

Implemented Bug similar to dev tools example

## This is your Giga Pet



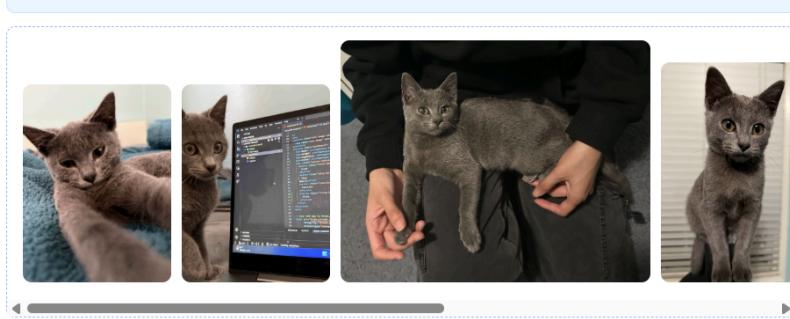
Name: **Miso**  
Weight: 3 lbs  
Happiness: 10 pts  
Energy: 5 pts

Treat

Play

Exercise

Sleep



### Treat Calculator

Help Miso keep track of treats!

Treats Miso already had today:

Treats you want to give now:

5 treats + 1 treats = 51 treats

```
const treatsAlreadyInput = document.querySelector('#treats-already');
const treatsNewInput = document.querySelector('#treats-new');
const treatBtn = document.querySelector('#treat-btn');
const treatResult = document.querySelector('#treat-result');

function treatInputsAreEmpty() {
  return treatsAlreadyInput.value === '' || treatsNewInput.value === '';
}

function getTreatsAlready() {
  return treatsAlreadyInput.value;
}

function getTreatsNew() {
  return treatsNewInput.value;
}

function updateTreatLabel() {
  var treatsAlready = getTreatsAlready();
  var treatsNew = getTreatsNew();

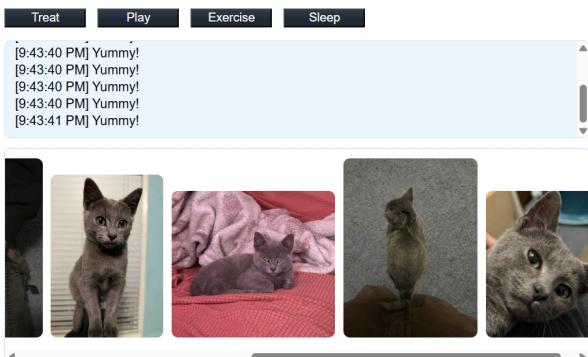
  // String concatenation instead of numeric addition
  var totalTreats = treatsAlready + treatsNew;
```

The bug is where “treatsAlready” and “treatsNew” are strings and combining the two strings together get concatenated, not added like what we want. An example would be 5 and 4 so “5” and “4” will be "54" due to concatenation.

Open DevTools then go to **Sources** panel.

In **Event Listener Breakpoints**, expand **Mouse** and check **click**.

Energy: 5 pts



### Treat Calculator

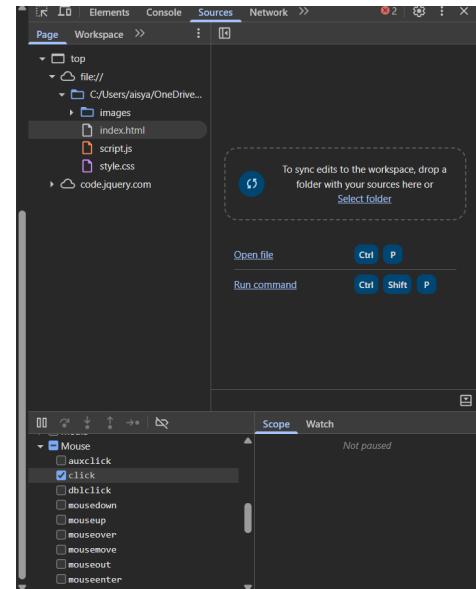
Help Miso keep track of treats!

Treats Miso already had today:

