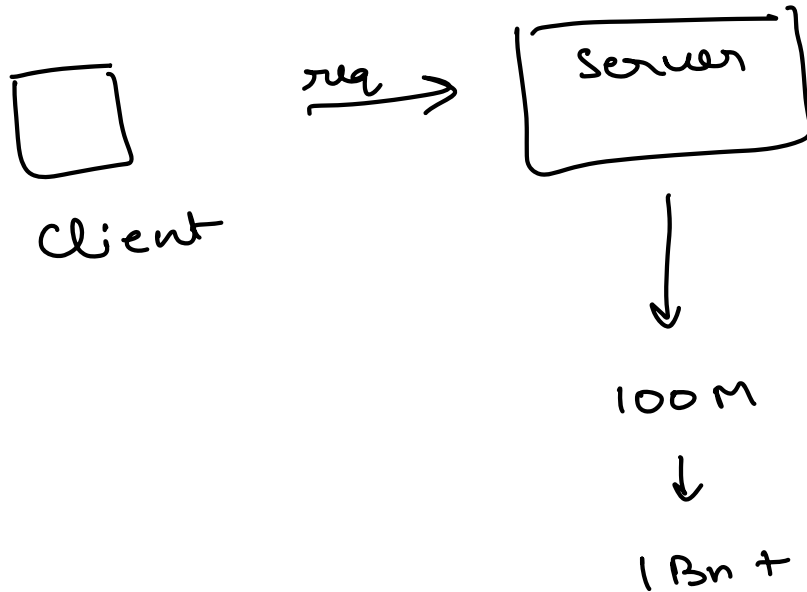


Agenda

- Debouncing
 - Throttling
 - Async - Await
-



Summary -

- 1) Debouncing waits for a pause in activity to act once, focusing on the final event in a series.
- 2) Throttling limits the frequency of action, ensuring it only happens at regular intervals, no matter how many triggers occur.

