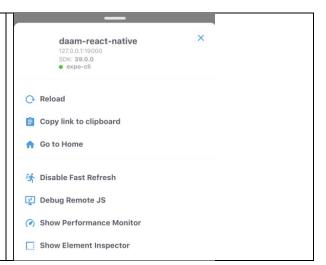
# **Debugging Lab**

It's easy to do "Log Driven Development" (dumping console.logs all over your codebase), but it's not all that efficient. With a bit of extra effort, you can upgrade your debugging experience with better tools.

## Opening the remote debugger

The first tool is provided out-of-the-box by expo and React Native.

- Open up your developer menu in a simulator and choose "Debug Remote JS". This will open a new tab in your browser.
- 2. Open up your developer menu in a simulator and choose "Debug Remote JS". This will open a new tab in your browser.
- 4. Now go to App.js and add some console.log statements. Once the App reloads, notice how they appear in the window.



## Adding breakpoints



Let's practice writing some React hooks to simulate loading data when the component mounts. It should initially say "Data is: loading" and then flip to "Data is: loaded".

9. There's a couple of trivial bugs in this code. Figure them out by using breakpoints.

#### LogBox

React Native revamped their "LogBox" in 0.62, so let's try them out.

- 10. Edit your app. Put in a few console.warn and console.error statements in your app.
- 11. Run and test. Notice how it kindly indicates which component the message is coming from. (Believe it or not, that wasn't always a thing. Debugging in React Native used to be... rough.)

#### **Breakpoints from IDE**

Setting breakpoints from DevTools is cute, but let's face it: you're not going to hunt around in your project in DevTools to find the breakpoint. You're mostly working from your editor, and want to set breakpoints there. So, let's get that to work! Here's a couple options depending on your editor of choice:

Webstorm/IntelliJ/etc: https://www.jetbrains.com/help/webstorm/react-native.html#ws react native debug expo

Visual Studio Code: https://github.com/microsoft/vscode-react-native

Once you've gone through the installation process, try out adding some breakpoints to your app in your code editor and make sure it works!