

# Q1. Write a JS code which takes input from the users and logs it in the console.

The **console.log()** is a function in JavaScript which is used to print any kind of variables defined before in it or to just print any message that needs to be displayed to the user

```
<script>
var a = 2;
console.log(a);
</script>
```

**1) Passing a number as an argument:** If the number is passed to the function **console.log()** then the function will display it.

**Code #1**

```
<script>
var a = 2;
console.log(a);
</script>
```

**2) Passing a string as an argument:** If the string is passed to the function **console.log()**, then the function will display it.

**Code #2:**

```
<script>
var str = "GeeksforGeeks";
console.log(str);
</script>
```

**3) Passing a char as an argument:** If the char is passed to the function **console.log()**, then the function will display it.

**Code #3:**

```
<script>
var ch = '2';
console.log(ch);
</script>
```

**4) Passing a message as an argument:** If the message is passed to the function `console.log()`, then the function will display the given message.

**Code #4:**

```
<script>
console.log("GeeksforGeeks");
</script>
```

**5) Passing a function as an argument:** If the function is passed to the function `console.log()`, then the function will display the value of the passed function().

**Code #5:**

```
<script>
function func() { return (5 * 19); }
console.log(func());
</script>
```

**6) Passing a number with message as an argument:** If the number is passed to the function `console.log()`, then the function will display it along with the given message.

**Code #6:**

```
<script>
var a = 2;
console.log("The value of a is " + a);
</script>
```

**7) Passing a string with message as an argument:** If the string is passed to the function `console.log()`, then the function will display it along with the given message.

**Code #7:**

```
<script>
var str = "GeeksforGeeks";
console.log("The value of str is " + str);
</script>
```

**8) Passing a char with message as an argument:** If the char is passed to the function `console.log()`, then the function will display it along with the given message.

**Code #8:**

```
<script>
var ch = '2';
```

```
console.log("The value of ch is " + ch);  
</script>
```