Methods of console function

In javascript, the console is an object which provides access to the browser debugging console. We can open a console in web browser by using: *Ctrl + Shift + K* for windows .

Methods:

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() method

console.log('abc');

console.log(1);

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

Warn():

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

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

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.

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

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).

```
// 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');
```

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

count():

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

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

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.

```
// 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');
```