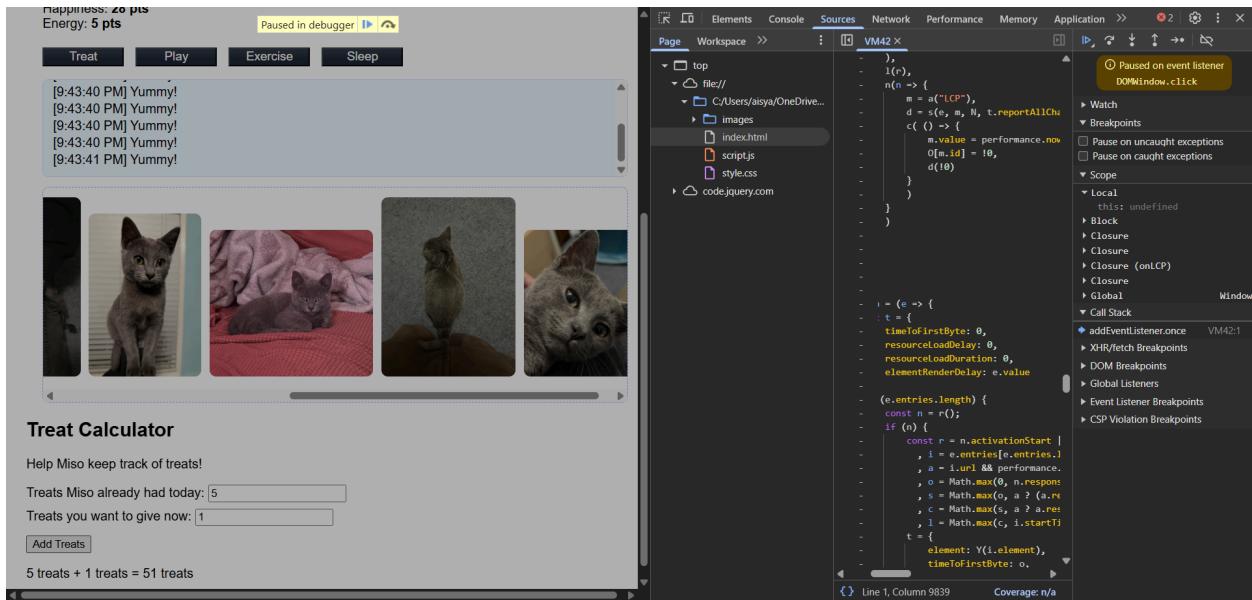
Treats you want to give now:

**Add Treats**

5 treats + 1 treats = 51 treats



Click **Add Treats** again → DevTools pauses in `onTreatClick()` in `script.js`



Used **Step into** to go from `onTreatClick()` into `updateTreatLabel()`.

Watched the execution flow and confirmed the bug happens in `updateTreatLabel()`.

The screenshot shows a browser window with developer tools open. The Sources tab is selected, displaying the script.js file. The code is as follows:

```
269     treats +=
270     totalTreats +
271     ' treats';
272   }
273   function onTreatClick() {
274     if (treatInputsAreEmpty()) {
275       treatResult.textContent = 'Please enter both treat';
276       return;
277     }
278     updateTreatLabel();
279   }
280   if (treatBtns) {
281     treatBtns.addEventListener('click', onTreatClick);
282   }
283 }
```

The cursor is at line 279, where the `updateTreatLabel();` call is located. The console panel shows an error message: "Failed to load resource: the server responded with a status of 500 ()".

In Scope to Local we see `totalTreats: "52"`, `treatsAlready: "5"`, and `treatsNew: "1"` they all have quotes since it is a string not numbers

The screenshot shows a browser window with developer tools open. The Sources tab is selected, displaying the script.js file. The code is as follows:

```
259   function updateTreatLabel() {
260     var treatsAlready = get
261     var treatsNew = getTre
262     // String concatenation
263     var totalTreats = treat
264     treatResult.textContent =
265     treatsAlready +
266     ' treats' +
267     treatsNew +
268     ' treats' +
269     totalTreats +
270     ' treats';
271   }
272 }
```

The cursor is at line 265, where the assignment to `treatResult.textContent` is made. The variable `treatResult` is highlighted in yellow, showing its value: "51" + "5" + "1". The console panel shows an error message: "Failed to load resource: the server responded with a status of 500 ()".

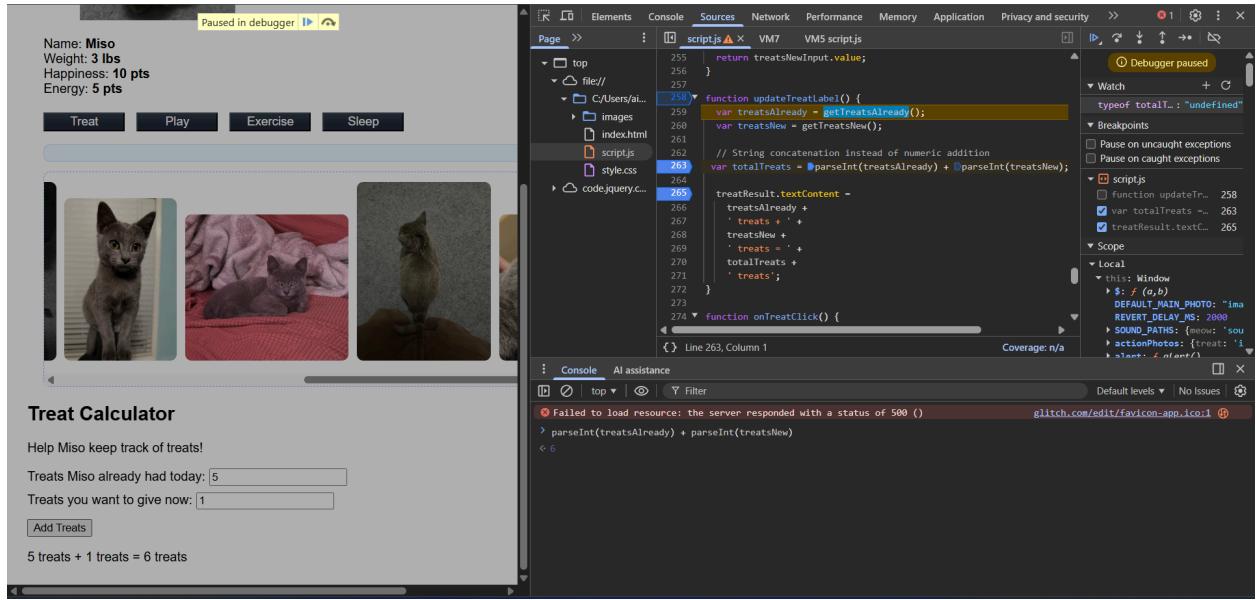
Click the **Watch** tab then Click + (Add watch expression) where you type: `typeof totalTreats`, this confirms that the total is also a string

