3. Timers / Mutation observers

```
setInterval(() => {
  const node = document.getElementById('node');
  if(node){
    // do stuff
  }
}, 1000);
```

4. Closures / Callbacks

```javascript
let baz = null;

const foo = () => {
  const bar = () => {
    if(baz) {
      console.log("Hi!")
    }
  };
  baz = {}
};

setInterval(foo, 1000);
```