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The Console API

The console function basically prints text in the console of the developer’s tool in the browser and its a great way to help debug a program. The official definition of console.log() is “a general-purpose-output function and prints its arguments to the process’s stdout stream, where it typically appears to the user in a terminal window as a program output” (Flanagan, p. 317). There are a bunch of of different ways to use the console function.

* Log() is the most commonly used and it outputs the arguments into the console via strings. Debug, info, warn, and error are similar to log, but they show with an icon when something is wrong.
* Assert() tell when an argument is false and all following arguments will have an error.
* Clear() will clear the console, and table() will display the data in a table format with columns for property names and property values.
* Trace() is similar to log() but it will follow and trace its output.
* Count() will keep track of how many times a specific string was used, this is helpful with event handlers, and countReset() will reset the number of times a string was counted.
* Group() will indent information to group it together and indented information can be collapsed or expanded in most cases. groupEnd() won’t display a message and its job is to end the indentation when the group is closed.
* Collapse() works like group but message will only be visible if the user expands the group.
* Time() displays the time that a string was called. timeEnd() shows how much time has passed since the last time(). timeLog() will print any arguments made before or after the time() console.

In conclusion, the console comes in many forms which ae helpful to programmers in various situations. Knowing which console tool to use at what time is crucial to understanding the workings of your program.

Resources:

Flanagan, David. (2020). *Javascript the definitive guide* (7th ed.). O'REILLY MEDIA, INC, USA.