The screenshot shows a browser developer tools window with the Sources tab selected. A breakpoint is active in the script.js file at line 265. The Watch tab is open, showing the expression `typeof totalTreats: "string"`. The code editor displays a snippet of JavaScript related to a pet calculator, specifically the `treatResult.textContent =` line. The console panel shows an error message: `Failed to load resource: the server responded with a status of 500 ()`.

As we try to fix this error we try to see if we can fix it through the console first before editing the code itself, so when we type `parseInt(treatsAlready) + parseInt(treatsNew)` to the console it gives us the correct answer of 6

The screenshot shows a browser developer tools window with the Sources tab selected. A breakpoint is active in the script.js file at line 265. The Watch tab is open, showing the expression `typeof totalTreats: "string"`. The code editor displays a snippet of JavaScript related to a pet calculator. The console panel shows the result of a calculation: `> parseInt(treatsAlready) + parseInt(treatsNew)  
6`.

After seeing that it works on the console I edit my script.js through dev tools

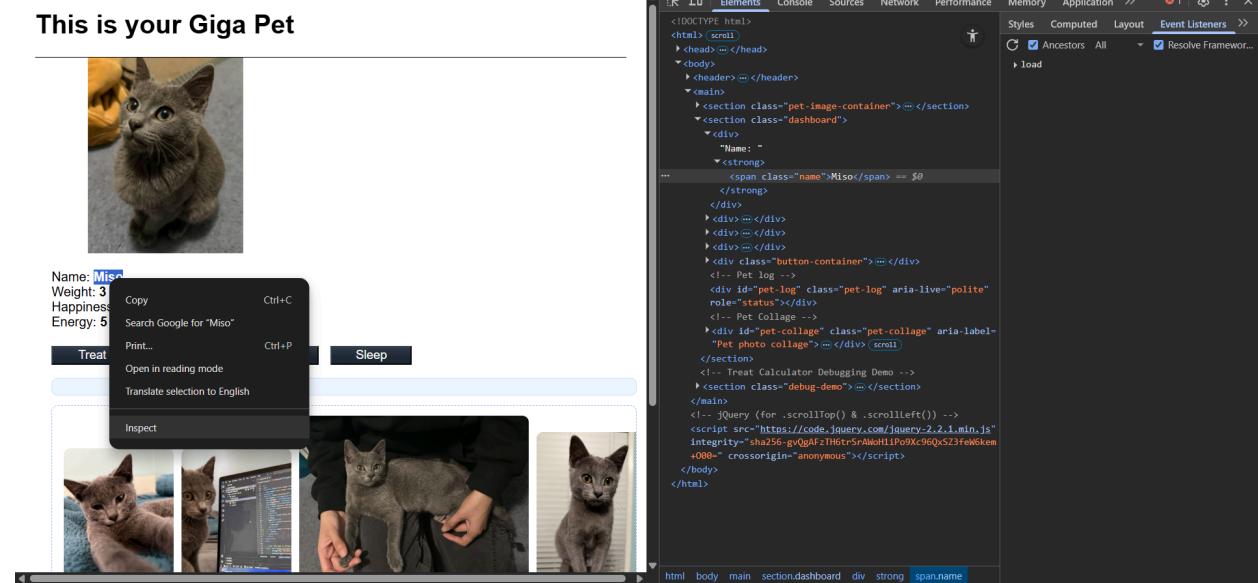


The screenshot shows a browser window with developer tools open. The top status bar says "Paused in debugger". The left sidebar lists files: top, file://, C:/Users/ai..., images, index.html, script.js (which is selected), style.css, and code.jquery.c... The main content area shows a "Treat Calculator" form with fields for "Treats Miso already had today" (5) and "Treats you want to give now" (1), and a button "Add Treats". Below the form are three cat photos. The bottom section has tabs for Console, AI assistance, and Network. The Console tab shows an error: "Failed to load resource: the server responded with a status of 500 ()". The Network tab shows a failed request for "parseInt(treatsAlready) + parseInt(treatsNew)". The right sidebar shows the "Debugger paused" status, a Watch panel with "totalTreats: undefined", and a Scope panel showing the current context.

