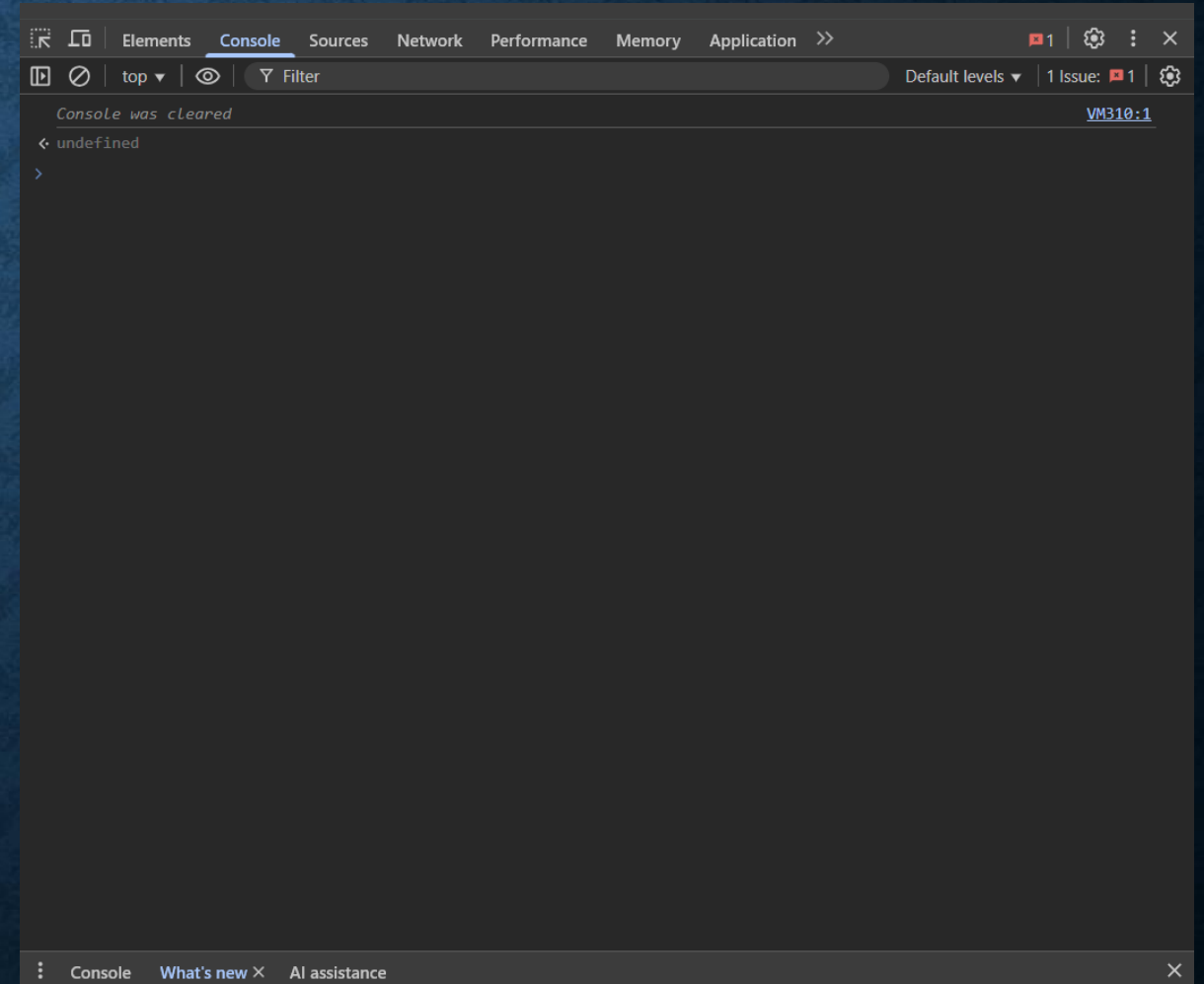# WEB2 CONSOLE LAB SHEET

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TASK 1:LAUNCHING THE CONSOLE

- 1. Open Chrome and press Ctrl+T (Windows) or Cmd+T (Mac) for a new tab.

- 2. Right-click → Inspect.

- 3. Go to the Console tab.

- 4. Type the following command to clear the console:

- console.clear();

TASK 2: BASIC JAVASCRIPT

1. Welcome message

console.log(" Welcome to JavaScript Console Lab!")

