Dev Tools Domination

Explanation

<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8">

  <title>Console Tricks!</title>

  <link rel="icon" href="https://fav.farm/✅" />

</head>

<body>

  <p onClick="makeGreen()">×BREAK×DOWN×</p>

  <script>

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

    function makeGreen() {

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

      p.style.color = '#BADA55';

      p.style.fontSize = '50px';

    }

    // 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 NOOO');

    // Error :|

    console.error('Shit!');

    // Info

    console.info('Crocodiles eat 3-4 people per year');

    // Testing

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

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

    // clearing

    console.clear();

    // Viewing DOM Elements

    console.log(p);

    console.dir(p);

    console.clear();

    // 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('Wes');

    console.count('Steve');

    console.count('Steve');

    console.count('Wes');

    console.count('Steve');

    console.count('Wes');

    console.count('Steve');

    console.count('Steve');

    console.count('Steve');

    console.count('Steve');

    console.count('Steve');

    // 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);

  </script>

</body>

</html>

Below is a brief explanation of the script and the exercises performed:

The script essentially serves as a playground for demonstrating various console methods and tricks for debugging and logging information in the browser's console. It covers styling console output, warnings, errors, assertions, grouping, counting, timing, and displaying tabular data. The exercises are meant to showcase the versatility of console methods for debugging and logging in JavaScript.

1. **Event Handling:**

The <p> element has an onClick attribute, calling the makeGreen() function when clicked.

1. **Styling Console Output:**

Various console.log methods demonstrate different logging styles, including regular text, interpolated strings, and styled logging (commented out).

1. **Console Methods:**

console.warn, console.error, and console.info demonstrate warning, error, and info messages.

console.assert checks if the <p> element contains the class 'ouch' and logs a message if the assertion fails.

1. **Console Clearing:**

console.clear() is used to clear the console.

1. **Inspecting DOM Elements:**

console.log and console.dir are used to log and inspect the <p> element.

1. **Grouping Console Output:**

console.groupCollapsed and console.groupEnd group console output for each dog in the dogs array.

1. **Counting:**

console.count counts occurrences of 'Wes' and 'Steve' in the console.

1. **Timing:**

console.time and console.timeEnd measure the time taken to fetch data from a GitHub API.

1. **Tabular Data:**

console.table displays the dogs array as a table in the console.

**What I have learned**

From this challenge, I have learned various techniques for effective debugging and logging in JavaScript through the browser's console.