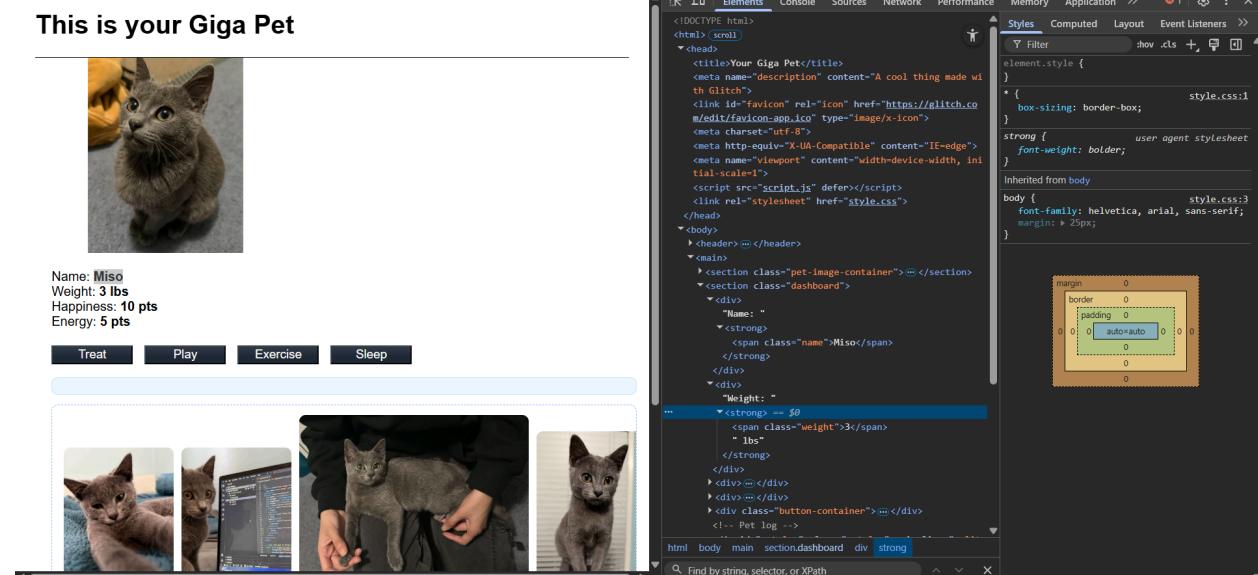
Pressing the Add Treats button we get the results we wanted therefore we use the same exact line of code and edit it on visual studios for permanent changes

View nodes:

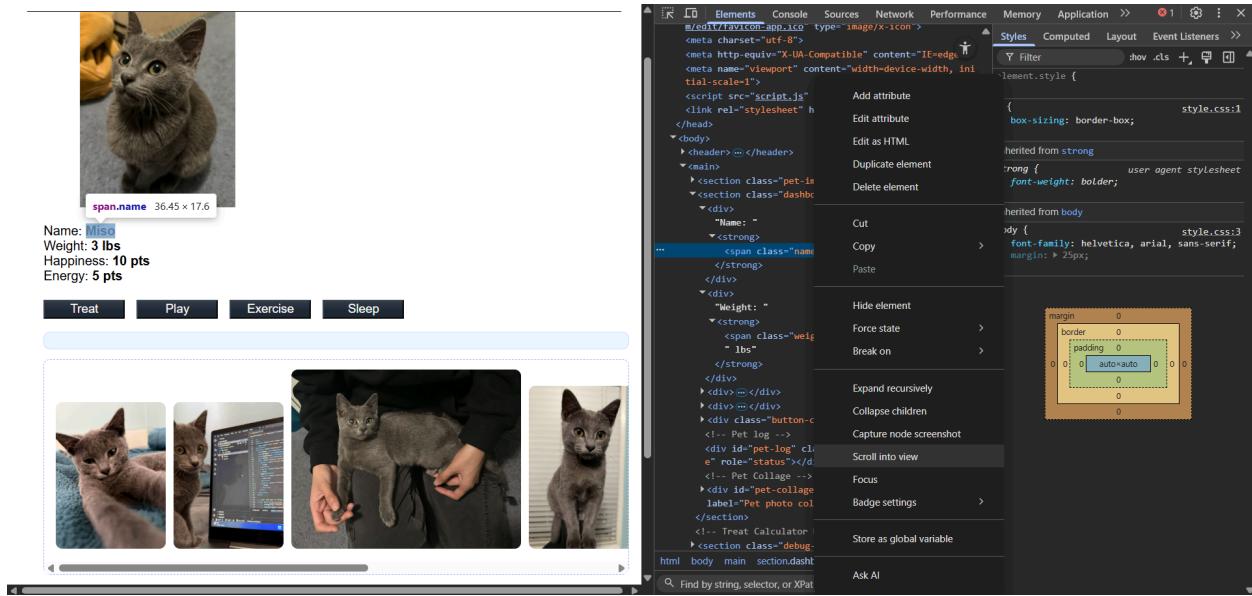
Inspect node you have to right click and press on inspect



