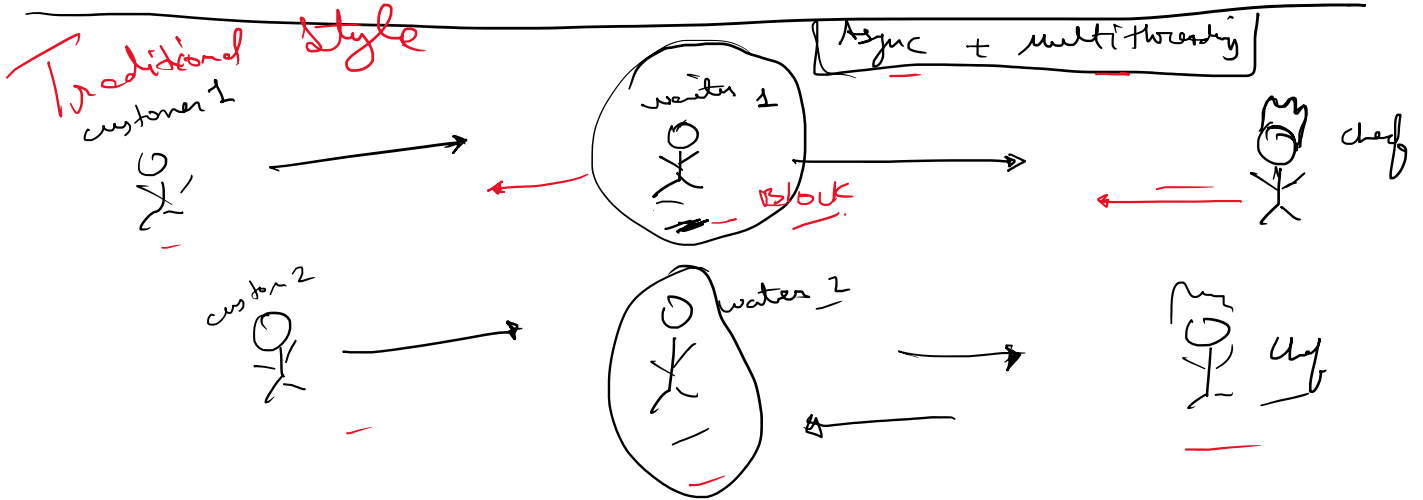
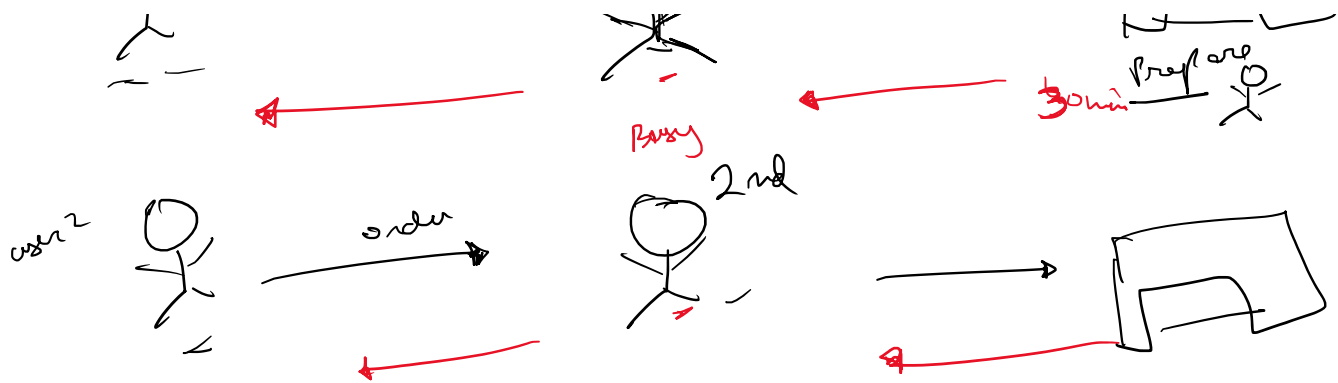
call + wait + result

ASync → Non-Blocking

call + forget +
call Back

ASync style {





Async. Network calls() call → data ←

to N.C.

