Question 1) :

1. Log() ->

Mainly used to Print the output to the console. We can put any type inside the log(), be it a string, array, object, boolean

Eg.

console.log(“hello letsupgrade”);

**console.warn()**

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

Eg.

console.warn(“warning you”);

Console.clear() ->

Used to clear console of browser

Eg.

Console.clear();

Question 2 :

Var to function scoped

Eg.

{ var a= 10;

***Console.log(a);}***

***{a++;***

***Console.log(a);***

***}***

***O/p-10***

Let and const are blocked ***scope***

{

let a= 10;

***Console.log(a);}***

***{a++;***

***Console.log(a);***

***}***

***O/p- 10***

***Const:***

***{***

Const a= 10;

***Console.log(a);}***

***{a++;***

***Console.log(a);***

***}***

***O/p-10***

***Question 3 :***

There are two types of data types in JavaScript.

1. Primitive data type
2. Non-primitive data type

Primitive data types=

* *String -represents sequence of characters*
* *Number- represents numeric values*
* Boolean -represents boolean value either false or true
* Undefined -represents undefined value

Null -represents null i.e. no value

2)Non-primitive data type =

* Object- represents instance through which we can access members
* Array -represents group of similar values
* RegExp- represents regular expression