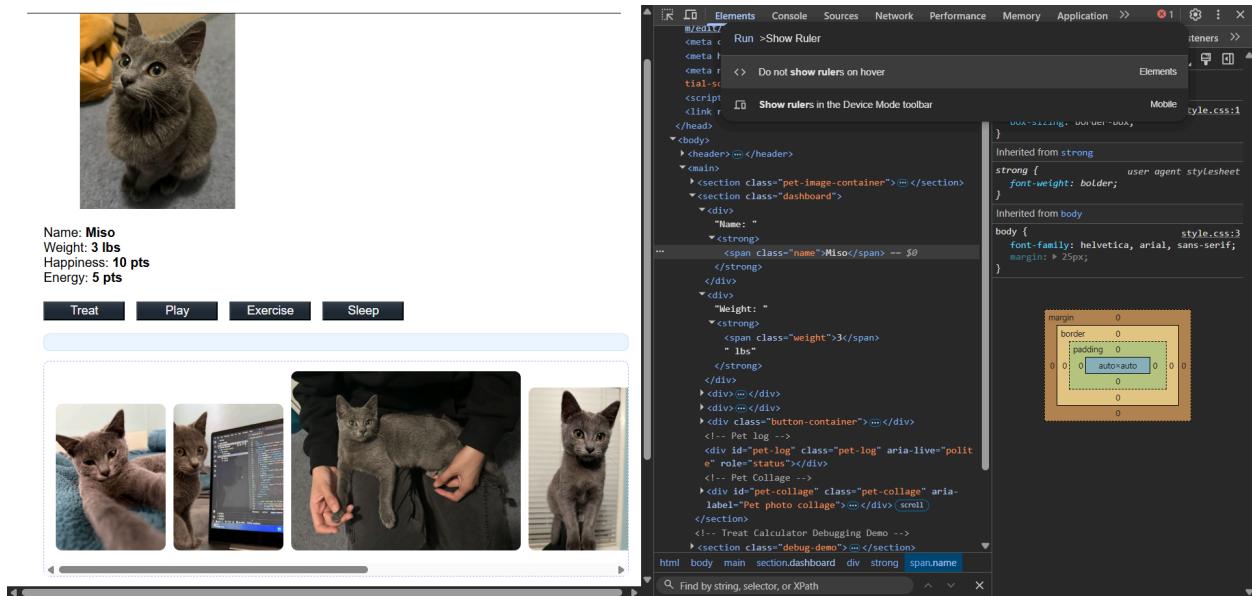
You can navigate DOM tree by using arrow keys



