

Use JavaScript console like a PRO

console.table

console.table is a method in JavaScript that allows you to display data in a tabular format in the browser console. It's particularly useful for debugging and viewing structured data, like arrays or objects, in a more readable form.

Here's how to use it:

```
let info = [["ABC"], ["Frontend Dev"], ["Javascript"]]
console.table(info)
```

```
(index) 0

0 'ABC'
1 'Frontend Dev'
2 'Javascript'
```

console.dir

console.dir is a JavaScript method that outputs an object's properties and values in an expandable, interactive list, useful for debugging. Unlike console.log, it provides a detailed view of the object's structure.

```
let info = {
    "name": "ABC",
    "designation": "Frontend Engineer",
    "social": "@javascript.js"
}
console.dir(info)
```

```
f
name: 'ABC',
designation: 'Frontend Engineer',
social: '@javascript.js'
}
```

console.count

console.count is a JavaScript method used for counting the number of times a specific label has been logged. It helps track how often a particular block of code is executed. Each time console.count is called with the same label, it increments the count and logs it to the console.

```
console.count("Hey")
console.count("Hey")
console.count("Hey")
console.count("Hey")
```

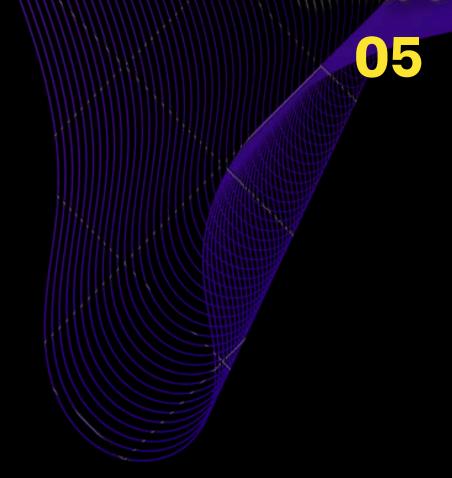
```
Hey: 1
Hey: 2
Hey: 3
Hey: 4
```

console.time & console.timeEnd

console.time and console.timeEnd are JavaScript methods used to measure the time elapsed between the start and end of a code block.

```
console.time("Time")
let l = 0;
for (let i = 0; i < 5; i++) {
    l += i
}
console.log("total", l)
console.timeEnd("Time")</pre>
```

```
total 10
Time: 17.895ms
```



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in ashish-kumar-gola

