Q 1. JavaScript Runtime

the JavaScript interpreter is single-threaded, this is a good thing because it makes it easier to implement browsers for all kinds of devices, consoles, watches fridges etc. Well even though JavaScript is single threaded, it executes tasks in a concurrent fashion, concurrency is breaking up tasks and switching between so quickly that they all **appear** to progress at the same time. This means that there must be some scheduling mechanism to determine which task's turn is next. certain operations in JavaScript are executed with different priority levels. Therefore these operations may finish their execution in a **different** order than they were called. This is what happens in **asynchronous programming.**

Q 2. calculate the area of the circle using variables and operators.

**function circle(radius)**

**{ this.radius = radius;**

**this.area = function ()**

**{ return Math.PI \* this.radius \* this.radius; };**

**}**

**var c = new circle(3);**

**console.log('Area =', c.area().toFixed(2));**