

# Step Debugging JavaScript

with Visual Studio Code

<https://where.matsinet.codes/presentations/step-debugging-js>

## How we all get started debugging

```
console.log('Hello World');
```

This is ok simple application logic

Advanced logic === more console.log statements

console.log output statements then become overwhelming

As complexity grows console becomes too verbose:

```
console.log('function begin', variable);
console.log('function end', variable);
console.group();
  console.log('another function begin', variable);
  console.log('another function end', variable);
  // Numerous other console.log calls
console.groupEnd();
```

## Advantages & Disadvantages of console.log

- Easy (NO) setup
- Have to add code wherever you need output
- The output is only after execution has completed
- There is no way to update the variable values interactively
- There is no way to pause execution interactively
- Requires clean up code once debugging completed

## What is Step Debugging

...is an interactive connection between the IDE and browser allowing the IDE to control the JavaScript execution within the browser.

## Advantages & Disadvantages of step debugging

- Harder to setup initially
- Can evaluate variable values during execution

- Can update the variable values interactively
- Can pause execution interactively, using breakpoints
- Can debug compiled code referencing the source code such as TypeScript or Elm
- No clean up required

## Getting VS Code ...ready to debug

### Prerequisites

- Install [Debugger for Chrome extension](#)
- Restart VS Code
- Install [http-server](#) or [live-server](#) node application globally

### Configuration

- Click Debug -> Add Configuration -> Chrome: Launch
- Alternately: Click Debug -> Open Configuration -> Chrome: Launch

```
{
  "version": "0.2.0",
  "configurations": [
    {
      "type": "chrome",
      "request": "launch",
      "name": "Launch Chrome against localhost",
      "url": "http://localhost:8080",
      "webRoot": "${workspaceFolder}"
    }
  ]
}
```

- Restart VS Code

### Where is the configuration stored?

By default, the launch configuration is stored in project in the `.vscode` folder

The launch configuration can be stored across projects (globally) in the `settings.json` under the "launch" key.

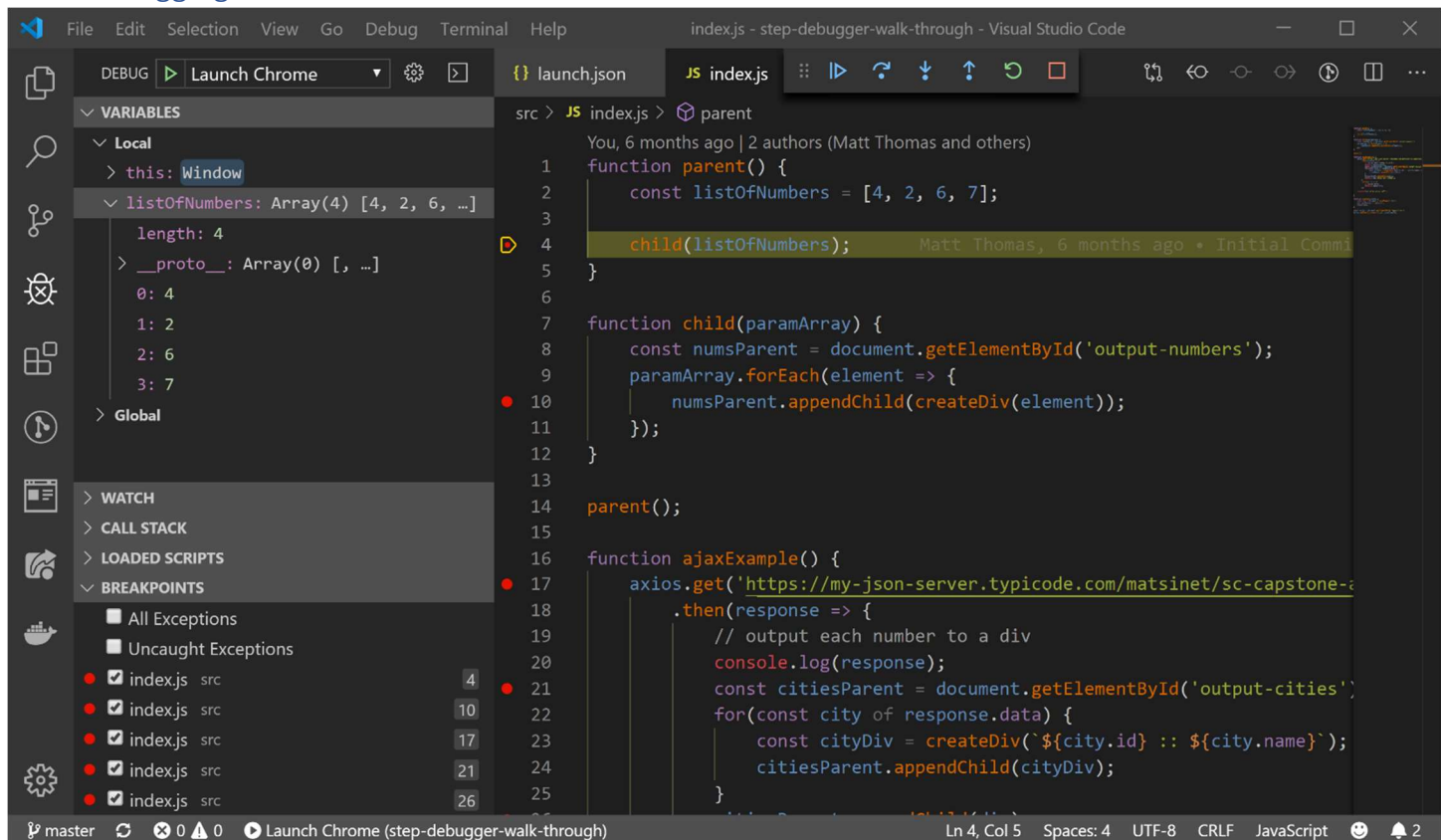
## Sample Parcel Configuration

```
{
  "type": "chrome",
  "request": "launch",
  "name": "Launch Chrome w/Parcel",
  "url": "http://localhost:1234",
  "webRoot": "${workspaceFolder}",
  "trace": true,
  "breakOnLoad": true,
  "sourceMapPathOverrides": {
    "**": "${webroot}/src/*"
  }
}
```

Ready the code base ...source code and server

- Open a terminal in the root source code folder
- Serve your code via [http-server](https://www.npmjs.com/package/http-server) (<https://www.npmjs.com/package/http-server>) or [live-server](https://www.npmjs.com/package/live-server) (<https://www.npmjs.com/package/live-server>)

## Start Debugging



## Debugger Operations



### Pause/Continue -

Pause or continue the execution of the code  
will stop at the next breakpoint

### Step Over -

Execute the current line without introspection

### Step Into -

Execute the current line, "diving" into any scopes (functions)

### Step Out Of -

Execute the code "climbing out" of the current scope

### Restart -

Reset the debugging session, including refreshing the browser

### Stop -

End the debugging session, code execution will continue

## Demo

Sample code, instructions and configuration

<https://github.com/matsinet/step-debugger-walk-through>

## Where to go from here...

Documentation: [Visual Studio Code Manual : Debugging](#)

Video Tutorial: [Debugging JavaScript \(Google Chrome and Visual Studio Code\)](#) (Thanks Bradley)

## Feedback...

- Matt Thomas
- Twitter: @matsinet
- Website: <https://where.matsinet.codes>
- Slides: <https://where.matsinet.codes/presentations/step-debugging-js>
- Created with: [Reveal.js](#)
- Step Debugging JS with VS Code <https://where.matsinet.codes/presentations/step-debugging-js>