

# What I have added

HTML:

```
<p onClick="makeGreen()">Open the console and then click me</p>
```

CSS:

```
<style>

  p:hover {
    cursor: pointer;
    text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.8);
  }

</style>
```

Script:

```
const dogs = [{ name: 'Snickers', age: 2 }, { name: 'hugo', age: 8 }];

let clearConsole = true;

function makeGreen() {
  const p = document.querySelector('p');
  p.style.color = '#BADA55';
  p.style.fontSize = '50px';
  p.style.textShadow = 'none';
  p.style.cursor = 'auto'

  if (clearConsole) {
    consoleExercises();
  } else {
    console.clear();
  }
}

function consoleExercises() {
  // Regular
  console.log('hello');

  // Interpolated
  console.log('Hello I am a %s string!', ' ↗');

  // Styled
  // console.log('%c I am some great text', 'font-size:50px;
background:red; text-shadow: 10px 10px 0 blue')
}
```

```
// warning!
console.warn('OH NO!');

// Error :|
console.error('This is not good');

// Info
console.info('Did you know that a chicken once lived for 18 months
without a head');

// Testing
const p = document.querySelector('p');

console.assert(p.classList.contains('ouch'), 'That is wrong!');

// Viewing DOM Elements
console.log(p);
console.dir(p);

// Grouping together
dogs.forEach(dog => {
  console.groupCollapsed(`#${dog.name}`);
  console.log(`This is ${dog.name}`);
  console.log(`${dog.name} is ${dog.age} years old`);
  console.log(`${dog.name} is ${dog.age * 7} dog years old`);
  console.groupEnd(`#${dog.name}`);
});

// counting

console.count('Wes');
console.count('Steve');
console.count('Steve');
console.count('Wes');

// timing
console.time('fetching data');
fetch('https://api.github.com/users/wesbos')
  .then(data => data.json())
  .then(data => {
    console.timeEnd('fetching data');
    console.log(data);
  });

console.table(dogs);

})
```

As an extra feature, I have changed the html text of the ‘p’ tag to “Open the console and then click me” so that user know that the tag must be clicked after the console is opened.

Also, I have added a hover effect to the <p> element in the CSS section. This effect changes the cursor to a pointer and adds a subtle text shadow when the user hovers over the paragraph. The intention is to visually indicate that the paragraph is clickable, inviting users to interact with it.

Also, I introduced a new variable called clearConsole in the JavaScript section, set to true initially. This variable is used in the makeGreen function to determine whether to execute the consoleExercises function or simply clear the console when the paragraph is clicked. If clearConsole is true, it calls consoleExercises, which performs various console logging exercises, and if it is false, it clears the console.

In the consoleExercises function console log statements were added to demonstrate various console functionalities, such as warning, error, and info messages. These log messages provide additional information and entertainment when the user clicks the paragraph.

Finally, the content of the console.info message within the consoleExercises function was modified to share an interesting fact about a chicken living without a head for 18 months, adding a touch of humor and curiosity to the console output.

## Update

As I have received feedback from my teachers that it wasn’t really clear what has been done in this exercise, I have modified the code.

I have extended the original script by introducing additional console elements to provide a more comprehensive and illustrative demonstration.

