# Console in JavaScript

A Web console is a tool which is mainly used to log information associated with a web page like: network requests, javascript, security errors, warnings, CSS etc. It enables us to interact with a web page by executing javascript expression in the contents of the page

In javascript, the console is an object which provides access to the browser debugging console

The console object provides us with several different methods, like:

- log()
- error()
- warn()
- clear()
- time() and timeEnd()
- table()
- count()

#### console.log()

```
console.log() method

console.log('abc');
console.log(1);
console.log(true);
console.log(null);
console.log(undefined);
console.log([1, 2, 3, 4]); array inside log
console.log({a:1, b:2, c:3}); object inside log
```

```
@ Performance
     ☐ Inspector
                     Solution Console
                                    □ Debugger
                                                     { } Style Editor
                                                                                         >>
   T
         Filter output
   abc
   1
   true
   null
   undefined
    ▶ Array(4) [ 1, 2, 3, 4 ]
    ▶ Object { a: 1, b: 2, c: 3 }
                                                                                               Activat
>>
```

## Console. Error()

console.error() method

console.error('This is a simple error');



#### Console. warm()

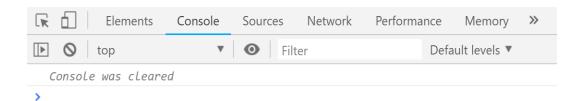
console.warn() method
console.warn('This is a warning.');



# Console. clear()

console.clear() method

console.clear();



### time() and timeEnd()

```
console.time() and console.timeEnd() method
console.time('abc');
let fun = function()
console.log('fun is running');
let fun2 = function()
console.log('fun2 is running..');
fun(); calling fun();
fun2(); calling fun2();
console.timeEnd('abc');
                                                             { } Style Editor
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       ☐ Inspector
                         Console
                                          □ Debugger
>>
          Filter output
    fun is running
    fun2 is running..
    abc: 1ms
                                                                                               main.6c2dc
>>
```

## console.table()

```
console.table() method
console.table({'a':1, 'b':2});
```



# console.count()

```
console.count() method
for(let i=0;i<5;i++)
{
   console.count(i);
}</pre>
```

