**Console object**

In JS, the console is an object which provides access to the browser debugging console. it provides us with several different methods, such as

**console.error()**

Used to log error message to the console. Useful in testing of code. By default the error message will be highlighted with red color.

**console.warn()**

Used to log warning message to the console. By default the warning message will be highlighted with yellow color.

**console.clear()**

Used to clear the console. The console will be cleared, in case of Chrome a simple overlayed text will be printed like : ‘Console was cleared’ while in firefox no message is returned.

**console.time() and console.timeEnd()**

Whenever we want to know the amount of time spend by a block or a function, we can make use of the time() and timeEnd() methods provided by the javascript console object. They take a label which must be same, and the code inside can be anything( function, object, simple console).

**console.table()**

This method allows us to generate a table inside a console. The input must be an array or an object which will be shown as a table.

**console.log()**

Mainly used to log(print) the output to the console. We can put any type inside the log(), be it a string, array, object, boolean etc.

**console.count()**

This method is used to count the number that the function hit by this counting method

**Custom Console Logs**

User can add Styling to the console logs in order to make logs Custom . The Syntax for it is to add the css styling as a parameter to the logs which will replace %c in the logs

**Console Sidebar**

Console sidebar is used to organize logs and provides clarity in debugging experience.

**console. Group() and console. GroupEnd()**

group() and groupEnd() methods of the console object allows us to group contents in a separate block, which will be indented. Just like the time() and the timeEnd() they also accepts label, again of same value.