Javascript is synchronous single threaded language and it can do only one thing at a time.

It has only one callstack, it can execute only one thing at a time.

And wtever code u will give to js, it will be quickly executed by js engine.It doesn’t wait for anything.

Eg:

console.log('zeenath');

console.log('kousar')

console.log('javascript')

It will quickly get console into output, it wont wait for sec .

But wt if we wants to wait for something

Suppose I want to console the middle line after some seconds.

Hw do we do that? We can use callback func like settimeout.

Wrapping that particular line code inside a callback function and we will pass it to settimeout .

Settitmeout - takes a callback func and a timer .

So it is now settimeout task to execute it after some seconds.

So callback functions allowed us to do asynchornous things,

console.log('zeenath');

setTimeout(function(){

console.log('kousar');

},5000)

console.log('javascript')

See now kousar is getting printed after 5 sec.