

Debugging Tips & Tricks

Benchmark loops using console.time() and console.timeEnd()

```
console.time('Timer1');

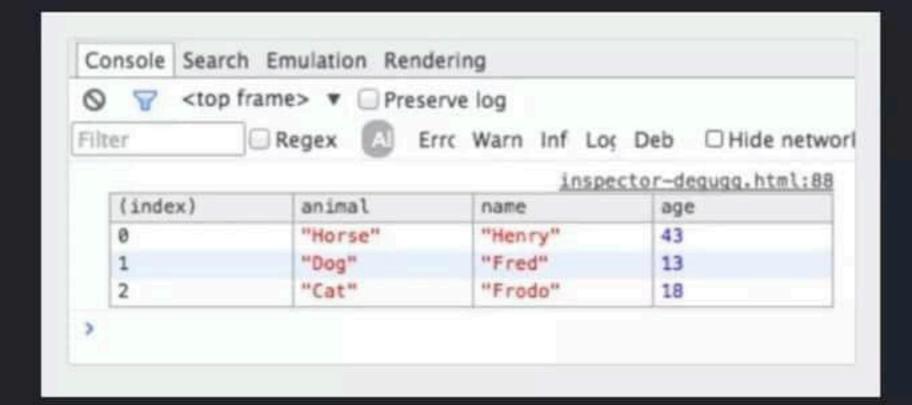
var items = [];

for(var i = 0; i < 100000; i++){
   items.push({index: i});
}

console.timeEnd('Timer1');</pre>
```

Display objects as a table

```
var animals = [
    { animal: 'Horse', name: 'Henry', age: 43 },
    { animal: 'Dog', name: 'Fred', age: 13 },
    { animal: 'Cat', name: 'Frodo', age: 18 }
];
console.table(animals);
```



Log variables in the console in new way

```
console.log('name', name)
```

Since ES2015, we can use object shorthand notation whenever we want to log out things like this.

```
console.log({name})
```

A better way to log multiple items

```
const sunil = { name: "Sunil", member: true, id: 134323 };
const ilaria = { name: "Ilaria", member: false, id: 489348};
console.log(sunil);
console.log(ilaria);
```

```
const sunil = { name: "Sunil", member: true, id: 134323 };
const ilaria = { name: "Ilaria", member: false, id: 489348};
console.log({sunil, ilaria});
```

```
VM98:1

VM98:1

Identia: {...}, ilaria: {...}}

Identia: {name: "Ilaria", member: false, id: 489348}

Identia: {name: "Sunil", member: true, id: 134323}

Identify proto_: Object
```

Group grouped logs

```
console.group('User Details');
console.log('name: Sunil Sandhu');
console.log('position: Software Developer');
console.groupEnd();

console.group('Account');
console.log('Member Type: Premium Member');
console.log('Member Since: 2018');
console.log('Expiry Date: 20/12/2022');
console.groupEnd();
```

| ♥ User Details | VM419:1 |
|------------------------------|---------|
| name: Sunil Sandhu | VM419:2 |
| position: Software Developer | VM419:3 |
| ▼ Account | VM419:5 |
| Member Type: Premium Member | VM419:6 |
| Member Since: 2018 | VM419:7 |
| Expiry Date: 20/12/2022 | VM419:8 |