Say NO to Console.

Skip console.log() - Level Up
Your Debugging

Console.dir()

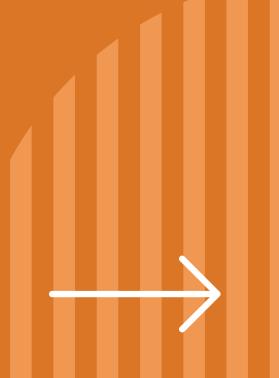
`console.dir()` displays an object's properties in an interactive, tree-like format in the console.

Example

```
let fruits = ["apple", "banana",
  "cherry"];
console.dir(fruits);
```

Output

```
Array(3)
    0: "apple"
    1: "banana"
    2: "cherry"
    length: 3
    __proto__: Array(0)
```



Console.table()

`console.table()` displays tabular data in a table format in the console.

Example

```
let users = [
    { name: "Alice", age: 28 },
    { name: "Bob", age: 34 }
];

console.table(users);
Output
```

0 Alice 28 1 Bob 34	(index)	name	 age
1 200 04	 0 1	Alice Bob	28 34

Console.group()

console.group() creates a new group in the console for nested log messages, which can be expanded or collapsed.

Example

```
console.group("User Info");
console.log("Name: Alice");
console.log("Age: 28");
console.groupEnd();
```

Output

```
User Info
Name: Alice
Age: 28
```

Console.time & Console.time End()

console.time() starts a timer with a specified label, and console.timeEnd() stops the timer and logs the elapsed time.

Example

```
console.time("Timer");

let sum = 0;
for (let i = 0; i < 1000; i++) {
    sum += i;
}

console.timeEnd("Timer");

Output

Timer: 0.123ms</pre>
```

Console.clear()

`console.clear()` clears all messages from the console.

Example

```
console.log("This message will be
cleared.");
console.clear();
console.log("This message appears after
clearing.");
```

Output

```
This message will be cleared.

[Console is cleared]

This message appears after clearing.
```

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