

# setInterval

Tuesday, March 15, 2022 4:16 PM

```

2
3 let max=10;
4
5
6 const iid= setInterval( ()=>{
7   console.log(max);
8   max--;
9 },1000); //do it after every second.
10
11
12 let check=0;
13 const iid2 = setInterval( ()=>{
14   check++;
15   if(max<=0){
16     clearInterval(iid);
17     clearInterval(iid2);
18     console.log("count down stopped after ",check);
19   }
20 }, 100); //checks every 100ms
21
22 console.log("count down begins");
23
24
25
26

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```

7
6
5
4
3
2
1
count down stopped after 93

```

- Runs once every second.
- CPU is free to do anything during this time
- Second task also runs once every 100 ms
- The two are working asynchronously.
- When second task realizes work is over it stops both itself and the first task

## Why second count down executed for 93 times on and not a 100 time?

- Ideal the code runs for 10 counts that should be over in 10 seconds
- 100 ms code should run for 100 times in 10 second
- Why do we get 93?
- The delay refers to min delay for which the code will not execute.
- It is not the max delay. Your code may run immediately after the delay is over
  - It may be couple of hundred ms later.