p5*js

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Reference > console

console

Prints a message to the web browser's console.

The console object is helpful for printing messages while debugging. For example, it's common to add a `console.log()` statement while studying how a section of code works:

```
if (isPlaying === true) {
  // Add a console.log() statement to make sure this block of code runs.
  console.log('Got here!');

  // Game logic.
}
```

`console.error()` is helpful for tracking errors because it prints formatted messages. For example, it's common to encounter errors when loading media assets:

```
// Logs an error message with special formatting.
function handleFailure(error) {
  console.error('Oops!', error);
}

// Try to load an image and call handleError() if it fails.
loadImage('https://example.com/cat.jpg', handleImage, handleError);
```

Examples

```
▶
■
function setup() {
  noCanvas();

  // Prints "Hello!" to the console.
  console.log('Hello!');
}
```

```
▶
■
function setup() {
  createCanvas(100, 100);

  background(200);

  // Try to load an image from a fake URL.
  // Call handleError() if the image fails to load.
  loadImage('https://example.com/cat.jpg', handleImage,
handleError);
}

// Displays the image.
function handleImage(img) {
  image(img, 0, 0);

  describe('A cat on a gray background.');
}

// Prints the error.
function handleError(error) {
  console.error('Oops!', error);

  describe('A gray square.');
}
```

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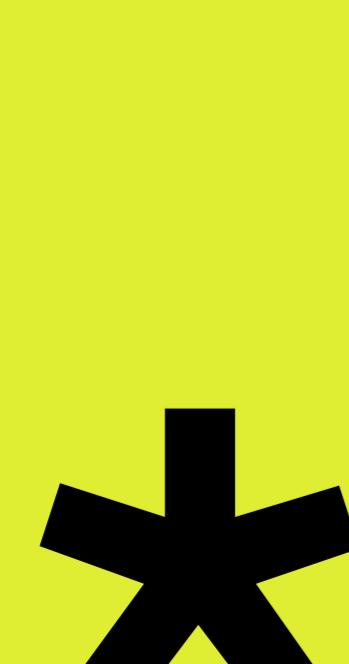
Related References

class
A template for creating objects of a particular type.

console
Prints a message to the web browser's console.

for
A way to repeat a block of code when the number of iterations is known.

function
A named group of statements.

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