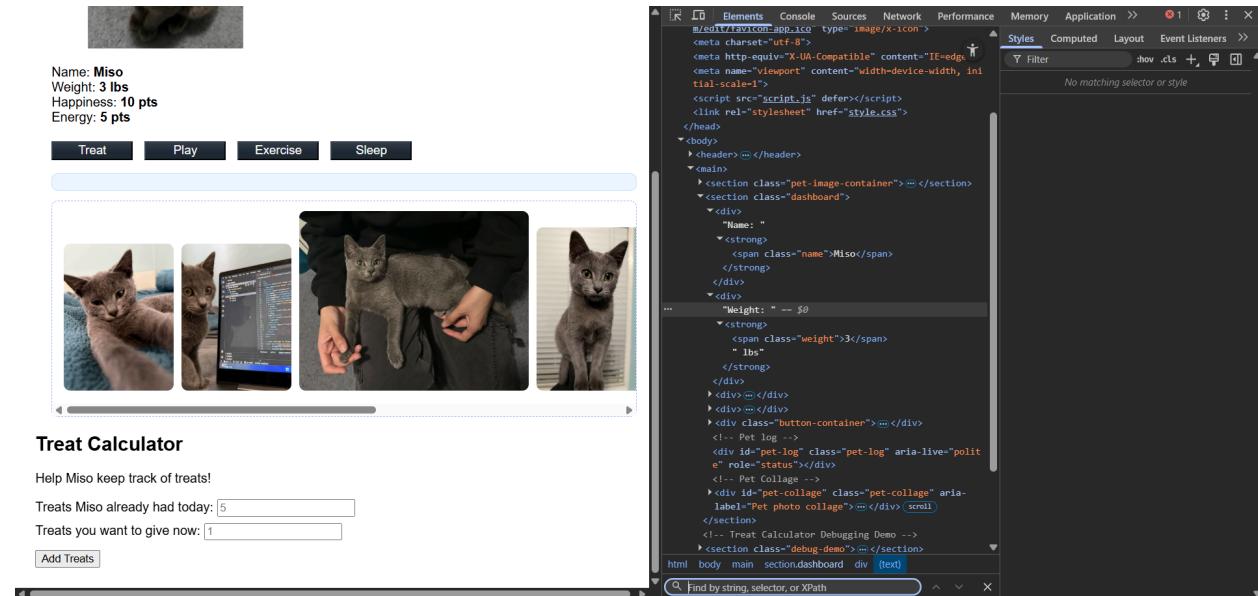
You can scroll into view



Ctrl+Shift+P and search up “Show Rulers on Hover” to get ruler

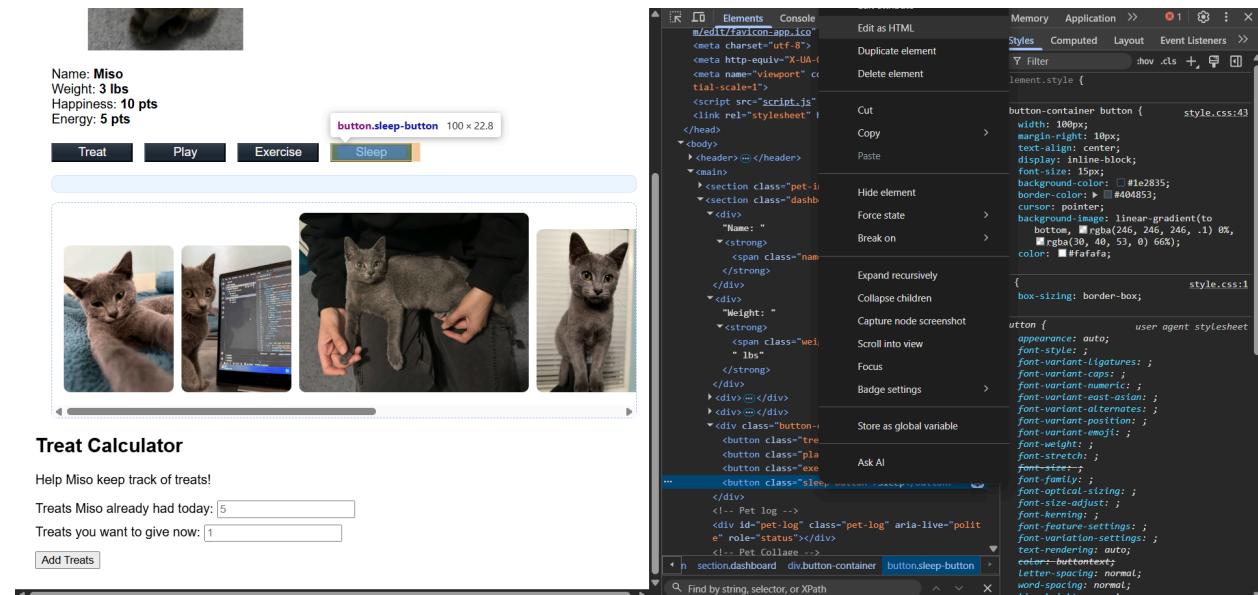


Make sure cursor is focused on elements panel and then hold Ctrl+F to open search bar so you can search the DOM tree



The screenshot shows a web browser with the developer tools open. The Elements tab is selected, displaying the DOM tree for the current page. A search bar at the bottom of the Elements panel is active, showing the placeholder "Find by string, selector, or XPath". The DOM tree includes elements like the header, main content area, and various sections for pet information and activity logs.

In element section right click to see “Edit as HTML”, you can also Duplicate element, Delete element, and capture note screenshot



The screenshot shows the same application with the context menu open over the "Sleep" button. The menu options visible are: Edit as HTML, Duplicate element, Delete element, Cut, Copy, Paste, Hide element, Force state, Break on, Expand recursively, Collapse children, Capture node screenshot, Scroll into view, Focus, Badge settings, Store as global variable, Ask AI, and a separator line followed by "button.sleep-button". The background shows the pet dashboard with cat photos and activity buttons.

In the elements you can click and drag elements to reorder them

The screenshot shows a web browser window with the following elements:

- Top Bar:** Elements, Console, Sources, Network, Performance, Memory, Application, etc.
- Left Panel:** A sidebar with buttons for Treat, Play, Exercise, and Sleep.
- Middle Content:**
  - A collage of five cat photos: one on a blue blanket, one on a laptop, one being held, and two standing.
  - A "Treat Calculator" section with fields for "Treats Miso already had today" (5) and "Treats you want to give now" (1), and a "Add Treats" button.
- Right Panel:** DevTools Elements tab showing the DOM structure of the collage and calculator components.

You can do force state by also right clicking a node and selecting force state

The screenshot shows the same application setup as above, but with the following changes:

- Right Panel:** DevTools Context Menu is open over a "Name: Miso" span, showing options like Hide element, Force state, Break on, Expand recursively, Collapse children, Capture node screenshot, Scroll into view, Focus, Badge settings, and Store as global variable.

On selected node press H to hide it

Name:  
Weight: 3 lbs  
Happiness: 10 pts  
Energy: 5 pts

Treat Play Exercise Sleep

**Treat Calculator**  
Help Miso keep track of treats!  
Treats Miso already had today:   
Treats you want to give now:   
Add Treats

```
span.name._web-inspector-hide-shortcut_
Miso == $0
```

Pressing delete key on selected node will delete it, if you wish to bring it back do ctrl z

Name:  
Weight: 3 lbs  
Happiness: 10 pts  
Energy: 5 pts

Treat Play Exercise Sleep

**Treat Calculator**  
Help Miso keep track of treats!  
Treats Miso already had today:   
Treats you want to give now:   
Add Treats

```
strong == $0
```

Access Nodes in console:

When you inspect a node, the == \$0 text next to the node means that you can reference this node in the Console with the variable \$0

1. Right-click **The Left Hand of Darkness** list item and select **Inspect**.
2. Press the Escape key to open the Console Drawer. You may have to select **Console** to open it.
3. Type \$0 and press the Enter key.
4. Hover over the result. The node is highlighted in the viewport.

## This is your Giga Pet



Name: **Miso**  
Weight: **1 lbs**  
Happiness: **8 pts**  
Energy: **5 pts**

Treat Play

[3:21:51 PM] So tiring...

