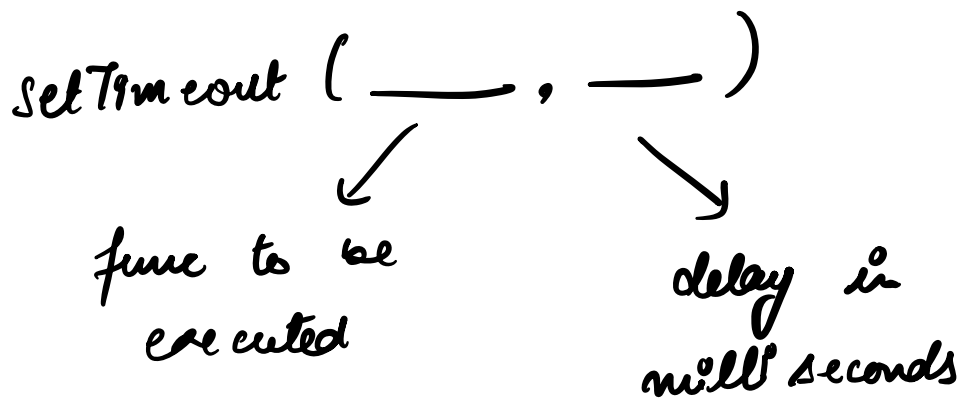


Agenda of the class :-

- setTimeout() method
- clearTimeout() method
- Debouncing
- Throttling
- Async & defer

setTimeout → if you want to perform some action after some delay.



Debouncing →

- technique to control the rate at which a function is executed
- using debouncing, a function is executed after certain period of inactivity
- improves performance of your app.

```
function debounce(func, delay) {
```

```
  let timerId;
```

```
  return () => {
```

```
    clearTimeout(timerId)
```

```
    timerId = setTimeout(() => {
```

```
      func();
```

```
    }, delay)
```

```
  }
```

```
}
```

| timerId | t (milli sec) | Search text | delay |
|--------------|------------------|---------------|--------------|
| 1 | 0 | m | 3 |
| 2 | 10 | mo | 3 |
| 3 | 20 | mob | 3 |

t=0 m
t=10 mo
= =
t=20 mob

```

function throttle (func, delay) {
  let flag = true
  return () => {
    if (flag) {
      func()
      flag = false
      setTimeout(() => {
        flag = true
      }, delay)
    }
  }
}

```

| | t | test | delay | flag |
|--------------|------|-------|-------|-----------------------|
| t=0 m | 0 | m | 3000 | true false |
| t=10 mo | 10 | mo | 2990 | false |
| t=20 mob | 20 | mob | 2980 | false |
| | | | | |
| t=3010 "___" | | | | |
| | 3010 | "___" | | true |
| | | | 3000 | false |