Script changes:

```
function consoleExercises() {
    // Regular
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.log("hello");');
    console.log('%c Result:', 'font-size: 20px;');
    console.log('hello');
    console.log('-'.repeat(50)); // Separator line

    // Interpolated
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.log("Hello I am a %s string!", "☺");');
    console.log('%c Result:', 'font-size: 20px;');
    console.log('Hello I am a %s string!', '☺');
    console.log('-'.repeat(50)); // Separator line

    // Styled
    console.log('%c Code:', 'font-size: 20px');
```

```
    console.log('console.log("%c I am some great text", "font-size:50px; background:red; text-shadow: 10px 10px 0 blue")');
        console.log('%c Result:', 'font-size: 20px;');
        console.log('%c I am some great text', 'font-size:50px; background:red; text-shadow: 10px 10px 0 blue');
    console.log('-'.repeat(50)); // Separator line

    // warning!
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.warn("OH NO!");');
    console.log('%c Result:', 'font-size: 20px;');
    console.warn('OH NO!');
    console.log('-'.repeat(50)); // Separator line

    // Error :|
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.error("This is not good");');
    console.log('%c Result:', 'font-size: 20px;');
    console.error('This is not good');
    console.log('-'.repeat(50)); // Separator line

    // Info
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.info("Did you know that a chicken once lived for 18 months without a head");');
    console.log('%c Result:', 'font-size: 20px;');
    console.info('Did you know that a chicken once lived for 18 months without a head');
    console.log('-'.repeat(50)); // Separator line

    // Testing
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.assert(p.classList.contains("ouch"), "That is wrong!");');
    console.log('%c Result:', 'font-size: 20px;');
    const p = document.querySelector('p');
    console.assert(p.classList.contains('ouch'), 'That is wrong!');
    console.log('-'.repeat(50)); // Separator line

    // Viewing DOM Elements
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.log(p);\nconsole.dir(p);');
    console.log('%c Result:', 'font-size: 20px;');
    console.log(p);
    console.dir(p);
    console.log('-'.repeat(50)); // Separator line

    // Grouping together
    dogs.forEach(dog => {
```

```

        console.log('%c Code:', 'font-size: 20px;');
        console.log(`console.groupCollapsed('${dog.name}')`);
console.log('This is ${dog.name}');
console.log(`${dog.name} is ${dog.age} years old`);
console.log(`${dog.name} is ${dog.age * 7} dog years old`);
console.groupEnd(`.${dog.name}`);`)
        console.log('%c Result:', 'font-size: 20px;');
        console.groupCollapsed(`.${dog.name}`);
        console.log(`This is ${dog.name}`);
        console.log(`.${dog.name} is ${dog.age} years old`);
        console.log(`.${dog.name} is ${dog.age * 7} dog years old`);
        console.groupEnd(`.${dog.name}`);
        console.log(`-`.repeat(50)); // Separator line
    });

    // Counting
    console.log('%c Code:', 'font-size: 20px;');
    console.log("console.count('Wes')\nconsole.count('Steve')\nconsole.count('Steve')\nconsole.count('Wes');");
    console.log('%c Result:', 'font-size: 20px;');
    console.count('Wes');
    console.count('Steve');
    console.count('Steve');
    console.count('Wes');
    console.log(`-`.repeat(50)); // Separator line

    // Timing
    console.log('%c Code:', 'font-size: 20px;');
    console.log("console.time('fetching
data');\nfetch('https://api.github.com/users/wesbos')\n.then(data =>
data.json())\n.then(data => {\n    console.timeEnd('fetching data');\n    console.log(data);\n});");
    console.log('%c Result:', 'font-size: 20px;');
    console.time('fetching data');
    fetch('https://api.github.com/users/wesbos')
        .then(data => data.json())
        .then(data => {
            console.timeEnd('fetching data');
            console.log(data);
            console.log(`-`.repeat(50)); // Separator line
        });
    }

    // Displaying as Table
    console.log('%c Code:', 'font-size: 20px;');
    console.log('console.table(dogs)');
    console.log('%c Result:', 'font-size: 20px;');
    console.table(dogs);
    console.log(`-`.repeat(50)); // Separator line
}

```

In the `consoleExercises()` function, I've included various `console` methods along with their corresponding code snippets to make the output clearer. Each method, such as `console.log()`, `console.warn()`, `console.error()` and `console.info()` now comes with a detailed showcase of both the code and the resulting output. This modification aims to enhance clarity for my teachers, offering a more in-depth understanding of how different `console` functionalities can be utilized in JavaScript debugging and logging.