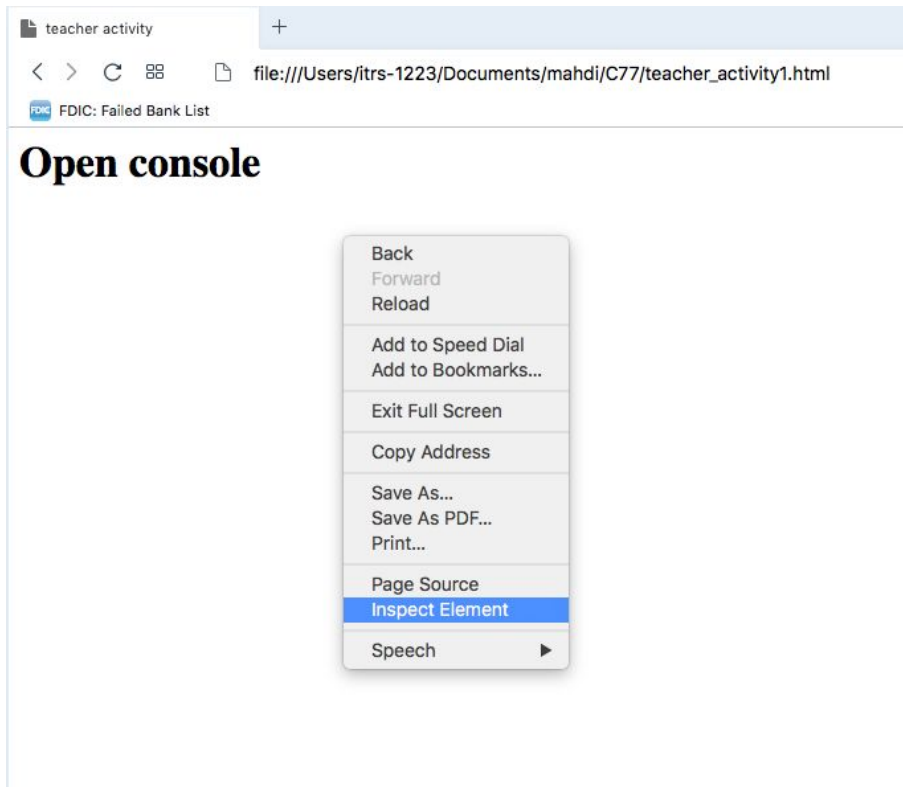


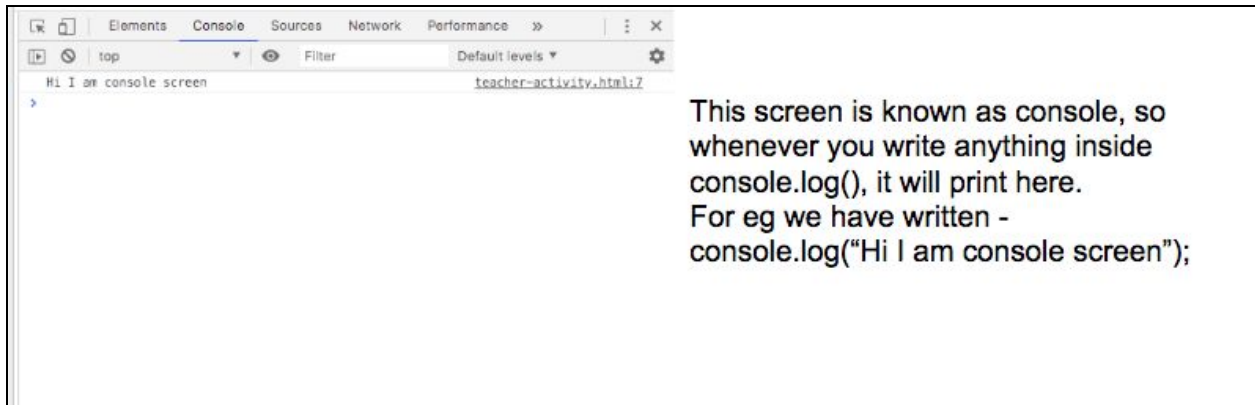
- Open the html file which you just made
- Steps to open the console **[image 1]**



2.



- **console.log()** [image 2]



- **Function used -**

1. **concat()** -

syntax of **concat()**-

**first\_variable.concat(second\_variable)**

Eg - 

```
var full_name = first_name.concat(last_name);
```

2. **length** -

syntax of **length**

**variable\_name.length.**

```
var length_of_full_name = full_name.length;
```

3. **replace()** -

Syntax of **replace()**

**the\_variable\_the\_holds\_the\_whole\_string.replace("the\_word\_needs\_to\_be\_replaced",**

"the\_word\_that\_will\_take\_place\_of\_the\_replaced\_word")

```
var replace_name = name_one.replace("Rathord","Cena");
```

#### 4. toLowerCase() -

Syntax of toLowerCase()

name\_of\_the\_variable\_we\_want\_to\_make\_small.toLowerCase()

```
var making_lower_case = capital_name.toLowerCase();
```

#### 5. toUpperCase() -

Syntax of toUpperCase()

name\_of\_the\_variable\_we\_want\_to\_make\_small.toUpperCase()

```
var making_lower_case = small_name.toUpperCase();
```

#### 6. sqrt() -

Syntax of Math.sqrt()

Math.sqrt(the\_number)

```
var square_root = Math.sqrt(16);
```

#### 7. Math.max() -

Syntax of Math.max()

Math.max(number1, number2)

```
var maximum_number = Math.max(15, 10);
```

#### 8. Math.min() -

Syntax of Math.min()

Math.min(number1, number2)

```
var minimum_number = Math.min(15, 10);
```

#### 9. Math.pow() -

Syntax of Math.pow()

Math.pow(number1, number2).

Math.pow() means - it will give the value of the number number1 to the power of number2 - (number1 \* number1 \* number1)

```
var power_eg_1 = Math.pow(4, 2);
```