2. Dynamic Variables

Declare these variables in your console:

let score = 100;

const PI = 3.14159;

var username = "DevExplorer";

Now print them with:
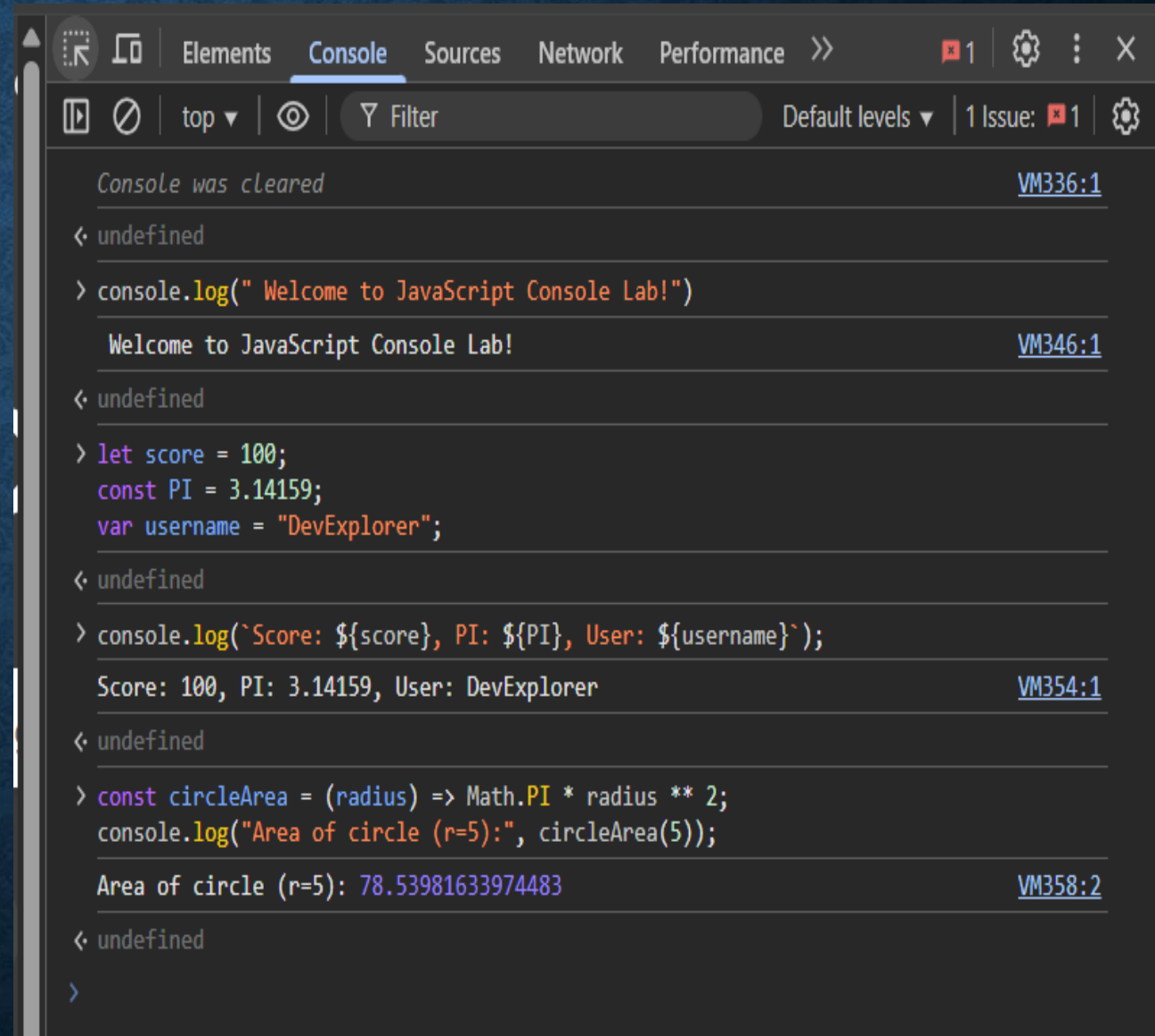
console.log(`Score: ${score}, PI: ${PI}, User: ${username}`);

3. Arrow Functions

Find circle Area:

const circleArea = (radius) => Math.PI * radius ** 2;

console.log("Area of circle (r=5):", circleArea(5));

1.Conditional Checks

Age Checker:

let userAge = prompt("How old are you?");

if (userAge >= 18) console.log(" Access granted!");

else console.log(" ✖ Sorry, adults only.");

2. Switch-Case

let dayNum = parseInt(prompt("Enter a number (1-7):"));

switch (dayNum) {

case 1: console.log("Sunday "); break;

case 2: console.log("Monday "); break;

default: console.log("Invalid input!"); }

3. Loops

Use a for loop to print numbers even from 2 through 10.

for (let i = 2; i <= 10; i += 2) {

console.log(`Even number: ${i}`); }

TASK 4: COLLECTIONS

1. Arrays

```
let fruits = ["Apple", "Banana", "Orange"];

fruits.push("Grapes");

console.log("Second fruit:", fruits[1]);
```

2. Maps

```
let userSettings = new Map();

userSettings.set("theme", "dark");

console.log("Current theme:", userSettings.get("theme"));
```