JS Global Functions

You can use these global functions in your JS scripts.

setTimeout

```
function setTimeout(callback, delay, ...args)
```

- `callback` : The function to be executed. Type: `function` .
- `delay` : The delay in milliseconds before the callback function is called. Type: `number` .
- `args` : Arguments passed to the callback function. This is an optional parameter.

The functions allows you to call a function once in a certain time interval. Returns the timeout ID.

clearTimeout

```
function clearTimeout(timeoutID)
```

- `timeoutID` : The identifier of the timeout you want to clear. Type: `number` .

Disables a timeout set by a call to `setTimeout` .

btoa

```
function btoa(text, encoding)
```

- `text` : The string to be encoded. Type: `string` .
- `encoding` : An optional parameter that can take a single value `utf-8` , which means that the string will be encoded into Base64 in UTF-8 encoding. If the argument is not specified or set as `undefined` , the string will be encoded into Base64 in latin1 encoding. Type: `string` .

The function creates a Base64-encoded ASCII string from a "string" of binary data. Returns the encoded string.

atob

```
function atob(text, encoding)
```

- `text` : The string to be decoded. Type: `string` .
- `encoding` : An optional parameter that can take the single value `utf-8` , which means that the string was encoded in Base64 from a UTF-8 encoded string. If the argument is not specified or is `undefined` , it means that the string was encoded in Base64 from a latin1-encoded string. Type: `string` .

Decodes a string that has been encoded using Base64. Returns the decoded string.

getLocale

`function getLocale()`

Returns the name of the current node's locale in BCP 47 format. The function takes no arguments.

Read on: JS: Enumerations