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What is Callback hell?

JavaScript is a single threaded application which means it can only process a single process at any given time.

Callbacks refer to the functions which are asynchronous in nature and take some time to produce the result. The result produced by these functions must be stored.

The problem arises when we have multiple callbacks nested in each other in some complex use case. What happens in such a case is that each callback depends on the previous one and a single point of failure can lead to termination of whole program. Moreover, deadlocks may occur in our program due to resource starvation. This situation is known as callback hell.

We can escape callback hell by using event queues and promises. Promises prevent the blockage of js code by moving in event queue.