* **JavaScript Day-2 (Assignment)**

1. **Explore and Explain the various methods in Console Function with example?**

The Console object provides access to the browser's debugging console.

|  |  |
| --- | --- |
| Method | Description |
| [assert()](https://www.w3schools.com/jsref/met_console_assert.asp) | Writes an error message to the console if the assertion is false |
| [clear()](https://www.w3schools.com/jsref/met_console_clear.asp) | Clears the console |
| [count()](https://www.w3schools.com/jsref/met_console_count.asp) | Logs the number of times that this particular call to count() has been called |
| [error()](https://www.w3schools.com/jsref/met_console_error.asp) | Outputs an error message to the console |
| [group()](https://www.w3schools.com/jsref/met_console_group.asp) | Creates a new inline group in the console. This indents following console messages by an additional level, until console.groupEnd() is called |
| [groupCollapsed()](https://www.w3schools.com/jsref/met_console_groupcollapsed.asp) | Creates a new inline group in the console. However, the new group is created collapsed. The user will need to use the disclosure button to expand it |
| [groupEnd()](https://www.w3schools.com/jsref/met_console_groupend.asp) | Exits the current inline group in the console |
| [info()](https://www.w3schools.com/jsref/met_console_info.asp) | Outputs an informational message to the console |
| [log()](https://www.w3schools.com/jsref/met_console_log.asp) | Outputs a message to the console |
| [table()](https://www.w3schools.com/jsref/met_console_table.asp) | Displays tabular data as a table |
| [time()](https://www.w3schools.com/jsref/met_console_time.asp) | Starts a timer (can track how long an operation takes) |
| [timeEnd()](https://www.w3schools.com/jsref/met_console_timeend.asp) | Stops a timer that was previously started by console.time() |
| [trace()](https://www.w3schools.com/jsref/met_console_trace.asp) | Outputs a stack trace to the console |
| [warn()](https://www.w3schools.com/jsref/met_console_warn.asp) | Outputs a warning message to the console |

**1. console.assert() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.assert() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.assert(document.getElementById("demo"), "You have no element with ID 'demo'");

</script>

</body>

</html>

**2. console.clear() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.clear() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<p>Click the button to clear the console:</p>

<button onclick="myFunction()">Clear Console</button>

<script>

console.log("Hello! Press the button to clear the console!");

function myFunction() {

console.clear();

}

</script>

</body>

</html>

**3. console.count() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.count() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

for (i = 0; i < 10; i++) {

console.count();

}

</script>

</body>

</html>

**4. console.error() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.error() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.error("You made a mistake");

</script>

</body>

</html>

**5. console.group() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.group() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.log("Hello world!");

console.group();

console.log("Hello again, this time inside a group!");

</script>

</body>

</html>

**6. console.groupCollapsed() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.groupCollapsed() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.log("Hello world!");

console.groupCollapsed();

console.log("Hello again, this time inside a collapsed group!");

</script>

</body>

</html>

**7. console.groupEnd() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.groupEnd() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.log("Hello world!");

console.group();

console.log("Hello again, this time inside a group!");

console.groupEnd();

console.log("and we are back.");

</script>

</body>

</html>

**8. console.info() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.info() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.info("Hello world!");

</script>

</body>

</html>

**9. console.log() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.log() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.log("Hello world!");

</script>

</body>

</html>

**9. console.table() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.table() Method</h1>

<p>Press F12 on your keyboard to view the table in the console view.</p>

<p>If the table is not visible, try refreshing the page.</p>

<script>

console.table(["Audi", "Volvo", "Ford"]);

</script>

<p><strong>Tip:</strong> you can sort the table by clicking the column names.</p>

</body>

</html>

**10. console.time() and console.timeEnd() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.time() Method</h1>

<p>Press F12 on your keyboard to view the result in the console view.</p>

<script>

console.time();

for (i = 0; i < 100000; i++) {

// some code

}

console.timeEnd();

</script>

<p>Time the number of milliseconds it takes to perform a for-loop a hundred thousand times.</p>

<p><strong>Note:</strong> the console.time() method starts the timer and the console.timeEnd() method ends the timer and writes the result in the console view.</p>

</body>

</html>

**11. console.trace() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.trace() Method</h1>

<p>Press F12 on your keyboard to view the result in the console view.</p>

<p>By clicking the button, a function will be executed, which will execute another function, which will execute the console.trace() method, which will display this trace in the console.view.</p>

<button onclick="myFunction()">Start Trace</button>

<script>

function myFunction() {

myOtherFunction();

}

function myOtherFunction() {

console.trace();

}

</script>

</body>

</html>

**12. console.warn() Method**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript console.warn() Method</h1>

<p>Press F12 on your keyboard to view the message in the console view.</p>

<script>

console.warn("This is a warning!");

</script>

</body>

</html>