**Qn 1:**

**Console functions:**

* assert() - If the assertion is false, it returns an error
* clear() - Clears the entire console contents
* count() - Logs how many times the count() has been called
* error() - Outputs an error message
* info() - Outputs the information to the console
* log() - Outputs the message to the console
* table() - Outputs the data in a table as a table
* time() - Starts timer for some operations to be performed
* timeEnd() - Stops timer that has been started already
* trace() - Outputs the stack trace to the console
* warn() - Outputs a warning message to the console

**Qn 2:**

**Var, Let, Const:**

* Var variables have global scope and they can be re-declared anywhere either inside or outside the block of code and this will change the value previously assigned.

Eg: var a = “Shawn”

{

var a = “Jane”

}

document.write(a) // prints Jane

* This will change the existing value of variable a
* Let variables have function(local) scope and hence re-declaring or re-assigning those variables will not cause a change of value outside the block of code.

Eg: var a = “Shawn”

{

let a = “Jane”

}

document.write(a) // prints Shawn

* This does not change the global variable’s value
* Const variables carry the same value throughout the entire code. They must be defined when declared in the code.

Eg: const a = “Shawn”

{

a = “Jane” // throws an error

}

* This throws an error as const values are always constant and any attempt to change will impose problems.

**Qn 3:**

**Datatypes in JavaScript:**

There are 8 datatypes existing in JS:

* Number – Holds a real number
* String – Holds a string: Textual data
* Boolean – Holds a boolean values: True or False
* Null – Holds nothing but it does not mean 0
* Undefined – When a variable is not assigned with value, it remains undefined
* Symbol – It is an immutable primitive value and is the key of an object property
* BigInt – Represents integer with arbitrary precision
* Object – It is a value that is referenced by an identifier