

Set Interval in JavaScript



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What is Set Interval?

In JavaScript, `setInterval` is a built-in function that is used to repeatedly execute a specific function or a block of code at specified time intervals. It's like setting a timer to perform a task repeatedly at regular intervals. Here's the basic syntax:



```
setInterval(function, milliseconds);
```

- **function:** The function you want to execute repeatedly.
- **milliseconds:** The time interval, in milliseconds, after which the function will be called again.



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Let's Understand With Example:

Certainly! Let's consider a real-life example involving a traffic light. `setInterval` can be used to simulate the changing of traffic lights at regular intervals.



```
let currentLight = "red"; // Initially, the traffic light is red

function changeTrafficLight() {
  if (currentLight === "red") {
    // Change from red to green
    currentLight = "green";
    console.log("Traffic light is now green. Go!");
  } else if (currentLight === "green") {
    // Change from green to yellow
    currentLight = "yellow";
    console.log("Traffic light is now yellow. Prepare to stop.");
  } else {
    // Change from yellow to red
    currentLight = "red";
    console.log("Traffic light is now red. Stop!");
  }
}

setInterval(changeTrafficLight, 5000); // Change the traffic light every 5
seconds (5000 milliseconds)
```



Let's Understand With Example:

- We start with a **currentLight** variable set to "red," indicating that the traffic light is initially red.
- The **changeTrafficLight** function is defined to change the traffic light from red to green, then to yellow, and back to red, simulating a traffic light cycle.
- We use **setInterval** to call the **changeTrafficLight** function every 5 seconds (5000 milliseconds), mimicking the timing of a traffic light cycle.

So, this code simulates a traffic light changing its signal from red to green, then to yellow, and back to red at regular 5-second intervals, just like a real traffic light would cycle through its colors.