



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)
```

Output

(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)
```

Output

```
{  
  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")
```


Output

```
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")
```

Output

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



Follow me for more

