**Day 11**



**JavaScript in the Browser:**

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When JavaScript runs inside a web browser, it can interact with the webpage (HTML) and the user. Browsers like Chrome, Firefox, Edge, etc., have a built-in JavaScript Engine that reads and executes JavaScript code.

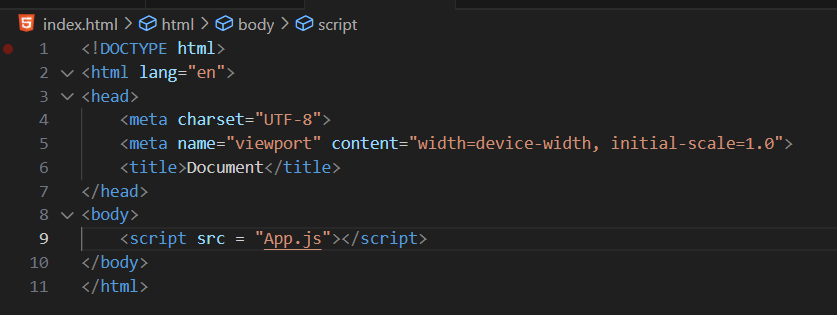
Example:

* Chrome → uses V8 Engine
* Firefox → uses SpiderMonkey

**JavaScript Script Tag:**

**<script> tag:**

Way 1: giving source “.js” address



Way 2: writing JS code inside the <script> tag



**JavaScript Console Object:**

**What is the Console Object in JavaScript?**

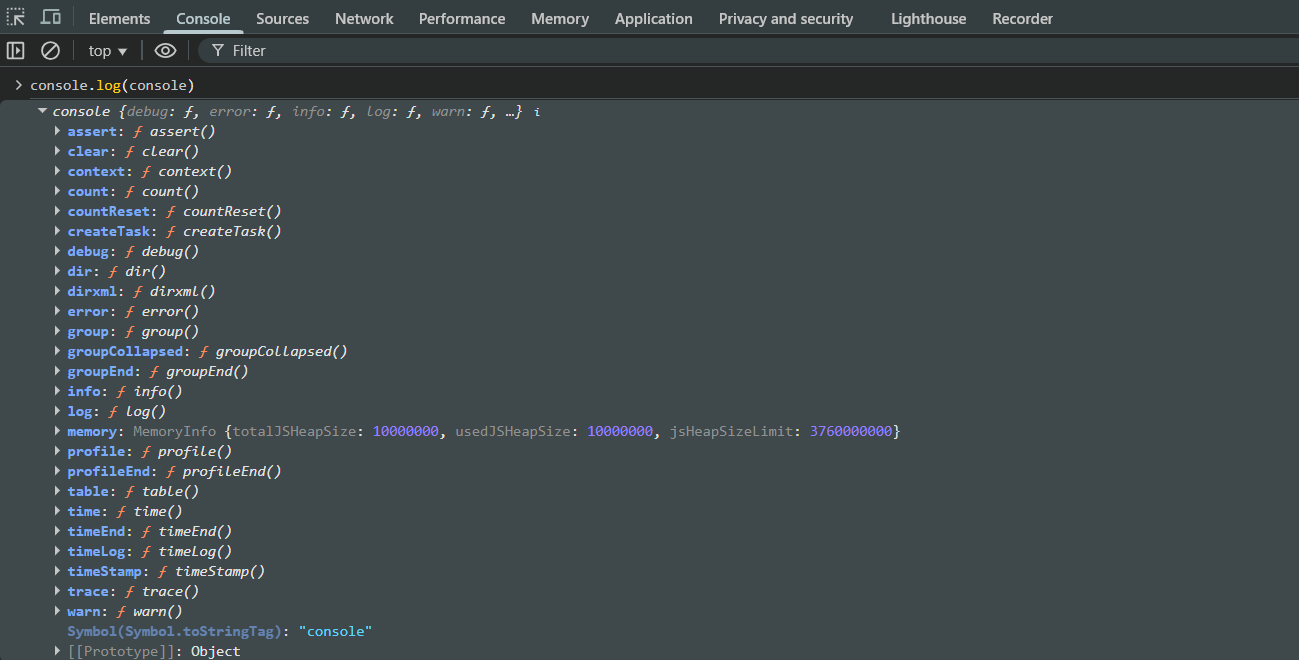
The console object is a built-in object in JavaScript that helps display messages, debug code, and check values while running your program — usually through the browser’s developer console.

You can open it by pressing: F12 → then click on the Console tab.

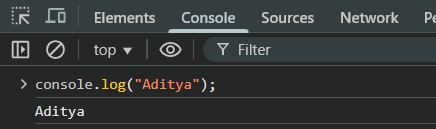
**Common methods:**

* log() → print messages
* error() → show errors
* warn() → show warnings
* table() → display data in table form
* clear() → clear console
* time() / timeEnd() → measure time

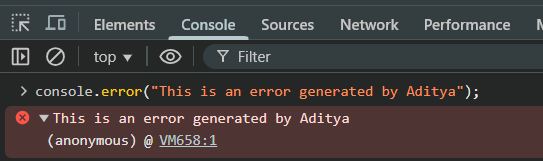
Example: to list all the available methods, we can use console.log(console)



