

# Assignment: Debugging JavaScript in the Browser

## Objective:

Students will practice debugging JavaScript by identifying and fixing errors in a provided HTML file. This assignment will help students understand common JavaScript errors and learn to use browser developer tools effectively.

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## Instructions

### Step 1: Download the File

1. Download the file **DebugJavaScript.html** from the instructor's GitHub repository:
  - Plain text link:  
<https://github.com/rbsteffes/rbsteffes.github.io/blob/main/DebugJavaScript.html>
  - Click the **Raw** button on the GitHub page to access the plain text version of the file.
2. Save the file to your computer.

### Step 2: Open the File in a Browser

1. Open the **DebugJavaScript.html** file in a web browser (e.g., Chrome, Firefox, or Edge).
2. Open the browser developer tools:
  - **Windows/Linux:** Press Ctrl + Shift + I or F12.
  - **Mac:** Press Cmd + Option + I.

### Step 3: Check for JavaScript Errors

1. Navigate to the **Console** tab in the developer tools.
2. Look for error messages related to the JavaScript code.
3. Take a **screenshot** of the error messages displayed in the console.

## Step 4: Attempt to Fix the Errors

### DO NOT USE ASSISTIVE AI FOR THIS ASSIGNMENT

1. Open the **DebugJavaScript.html** file in a text editor (e.g., Notepad++, VS Code, or Sublime Text).
2. Identify the JavaScript errors and correct them. Examples of potential issues to look for:
  - Syntax errors (e.g., missing semicolons or braces).
  - Undefined variables or functions.
  - Incorrect DOM references.
  - Logical errors in the code.

Remember to read the error messages you receive. They tell you where errors are, and often give hints on how to fix them.

3. Save your changes and refresh the file in the browser to test your fixes. Fixing errors sequentially will help you find all of them.

## Submission

1. Submit the following to Blackboard:
  - The **screenshot** of the error messages from the browser console before making any fixes.
  - The link to the corrected **DebugJavaScript.html** file in your GitHub Repository.