**Summary of the screen Object in JavaScript**

The screen object in JavaScript provides details about the user's screen, including its dimensions and properties. It is part of the browser's Window interface and is used to optimize web applications for different screen sizes and resolutions.

**Key Features:**

1. **Screen Dimensions**:
   * screen.width and screen.height provide the full width and height of the screen in pixels.
   * screen.availWidth and screen.availHeight show the available dimensions excluding space used by system UI elements (e.g., taskbars).
2. **Color and Pixel Depth**:
   * screen.colorDepth: Indicates the color depth in bits per pixel.
   * screen.pixelDepth: Represents the pixel depth in bits per pixel.

**Common Uses:**

1. **Responsive Design**: Adjust the layout or behavior of a webpage based on screen size.
2. **Orientation Detection**: Identify whether the screen is in landscape or portrait mode.
3. **Popup Optimization**: Position and size popups relative to the available screen space.

The screen object is read-only and primarily used for gathering information to enhance user experiences.

console.log("Screen width: " + window.screen.width);

console.log("Available height: " + window.screen.availHeight);

console.log("Color depth: " + window.screen.colorDepth);