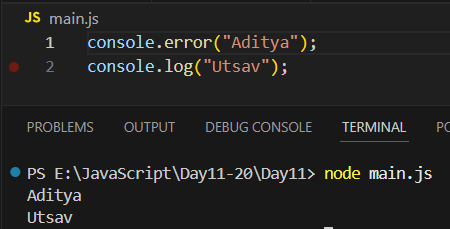
Example: console.log()



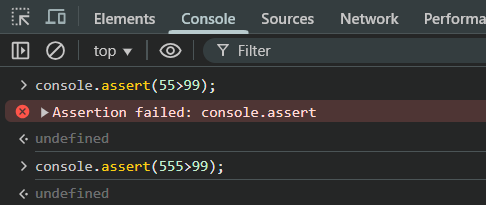
Example: console.error()



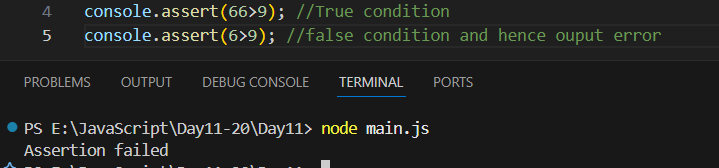
Also, in IDE:



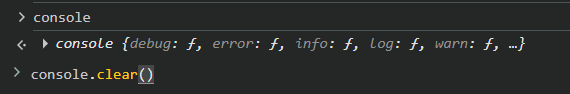
Example: console.assert()

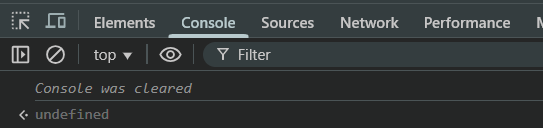


Also,

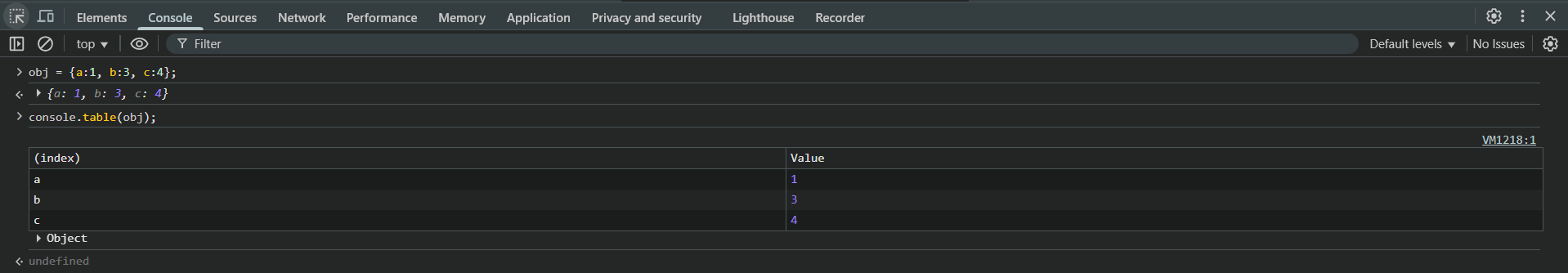


Example: console.clear()

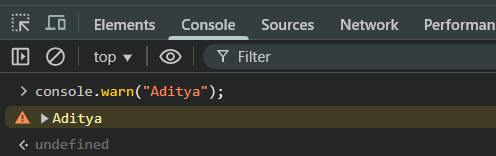




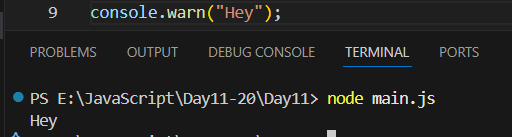
Example: Console.table()



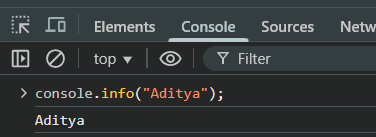
Example: console.warn()



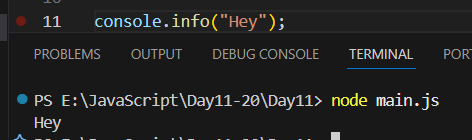
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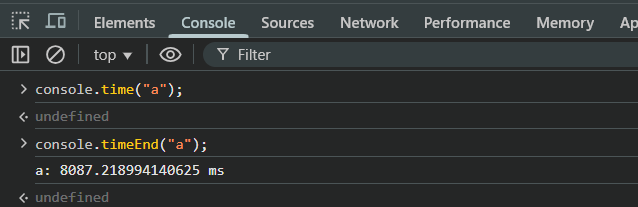
Example: console.info()



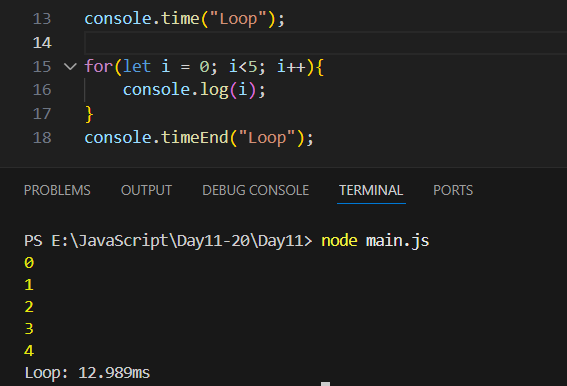
Also,



Example: console.time() and console.timeEnd()



Example: printing the time taken in execution of for loop



--The End--