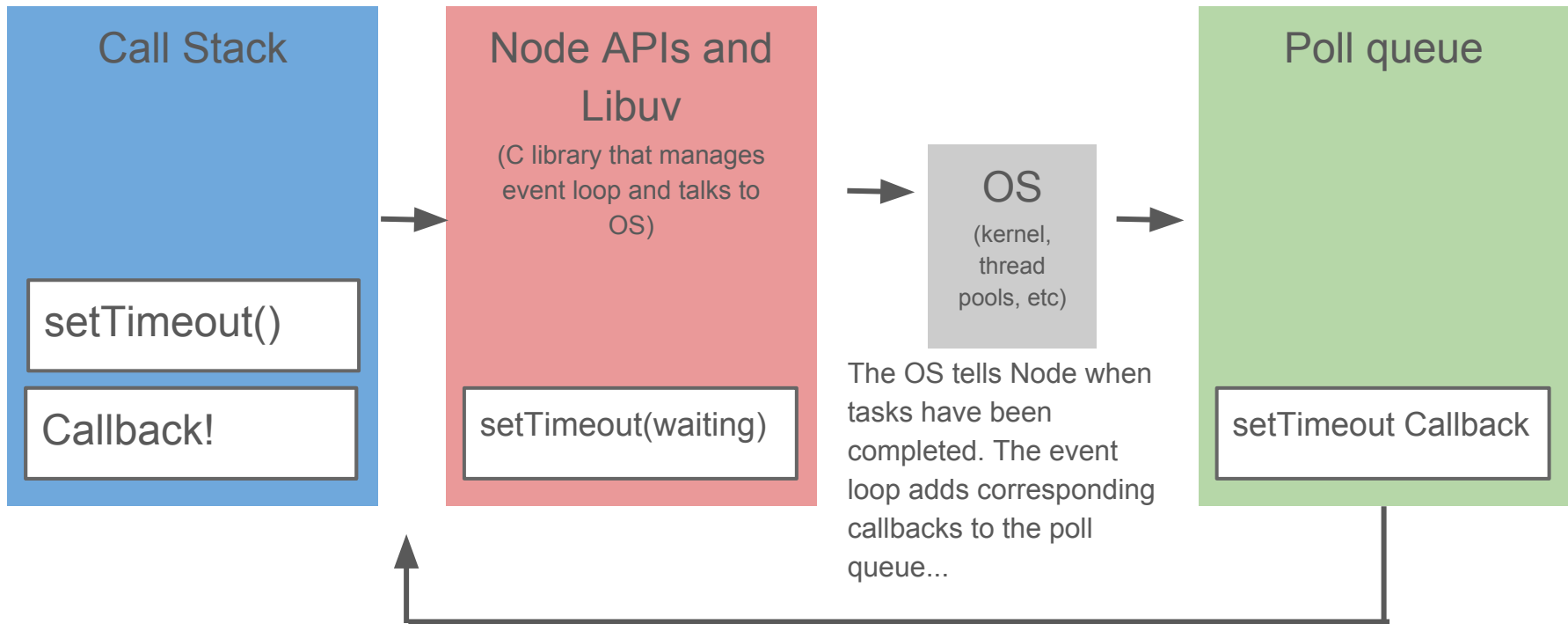


A circular, futuristic interior, possibly a train station or a large tunnel. The ceiling is a complex, multi-layered structure with a blue train visible on the upper level. The lower level features purple panels with white text, possibly advertisements or information displays. The overall design is modern and high-tech.

The Node Event Loop

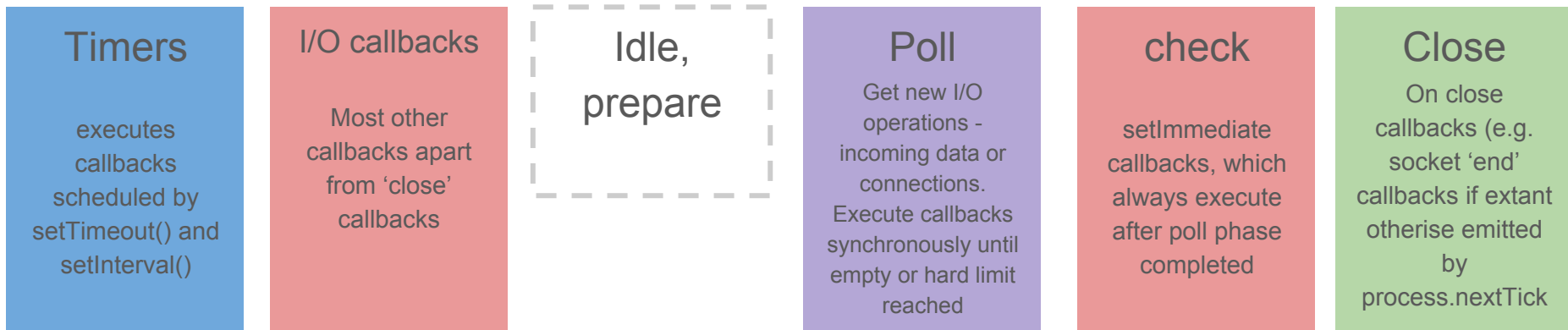
What happens when you run some code in Node?



... And checks to see if the call stack is empty. If so it passed any waiting callbacks to the call stack for execution

8 phases to the event loop

We progress to check only if the poll queue is empty and setImmediate has been used... otherwise we wait

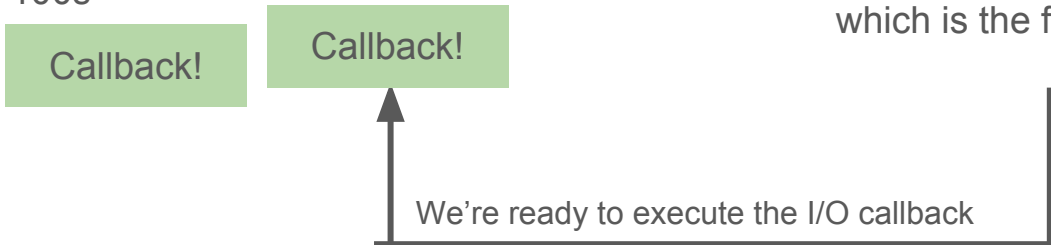


A timer is scheduled for 100s

We start reading a file...

The queue is empty. We wait until the first item is ready... which is the file!

Now the timeout has finished!



There are 6 main callback queues

- Timers and intervals
- I/O events queue
- Checks / immediates queue
- Close callbacks queue
- Next-tick callback queue. This is checked between each of the main 4 phases of the event loop, and any callbacks here are executed...
- ... As are microtasks, which include promise resolutions.

Each completed phase of the event loop is a tick! (So callbacks added using `process.nextTick` function go onto the next-tick callback queue)

Links

<https://medium.freecodecamp.org/walking-inside-nodejs-event-loop-85caeca391a9>

<https://nodejs.org/en/docs/guides/event-loop-timers-and-nexttick/>

<https://jsblog.insiderattack.net/event-loop-and-the-big-picture-nodejs-event-loop-part-1-1cb67a182810>