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What is Callback Hell?

JavaScript is a single-threaded application, which means it can only handle one process at a time.

Callback hell is a condition in which callbacks are nested within other callbacks several levels deep, possibly making understanding and maintaining the code difficult.

The issue develops when numerous callbacks are layered within each other in a complicated use case. In such a circumstance, each callback is dependent on the preceding one, and a single point of failure might result in the program's termination. Furthermore, deadlocks may develop in our software owing to a lack of resources. This is referred to as callback hell.

Using event queues and promises, we can avoid callback hell. By moving in an event queue, promises prevent js code from becoming stalled.