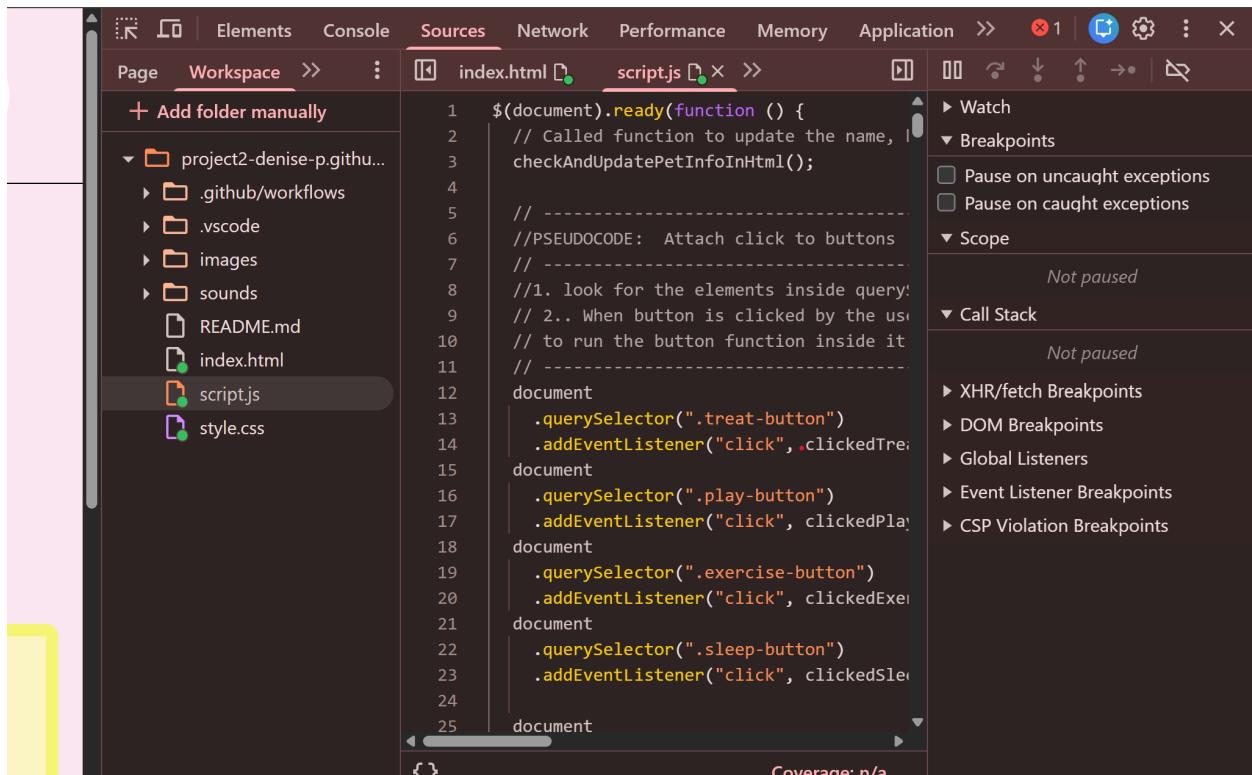


Debugging Code

In Chrome DevTools, we can not only edit the DOM but also debug any JavaScript issues.

The main feature I want to debug is the click function. It works, but I want the pet's energy to run out faster, so I will adjust the button's functions to consume more energy.

I'll start debugging by opening DevTools and navigating to the **Sources** tab.



Next, I go into the Workspace section to make sure I am in the **script.js** file. After that, I want to set a breakpoint on the click events to locate the function. To do this, I open **Event Listener Breakpoints**, expand the **Mouse** category, and select **click**:

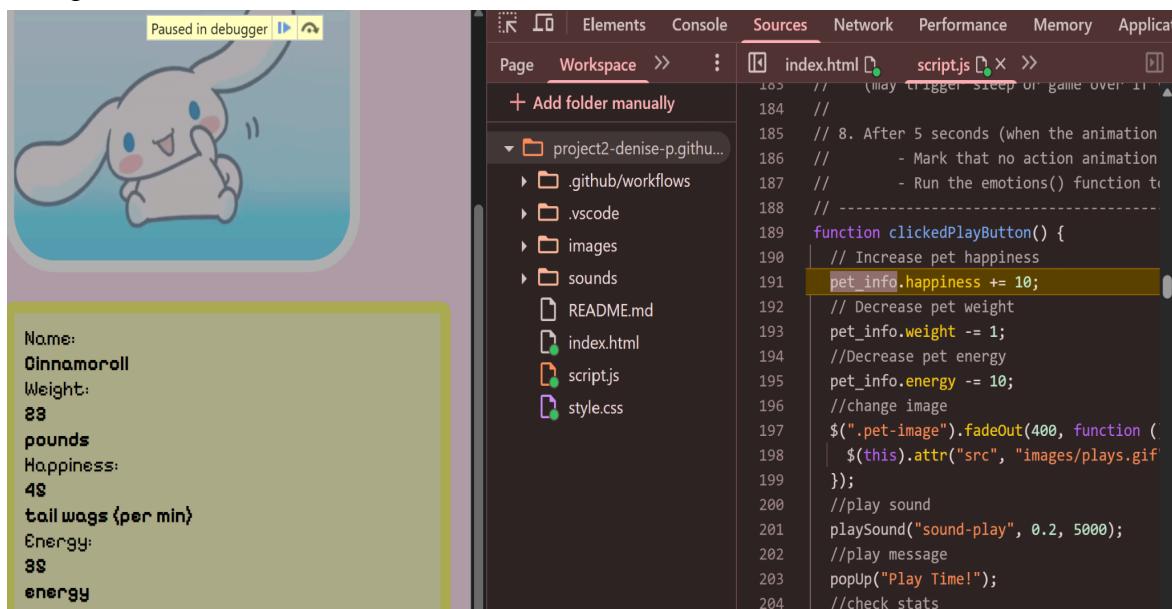
The screenshot shows a code editor interface. On the left, there is a vertical list of numbers from 18 to 34, each preceding a line of HTML code. The code includes a script tag, a header section with a pink background and blue text, a main section containing a pet image (src: https://usagif.com/wp-content/uploads/2017/09/corgi-wagging-tail.gif), and a dashboard section. On the right, a sidebar titled 'Filter' lists various event types with checkboxes. The 'click' checkbox is checked, while others like 'auxclick', 'dblclick', and 'mousedown' are unchecked.

```

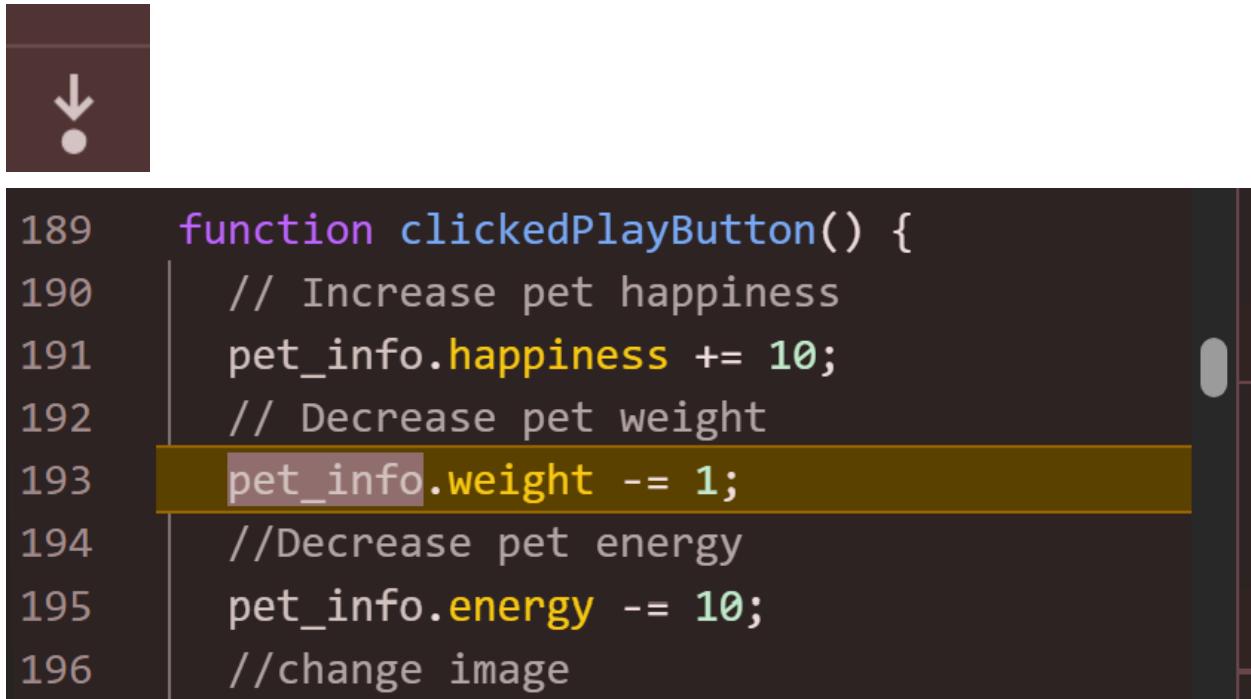
18     <script src="script.js" defer></script>
19   </head>
20   <body>
21     <header>
22       <h1 style="background:pink; color:blue; text-align:center">Pet Care</h1>
23     </header>
24     <!-- This is the pet -->
25     <main id="pet" role="main">
26       <section class="pet-image-container">
27         <!-- Pet image with your own pet :D -->
28         
32         <!--Pet's Status-->
33       </section>
34       <section class="dashboard">

