**DAY 1 ASSIGNMENT:**

Q.1 : Explore and explain the various methods in console function Explain them?

**ANS:**

In javascript, the console is an object which provides access to the browser debugging console.

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

1. log()
2. error()
3. warn()
4. clear()
5. time()
6. timeEnd()
7. table()

1.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. console.log('abc'); console.log(1); console.log(true); console.log(null);

2.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.error('This is a simple error');

3.console.warn() Used to log warning message to the console. By default the warning message will be highlighted with yellow color. console.warn('This is a warning.');

4.console.clear() Used to clear the console. console.clear();

5.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). console.time('abc'); let fun = function(){ console.log('fun is running'); } let fun2 = function(){ console.log('fun2 is running..'); } fun(); fun2(); console.timeEnd('abc');

6.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.table({'a':1, 'b':2});