Open image in new tab  
Save image as...  
Copy image  
Copy image address  
Create QR Code for this image  
Search with Google Lens  
Inspect

Elements Console Sources Network Performance Memory Application Privacy and security > ✖ 2 ✚ ✖ ✖

Styles Computed Layout Event Listeners >

Filter show .cls ✚ ✖

```
<!DOCTYPE html>
<html> <head>
  </head>
  <body>
    <header></header>
    <main>
      <section class="pet-image-container">
        
      </section>
      <section class="dashboard"></section>
    </main>
    <!-- jQuery (for .scrollTop() & scrollLeft()) -->
    <script src="https://code.jquery.com/jquery-2.2.4.min.js" integrity="sha256-gVQzqJ5O4wE7A0FzjZDf/tWcXtqJySbWZPQzqjAJAEzTH6r5zAMoH1P0g9Yc96QzSz3fekkew000=" crossorigin="anonymous"></script>
    <!-- Code injected by live-server -->
    <script></script>
  </body>
</html>
```

.pet-image.is-default { style.css:35
 transform: scale(1.2); }
.pet-image { style.css:26
 width: 100%; height: 100%; display: block; object-fit: contain; transform: none; transition: transform 150ms ease; }
\* { style.css:1
 box-sizing: border-box; }
img { user-agent stylesheet
 overflow-clip-margin: content-box; overflow: clip; }
Inherited from body
body { style.css:3
 font-family: helvetica, arial, sans-serif; margin: 25px; }

margin 0 border 0 padding 0 300x220 0 0 0 0

## Giga Pet



Name: **Miso**  
Weight: **1 lbs**  
Happiness: **8 pts**  
Energy: **5 pts**

Treat Play Exercise Sleep

[3:21:51 PM] So tiring...

Elements **Console** Sources Network Performance Memory Application Privacy and security > ✖ 2 ✚ ✖ ✖

Default levels ✓ | No Issues ✓

index.html:77

```
live_reload_enabled
$0 server responded with a status of 500 () glitch.com/edit/favicon-app.ico:1
$0 server responded with a status of 500 () glitch.com/edit/favicon-app.ico:1
$0
```

img.pet-image.is-default

5. Click `<li>Dune</li>` in the DOM Tree, type `$0` in the Console again, and then press Enter again. Now, `$0` evaluates to `<li>Dune</li>`.

## This is your Giga Pet



div 720 x 18.4

Name: Miso  
Weight: 1 lbs  
Happiness: 8 pts  
Energy: 5 pts

Treat Play Exercise Sleep

[3:21:51 PM] So tiring...



```
<!DOCTYPE html>
<html> <head>
  <meta charset="UTF-8">
  <title>Giga Pet Dashboard</title>
  <link href="style.css" rel="stylesheet">
</head>
<body>
  <h1>This is your Giga Pet</h1>
  <div>
    
    <p>Name: Miso<br/>Weight: 1 lbs<br/>Happiness: 8 pts<br/>Energy: 5 pts</p>
    <button>Treat</button> <button>Play</button> <button>Exercise</button> <button>Sleep</button>
    <div>[3:21:51 PM] So tiring...</div>
    <div></div>
  </div>
</body>
```

## This is your Giga Pet



div 720 x 18.4  
Name: Miso  
Weight: 1 lbs  
Happiness: 8 pts  
Energy: 5 pts

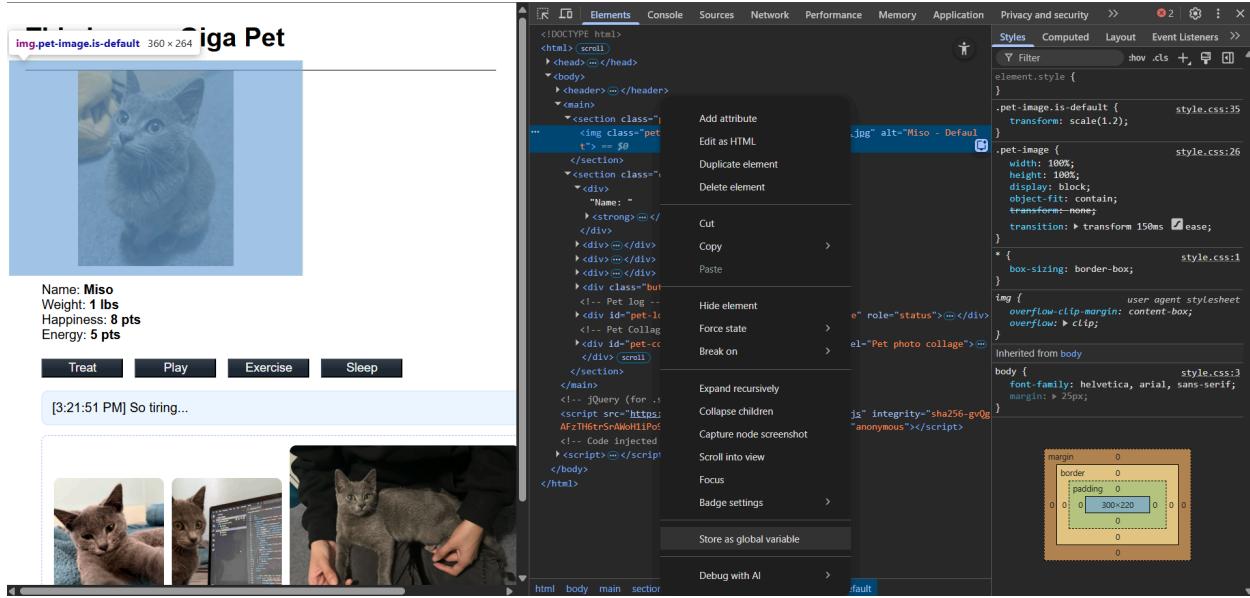
Treat Play Exercise Sleep

[3:21:51 PM] So tiring...