```

Anytime I click a button, the code will pause on the first line of the click event that executes. For example, here I clicked the exercise button:



Now I am inside the `clickedPlayButton` function and can adjust the `energy` variable to remove more energy from `pet_info.energy`. By clicking the **Next** button, I can step to the line where the energy decreases by 10.



```
189     function clickedPlayButton() {  
190         // Increase pet happiness  
191         pet_info.happiness += 10;  
192         // Decrease pet weight  
193         pet_info.weight -= 1;  
194         //Decrease pet energy  
195         pet_info.energy -= 10;  
196         //change image
```

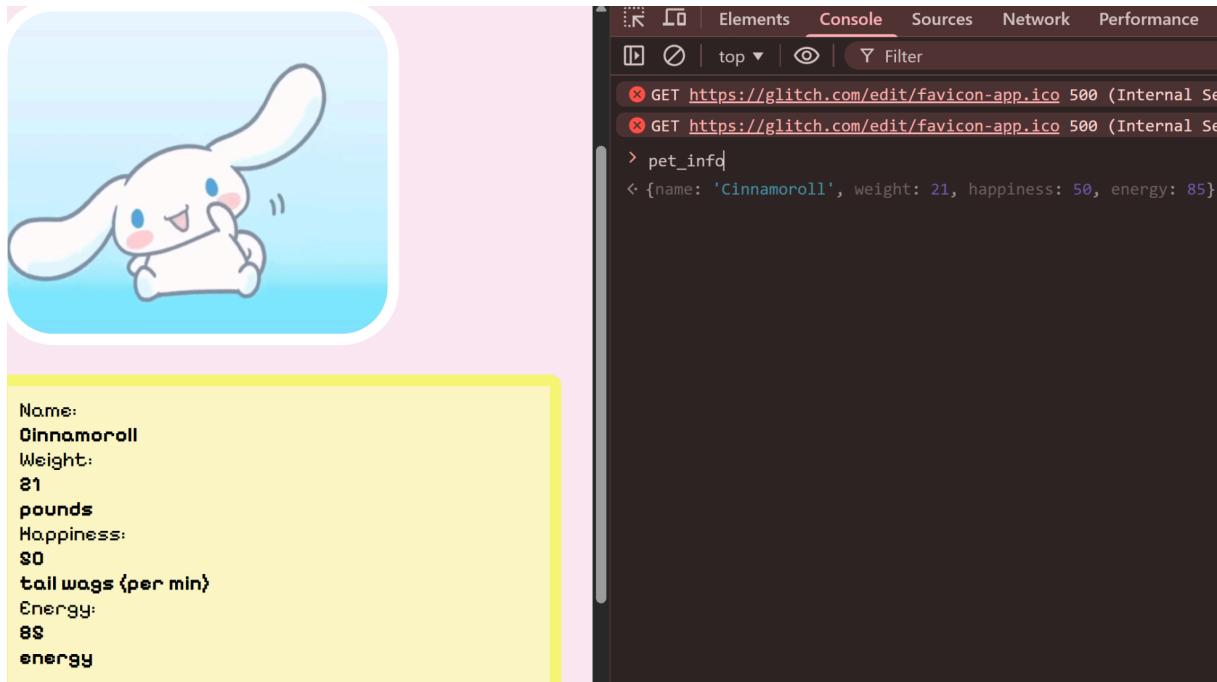
Since I found the energy variable, I will unpause the code, change the value to 15, and save the update by pressing **Ctrl + S**.



```
189     function clickedPlayButton() {  
190         // Increase pet happiness  
191         pet_info.happiness += 10;  
192         // Decrease pet weight  
193         pet_info.weight -= 1;  
194         //Decrease pet energy  
195         pet_info.energy -= 15;  
196         //change image  
197         $(".pet-image").fadeOut(400, function (  
198             | $(this).attr("src", "images/plays.gif"  
199         );  
200         //play sound  
201         playSound("sound-play", 0.2, 5000);  
202         //play message  
203         popUp("Play Time!");  
204         //check stats  
205         checkAndUpdatePetInfoInHtml();
```

Energy now decreases by 15 when clicking the play button.

By looking through the console tab or checking the viewport I can view the changes



The new code also saves in VScode since we saved in the **Workshop** section:

```
JS script.js > ...
185 // 8. After 5 seconds (when the animation finishes):
186 //     - Mark that no action animation is playing.
187 //     - Run the emotions() function to decide the pet's mood.
188 // -----
189 function clickedPlayButton() {
190     // Increase pet happiness
191     pet_info.happiness += 10;
192     // Decrease pet weight
193     pet_info.weight -= 1;
194     //Decrease pet energy
195     pet_info.energy -= 15;
196     //change image
197     $(".pet-image").fadeOut(400, function () {
```