**Q1: Various methods in console function**

i)console.log()

It prints the output on the console.

ii)console.error()

It displays error on console, used for testing code.

iii)console.warn()

It displays warning , message on the console.

iv)console.clear()

It clears the console.

v)console.time() and console.timeEnd()

It is used to determine the time spent by a block or function.

vi)console.table()

It generates table in the console.

vii)console.count()

It is used to count the number of times a function runs using counting method.

viii)console.group() and console.groupEnd()

It is used to group contents in a separate block.

ix)Custom console logs

It is used to add styling to console logs using CSS.

x)Console sidebar

It is used to organise console logs.

**Q2:Difference between var, let ,const.**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **var** | **let** | **const** |
| **scope** | Global scoped or function scoped | block scoped | block scoped |
| **Variable -updation** | Yes, within its scope | Yes | No |
| **Variable**  **Re-declaration** | Yes, within its scope | No | No |

**Q3:Datatypes in JavaScript**

i)Number

It includes integer and floating numbers.

ii)BigInt

It is used to represent integers of arbitrary length and is represented by appending ‘n’ to the end of the integer.

iii)String

It is used for strings. A string may have zero or more characters.

iv)Boolean

It is logical data type having only 2 values: True, False.

v)Null

The value is null.

vi)Undefined

The value is not assigned.

vii) Object

It is used for more complex data structures.

viii)symbol

It is used for unique identifiers.