

Say NO to Console.

Log()

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

| (index) | name | age |
|---------|-------|-----|
| 0 | Alice | 28 |
| 1 | Bob | 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.timeEnd()

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
```



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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