

```

function printHello() { console.log("Hello"); }
function blockFor1Sec() {
  // Loop through A lot of console.logs (1000 ms)
}

```

```

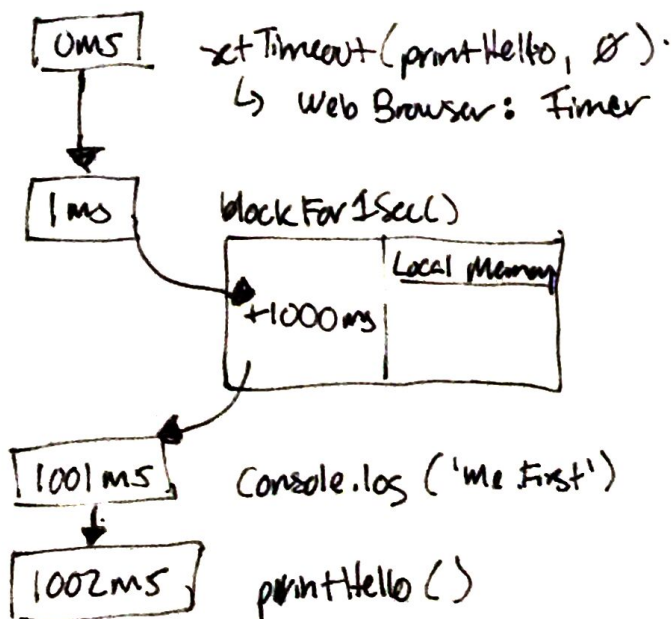
setTimeout(printHello, 0)

```

```

blockFor1Sec()
console.log("Me First");

```



Global Memory

printHello: → [f] →

blockFor1Sec: → [f] →

Console Log

100ms Me First

1002ms Hello

Call Stack

printHello()

Global()

Callback Queue

printHello → [f] →

Web Browser

Feature

Timer → 0ms

Complete?

0ms ✓

On Completion

printHello → [f] →