The Console API has many useful functions that can be used in a web browser or in Node. Console.log() is a known and primarily general-purpose output function that prints its arguments in a user’s terminal window as program output. There are many more functions that we are able to use, and they are listed and explained below.

Console.debug(), console.info(), and console.warn() are pretty much identical to console.log() as they print their arguments in the user’s terminal window. These three are different names of console.log() and they have the ability to have different levels of severity allocated by the developers.

A series of functions a user is able to note the elapsed time. Console.time() takes a single string argument, notes the time it was called and produces no output. After that console.timeLog() prints the string that had been previously passed by console.time(). Console.timeEnd() is a function that takes a single string argument that had been previously passed to console.time() then prints that argument and the elapsed time.

Another series of functions groups segments together and indents them. The console.group(), console.groupCollapsed() and console.groupEnd() are the functions used.

If you want to log arguments you would want to use console.trace(). Not only does it log the arguments but it follows the output with a stack trace. Another counting function is the console.count(), which takes a string argument and logs that string.

To be able to clear your console to be able to work with new code is console.clear().