

Answer 1:

The `console.log()` method writes a message to the console. The console is useful for debugging purposes.

The `console.warn()` method writes a warning to the console.

The `console.table()` method writes a table in the console view. The first parameter is required, and must be either an object, or an array, containing data to fill the table.

The `console.assert()` method writes a message to the console, but only if an expression evaluates to *false*.

The `console.clear()` method clears the console. The `console.clear()` method will also write a message in the console: "Console was cleared".

The `console.error()` method writes an error message to the console. The console is useful for debugging purposes.

The `console.group()` method indicates the start of a message group.

The `console.groupCollapsed()` method indicates the start of a collapsed message group.

The `console.groupEnd()` method indicates the end of a message group.

The `console.info()` method writes a message to the console.

The `console.time()` method starts a timer in the console view.

The `console.timeEnd()` method ends a timer, and writes the result in the console view.

The `console.trace()` method displays a trace that show how the code ended up at a certain point.

Answer 2:

A **var** variable can be re-declared *and updated*.

A **let** variable can be updated but not re-declared.

A **const** variable cannot be updated **let** variables are made to be updated.

```
var city = "Istanbul";  
city= "Paris";
```

```
var studentNo = 1501947;  
{  
let studentNo = 1657894;  
// Here studentNo will be used as 1657894  
}  
// Here studentNo will be used as 1501947
```

```
const fruit = "apple"  
//This cannot be changed time it is constant value
```

Answer 3:

A **string** is a series of characters like "Hello World". Strings are written with quotes. You can use single or double quotes.

JavaScript has only one type of **numbers**. **Numbers** can be written with, or without decimals.

Boolean can only have two values: true or false.

JavaScript **arrays** are written with square brackets. **Array** items are separated by commas. Starting index of **array** is 0.

JavaScript **objects** are written with curly braces. **Object** properties are written as name:value pairs, separated by commas