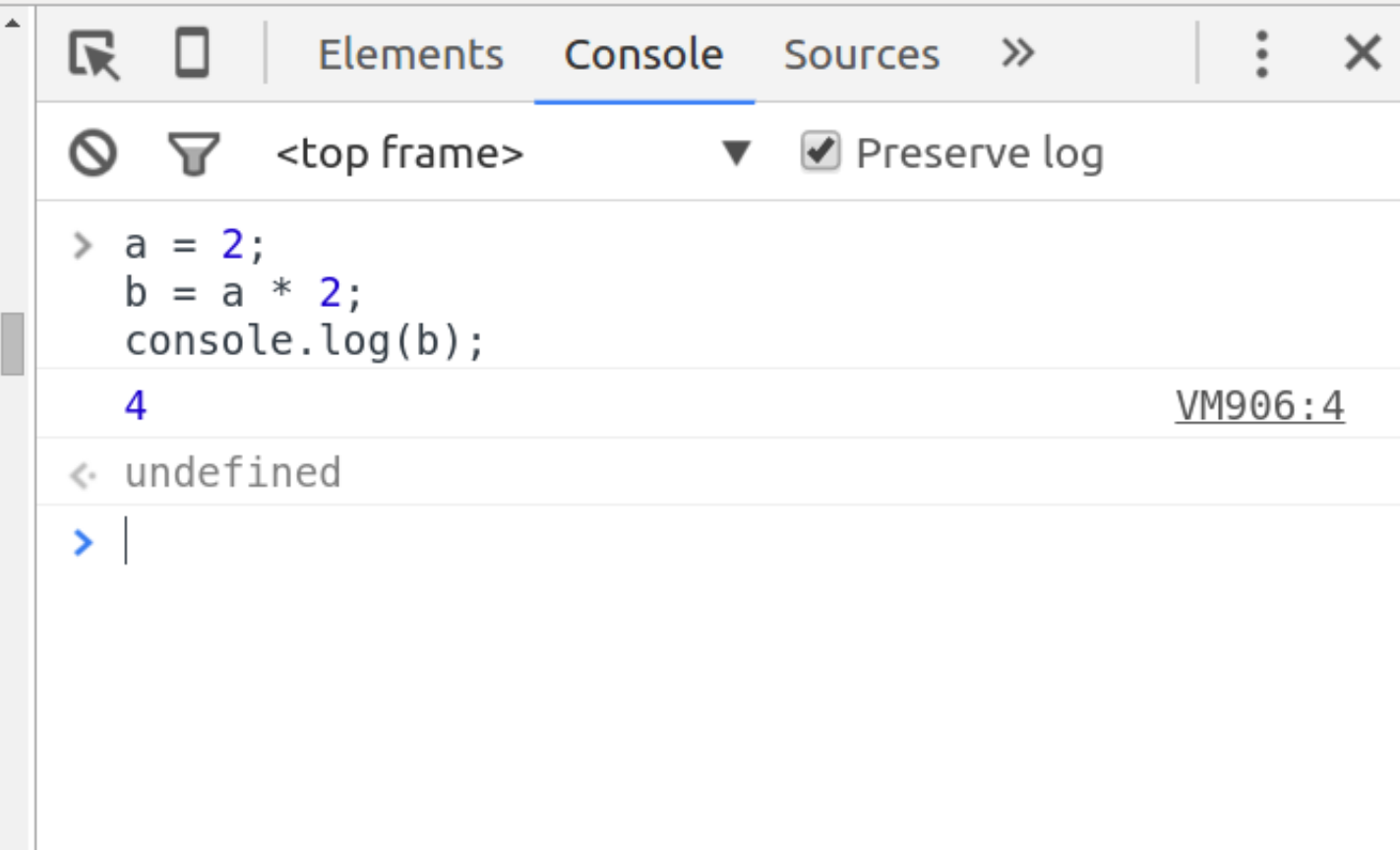


(obviously!).

It cannot be emphasized enough: while you go through this chapter -- and you may need to spend the time to go through several times -- you should practice each of these concepts by typing the code yourself. The easiest way to do this is to open up the developer tools console in your nearest browser (Firefox, Chrome, IE, etc.).

**Tip:** Typically, you can launch the developer console with a keyboard shortcut or from a menu item. For more information about launching and using the console in your favorite browser, see "Mastering The Developer Tools" (<http://blog.teamtreehouse.com/mastering-developer-tools-console>). To type multiple lines into the console at once, use `<shift> + <enter>` to move to the next new line. Once you hit `<enter>` by itself, the console will run everything you've typed.



The image shows the Chrome Developer Tools Console. The 'Console' tab is selected, showing a log of JavaScript code execution. The code consists of three lines: `a = 2;`, `b = a * 2;`, and `console.log(b);`. The result of the `console.log(b);` statement is the number `4`, which is displayed in blue. Below the result, the text `VM906:4` is visible. The console also shows a prompt `>` and a cursor, indicating it is ready for input. The top of the console shows the filter set to `<top frame>` and the 'Preserve log' checkbox is checked.

```
> a = 2;
  b = a * 2;
  console.log(b);
4
VM906:4
< undefined
> |
```