

## **Q1) Explore and Explain the various methods in console function.**

**eg:console.log(),console.warn()...**

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:

(i)log():It is 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

```
eg: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
```

(ii)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

```
eg:console.error('This is a simple error');
```

(iii)warn():Used to log warning message to the console. By default the warning message will be highlighted with yellow color.

```
eg:console.warn('This is a warning.');
```

(iv)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.

```
eg:console.clear();
```

(v)time() and 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).

```
eg: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');
```

(vi)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.

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

(vii)count():This method is used to count the number that the function hit by this counting method.

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

(viii)group() and 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.

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

