

## ASSIGNMENT : DAY 1. 14/07/2020

### VARIOUS METHODS IN CONSOLE FUNCTION :

The console is an object which provides access to the browser debugging console.

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

- log()
- error()
- warn()
- clear()
- time() and timeEnd()
- table()
- count()
- group() and groupEnd()
- custom console logs.

#### console.log() :

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

Ex:

```
// console.log() method
console.log('abc');
console.log(1);
console.log(true);
console.log(null);
console.log(undefined);
console.log([1, 2, 3, 4]); // array inside log
console.log({a:1, b:2, c:3}); // object inside log
```

#### 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.

Ex:

```
// console.error() method
console.error('This is a simple error');
```

#### console.warn() :

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

Ex:

```
//console.warn() method
console.warn('This is a warning.');
```

### 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.

Ex:

```
//console.clear() method
console.clear();
```

### 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. They take a label which must be same, and the code inside can be anything( function, object, simple console).

Ex:

```
// console.time() and console.timeEnd() method
console.time('abc');
let fun = function(){
  console.log('fun is running');
}
let fun2 = function(){
  console.log('fun2 is running..');
}
fun(); // calling fun();
fun2(); // calling fun2();
console.timeEnd('abc');
```

### 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.

Ex:

```
// console.table() method
console.table({'a':1, 'b':2});
```

### console.count():

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

Ex:

```
// console.count() method
for(let i=0;i<5;i++){
  console.count(i);
}
```

### *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. Just like the time() and the timeEnd() they also accepts label, again of same value.

Ex:

```
// console.group() and console.groupEnd() method console.group('simple');
console.warn('warning!');
console.error('error here');
  console.log('vivi vini vici');
console.groupEnd('simple');
console.log('new section');
```

### *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 as shown in the example below .

Ex:

```
// Custom Console log example
const spacing = '10px';
const styles = `padding: ${spacing}; background-color: white; color: green; font-style:
italic; border: 1px solid black; font-size: 2em;
console.log('%cGeeks for Geeks',
```