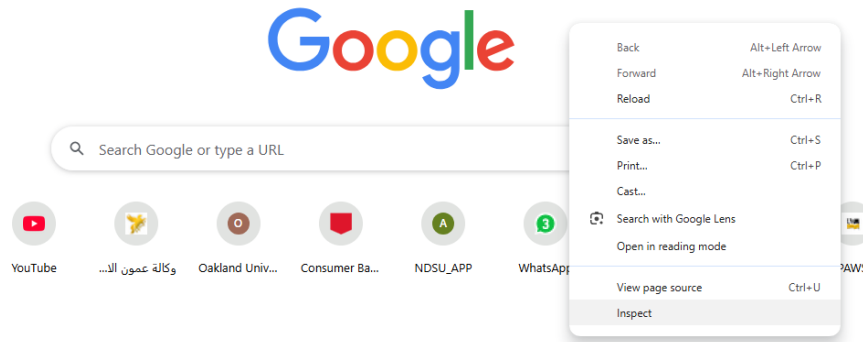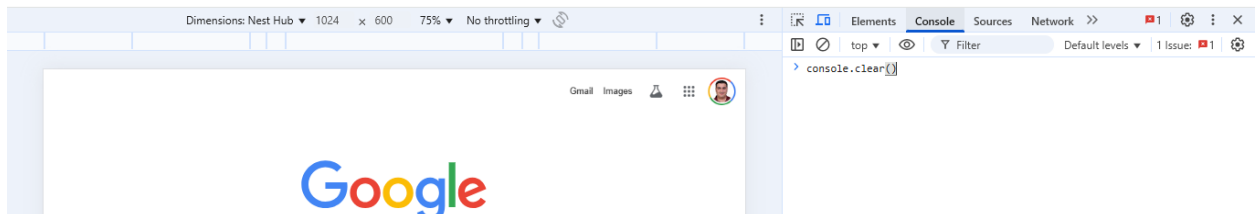# Task 1: Launching the Console

1. Open **Chrome** and press Ctrl+T (Windows) or Cmd+T (Mac) for a new tab.
2. Right-click → **Inspect**.

3. Go to the **Console** tab.

4. Type the following command to clear the console:

console.clear();

Task 2: Basic JavaScript

1. **Welcome message**

console.log(" Welcome to JavaScript Console Lab!"

2. **Dynamic Variables**
Declare these variables in your console:

```
let score = 100;
const PI = 3.14159;
var username = "DevExplorer";
```

Now print them with:

```
console.log(`Score: ${score}, PI: ${PI}, User: ${username}`);
```

3. Arrow Functions

Find circle Area:

```
const circleArea = (radius) => Math.PI * radius ** 2;
console.log("Area of circle (r=5):", circleArea(5));
```

Task 3: Logic & Control Flow

1. Conditional Checks

Age Checker:

```
let userAge = prompt("How old are you?");
if (userAge >= 18) console.log(" Access granted!");
else console.log(" ✖ Sorry, adults only.");
```

2. Switch-Case

```
let dayNum = parseInt(prompt("Enter a number (1-7):"));
switch (dayNum) {
  case 1: console.log("Sunday "); break;
  case 2: console.log("Monday "); break;
  default: console.log("Invalid input!");
}
```

3. Loops

Use a for loop to print numbers even from 2 through 10.

```
for (let i = 2; i <= 10; i += 2) {
  console.log(`Even number: ${i}`);
}
```

Task 4: Collections

1. Arrays

```
let fruits = ["Apple", "Banana", "Orange"];
fruits.push("Grapes");
console.log("Second fruit:", fruits[1]);
```

2. Maps

```
let userSettings = new Map();
userSettings.set("theme", "dark");
console.log("Current theme:", userSettings.get("theme"));
```