log() - Log/Print Message To The Console

The most popular function of the console object is log() function which will simply print given data, text or object into the console output.

warn() - Print Warning Message To The Console

warning() function is used to print warning messages to the console output. The difference with the log() function that the log level is warning which will provide some warning symbol.

```
> console.warn("Hi LetsUpgrade");
A Hi LetsUpgrade
< undefined
> var str = "LetsUpgrade";
    console.warn(str);
A LetsUpgrade
< undefined
> function test(){
        return (10*9);
    }
< undefined
> console.warn(test());
A 90
< undefined
> |
```

info() - Print Informational Message To The Console

Informational messages will be displayed by the info() function. The info() function will provide information symbol to the console output.

```
> console.info("Hi poftut.com");
  var str = "Poftut.com";
  console.info(str);

function test(){
    return (10*9);
  }
  console.info(test());

i Hi poftut.com
i Poftut.com
i 90
    undefined
    undefined
```

error() - Print Error Message To The Console

We can print the error messages to the console with the error () function. An error symbol will be displayed in the outputs and the output text color will be red to express this is an error.

group(), groupEnd() - Group Information

We can use groups in order to print messages in hierarchical manner. Groups begin with <code>group()</code> and end with <code>groupEnd()</code> functions. Groups can be nested as inner group list a regular group.

time(), timeEnd() - Execution Time Information

We can use time in order to print the time taken load the code on to the browser. Time begin with time() and end with timeEnd() functions.

```
> console.time();
function test(){
   return (10*9);
}
console.timeEnd();

D default: 0.921ms
<underlined
>
```

table() - Display Objects As Tables

table() function is used to display given data or object in a table formatted way. The object or data will be generally in JSON format.