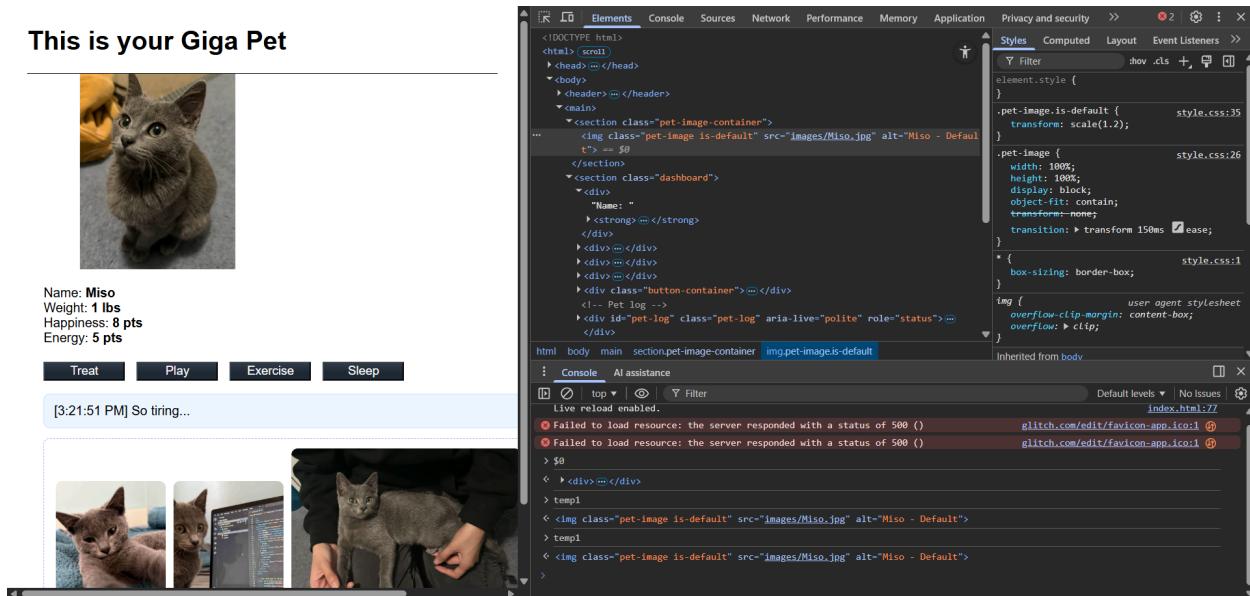


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<!DOCTYPE html>
<html> <head>
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    <div>[3:21:51 PM] So tiring...</div>
    <div></div>
  </div>
</body>
```

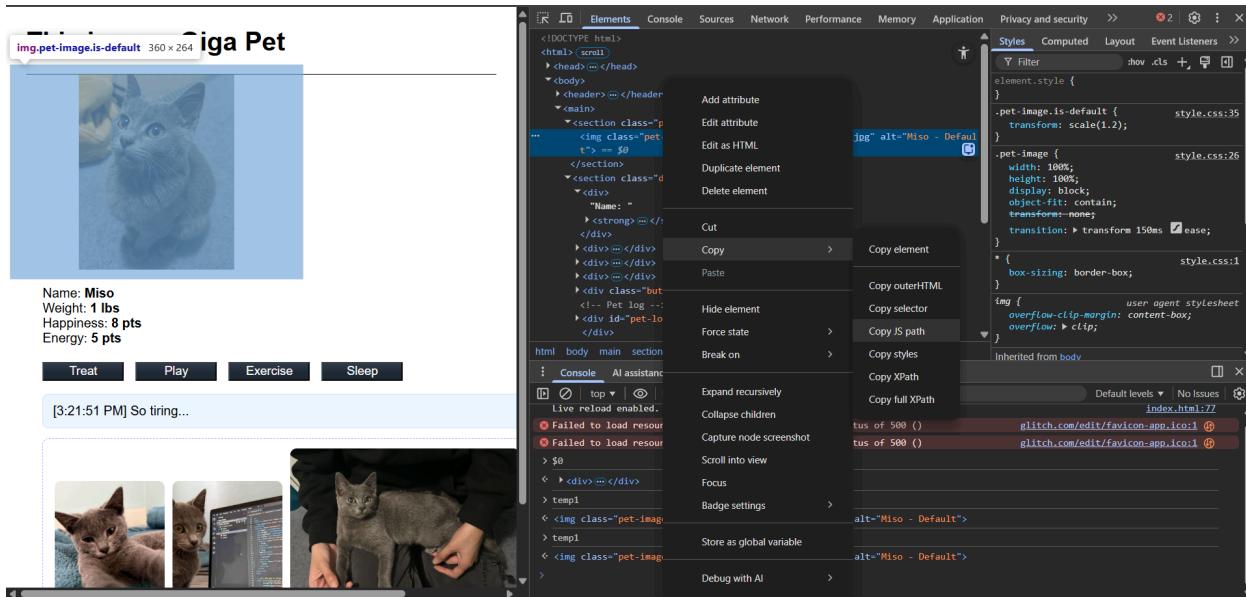
Storing as global variable



## This is your Giga Pet



Copy JS Path



Ctrl V to console

