

Use :help to show jsconsole commands  
version: 2.1.2

```
'Hi' + ', ' + 'This is Safron, Welcome to Jsconsole play';  
Hi, This is Safron, Welcome to Jsconsole play
```

```
greeting = "Hello Web215"  
Hello Web215
```

```
console.log("Hello cass");  
Hello cass
```

```
undefined  
'Hi' + ', ' + 'Welcome to CPCC Spring 2020';  
Hi, Welcome to CPCC Spring 2020
```

```
var name = 'Safron';  
undefined
```

```
if (name === 'Safron') { console.log(name); } else { console.log("wrong name"); }  
Safron  
undefined
```

```
if(name.length ===4){ console.log('Hello');} else{'Goodby'};  
Goodby
```

```
5%14 + name.length;  
11
```

```
Math.floor(name.length*.866)  
5
```

```
9+.855;  
9.855
```

```
Math.round(num + .145)
```

```
1*100  
100
```

```
Math.pow(27,2);  
729
```

```
for(let serie = 0; serie < 4; serie++) {
```

```
    console.log(serie);  
}  
0  
1  
2  
3  
undefined
```

```
9 + 'number';  
9number
```

```
prompt('Hello, ' + 1 + 'enter name');  
Safron
```

```
typeof name;  
string
```

```
typeof name.length;  
number
```

```
console.log(--num);  
{ num is not defined  
}
```

```
Math.pow(num,5)  
{ num is not defined  
}
```

```
10
```

```
Math.pow(num,3)  
{ num is not defined  
}
```

```
10+5*(3+2);  
35
```

```
console.log("Welcome to my page");  
Welcome to my page  
undefined
```

```
var arr = ["Hello", "all"];  
    var arrlen = arr.length;  
        var i = 0;  
        while (i < arrlen){
```

```

        alert(arr[i]);
        i++;
    }
    1
    increase = (n) => n+1;
    (n) => n+5
    increase
    (n) => n+5
    i = increase(i);
    var x = 1;

    if (x === 1) {
        var x = 2;

        console.log(x);

    }

    console.log(x);
    2
    2
    undefined
    var a = 0, b = 0;
    undefined
    const number = 42;

    try {
        number = 99;
    } catch(err) {
        console.log(err);

    }
    const person = {};

    person.name = 'safron';
    safron

    var x = 1;

    if (x === 1) {
        var x = 2;

        console.log(x);

        console.log(x);

```

2  
2

```
const number = 42;
```

```
try {  
  number = 99;  
} catch(err) {  
  console.log(err);  
}
```

```
console.log(number);  
{ invalid assignment to const 'number'  
}  
42
```

```
for (var i=0; i<5; i++) { console.log("Hello, %s. You've called me %d times.", "Web215", i+1); }  
Hello, Web215. You've called me 1 times.  
Hello, Web215. You've called me 2 times.  
Hello, Web215. You've called me 3 times.  
Hello, Web215. You've called me 4 times.  
Hello, Web215. You've called me 5 times.  
undefined
```

```
document.body.textContent = "I love JavaScript"  
I love JavaScript
```

```
var i;  
i = 10;  
console.log("Hello!"); console.log("i is " + i);  
i += 1;  
console.log ("i is now " + i); console.log("Goodbye!");  
Hello!  
i is 10  
i is now 11  
Goodbye!
```

```
console.log('I am a %button', 'color: white; background-color: orange; padding: 2px 5px; border-radius:  
2px');  
I am a button
```

```
new Date().toString();
```

Wed Jan 22 2020

```
let now = new Date();  
alert( now );
```

```
var foo = 1;  
var bar = '2';
```

```
console.log(foo + bar);  
12
```

```
'0';  
'any string';  
"any string"
```

```
var i = -1;  
while (++i < 10) {
```

```
    console.log('Currently at ' + i);  
}
```

```
Currently at 0  
Currently at 1  
Currently at 2  
Currently at 3  
Currently at 4  
Currently at 5  
Currently at 6  
Currently at 7  
Currently at 8  
Currently at 9  
undefined
```

```
var myArray = [ 'hello', 'world' ];  
console.log(myArray.length);  
2
```

```
var myObject = {  
    sayHello : function() {  
        console.log('hello');  
    },  
    myName : 'Safron'  
};  
myObject.sayHello();  
console.log(myObject.myName);
```

hello  
Safron

Infinity \* Infinity  
Infinity  
Infinity \* 0  
NaN  
true \* 3  
3  
5 \* "web"  
NaN

var a = 'word';  
var b = false;  
var c = true;  
var d = 0  
var e = 1  
var f = 2  
var g = null

console.log(a || b);  
console.log(c || a);  
console.log(b || a);  
console.log(e || f);  
console.log(f || e);  
console.log(d || g);  
console.log(g || d);  
console.log(a && c); //  
console.log(c && a); //

word  
true  
word  
1  
2  
null  
0  
true