Console Logs, Errors, Warnings & More | JavaScript Tutorial In Hindi #2

In this tutorial, we will learn how to run **JavaScript** in the Chrome Console. We can open our console in the web browser by using: ***Ctrl + Shift + K*** or by Right-click on any webpage, click *Inspect*, and then we can see the innards of that site; its source code, the CSS that form its design, the JavaScript code that powers animations, and more. It has a console option as well, where we can run our JavaScript code.
In JavaScript, a **console** is an object which provides access to the browser debugging console. This object provides us with several different methods like **log(), error() ,table()** etc. Each method provides different functionalities. Following is the description of these methods along with examples.

Console.log():-

This method is used to log(print) the output to the console. We can put anything inside the log(). It can be an array, object, string, boolean, etc.

Example:-

```
console.log('CodeWithHarry');
console.log(1);
console.log(true);
console.log(null); ;
console.log([1, 2, 3]); // array inside log
console.log({name:"Harry", language:"JavaScript", tutorial:2}); // object inside log
```

Output:-

```
CodeWithHarry
1
true
```

```
null
▸ (3) [1, 2, 3]
▸ {name: "Harry", language: "JavaScript", tutorial: 2}
```

Console.table ():-

To generate a table inside a console, we use console.table() method. The input must be an array or an object which will be displayed as a table. In the example, we provide the object as an input.

Example:-

```
console.table({name:"Harry", language:"JavaScript", tutorial:2});
```

Output:-

(index)	Value
name	"Harry"
language	"JavaScript"
tutorial	2

▸ Object

Console.assert():-

This method writes a message to the console that the assertion failed and the message we provide as a parameter, but only if an expression evaluates to *false*. If the expression is true, then nothing will happen.

Example:-

```
console.assert(0>1, "Expression is false")
```

Output:-

```
▸ Assertion failed: Expression is false
undefined
```

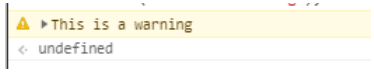
Console.warn():-

This method is used to log a warning message to the console. By default, the warning message will be highlighted with yellow color.

Example:-

```
console.warn("This is a warning");
```

Output:-



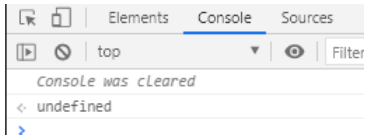
Console.clear():-

It is used to clear the console. The console will be cleared. In the case of Chrome, a simple overlayed text will be printed on the console.

Example:-

```
console.clear();
```

Output:-



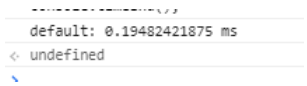
Console.time() and Console.timeEnd():-

With the help of console.time() and console.timeEnd() we can find the amount of time spend by a code on execution.

Example:-

```
console.time();
for (i = 0; i < 100; i++) {
  // code
}
console.timeEnd();
```

Output:-



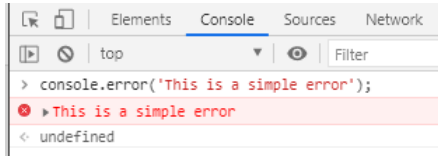
Console.error():-

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

Example:-

```
console.error("This is a simple error");
```

Output:-



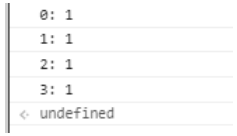
Console.count():-

The console.count() method is used to count the number that the function hit by this counting method.

Example:-

```
for (i = 0; i<4; i++) {
  console.count(i);
}
```

Output:-



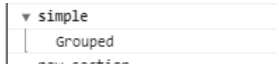
Console.group() and Console.groupEnd():-

group() and groupEnd() methods of the console object allow us to group contents in a separate block, indented. Just like the time() and the timeEnd(), they also accept the label, again of the same value.

Example:-

```
console.group('simple');
console.log('Grouped');
console.groupEnd('simple');
console.log('new section');
```

Output:-



```
new section
undefined
```

Custom Console logs:-

If the user has even a little idea about CSS, they can add Styling to the console logs 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 as shown in the example below:

Example:-

```
const spacing = '8px';
const mystyle =
`padding: ${spacing}; background-color: white; color: blue ; font-style:
italic; border: 1px solid black dotted; font-size: 2em;`;
console.log('%cCode With Harry', mystyle);
```

Output:-

Code With Harry

Code index.html as described/written in the video

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <title>Tutorial on Js</title>
</head>
<body>
    <h1>This is Js tutorial by Harry</h1>
</body>

<!-- <script src="js/tut2.js"></script> -->
<!-- <script src="js/tut3.js"></script> -->
<!-- <script src="js/tut4.js"></script> -->
<!-- <script src="js/tut5.js"></script> -->
```

```
<!-- <script src="js/tut6.js"></script> -->
<!-- <script src="js/tut7.js"></script> -->
<!-- <script src="js/tut8.js"></script> -->
<!-- <script src="js/tut9.js"></script> -->
<!-- <script src="js/tut10.js"></script> -->
<script src="js/tut11.js"></script>
</html>
```

Js code as described/written in the video

```
console.time('Your code Took');
console.log('Hello console');
console.log(4+34);
console.log(34);
console.log(true);
console.log([34,2,1,2]);
console.log({harry: 'this', marks:34});
console.table({harry: 'this', marks:34});
console.warn('This is a warning');
// console.clear();
console.timeEnd('Your code Took');
// console.assert(566<189, 'Age >189 is not possible')
// console.error('This is an error')

/*
this
is a
multiline comment
*/
```

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