**Console in JavaScript**

The console object provides us with several different methods, like:

1. log()
2. error()
3. warn()
4. clear()
5. time() and timeEnd()
6. table()
7. count()
8. group() and groupEnd()
9. custom console logs

* **console.log()**

Mainly used to log(print) the output to the console.

* **console.error()**

Used to log error message to the console. Useful in testing of code. By default the error message will be highlighted with red color.

* **console.warn()**

Used to log warning message to the console. By default the warning message will be highlighted with yellow color.

* **console.clear()**

Used to clear the console. The console will be cleared, in case of Chrome a simple overlayed text will be printed like : ‘Console was cleared’ while in firefox no message is returned.

* **console.time() and console.timeEnd()**

Whenever we want to know the amount of time spend by a block or a function, we can make use of the time() and timeEnd() methods provided by the javascript console object.

* **console.table()**

This method allows us to generate a table inside a console. The input must be an array or an object which will be shown as a table.

* **console.count()**

This method is used to count the number that the function hit by this counting method.

* **console.group() and console.groupEnd()**

group() and groupEnd() methods of the console object allows us to group contents in a separate block, which will be indented.

* **Custom Console Logs**

User can add Styling to the console logs in order to make logs Custom . The Syntax for it is to add the css styling as a parameter to the logs which will replace %c in the logs.