Sync style

JS. 2 functions

① setTimeout()

② set interval()

fn()

```
function doBiggerTask() {
  setTimeout(() => {
    console.log('inside timeout fn');
    for(var i=1; i<100000; i++){
      for(var j=1; j<100000; j++){
        console.log('big task!!!!!!');
      }
    }
    return "bigger task done";
  }, 3000);
}
```

receive
X

handover → thread pool

call + forget
+ callback

stop
undefined

console.log('1st line');

console.log(doBiggerTask());

console.log('3rd line');

1st line

undefined

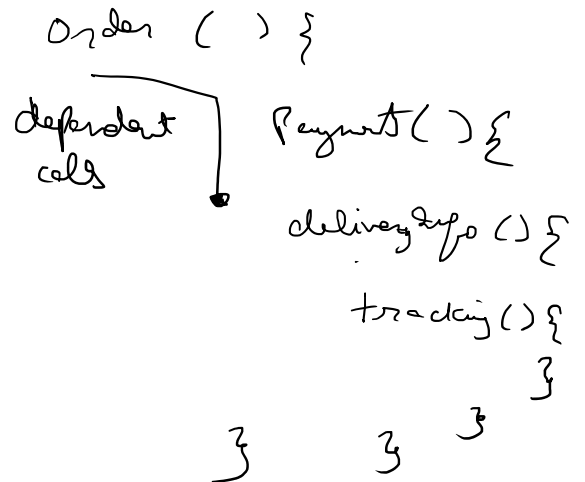
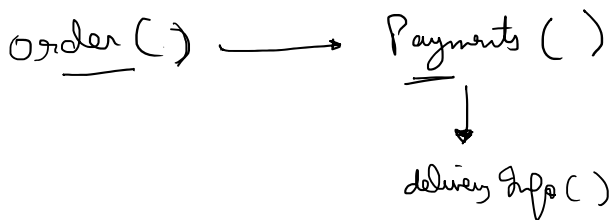
3rd line

match score

weather Data

clock

dependent calls



Country

state/city

Zone

district/locality



Lajpat Nagar,
Shakti Park,
Defence Colony,

Login → Dashboard

login() {
 Dashboard() { }
}

async → callback → async → callback → async → callback
country → result → state → result → zone → callback

Callback Hell

Call + forget + callbacks

Pyramid Problem

↳ hard to read

↳ hard to manage

↳ Difficult to find bugs

```
// Simulating async operations using setTimeout
function getUser(userId, callback) {
  setTimeout(() => {
    console.log('User found');
    callback({ id: userId, name: 'John' });
  }, 1000);
}

function getUserPosts(userId, callback) {
  setTimeout(() => {
    console.log('Posts for user found');
    callback(['Post 1', 'Post 2']);
  }, 1000);
}

function getPostComments(postId, callback) {
  setTimeout(() => {
    console.log('Comments for post found');
    callback(['Comment 1', 'Comment 2']);
  }, 1000);
}

// Callback hell structure
getUser(1, (user) => {
  getUserPosts(user.id, (posts) => {
    getPostComments(posts[0], (comments) => {
      console.log('User:', user);
      console.log('Posts:', posts);
      console.log('Comments:', comments);
    });
  });
});
```

Country
getUser() () => { }

State getUserPos + (C) => { }
Zone getUserComments(C) => { }

```

console.log('Comments:', comments);
});
});
});

```

over Comment (C) → { }

Promise

Promise ← total()
return

Mcd.

orderPlace

→ Receipt ./ Promise

resolve → success

reject → error

Promise

3 states

Pending, fulfilled, reject

→ Pending
→ fulfilled / Reject - } - 2 stages