



{@debug ...}

The `{@debug ...}` tag offers an alternative to `console.log(...)`. It logs the values of specific variables whenever they change, and pauses code execution if you have devtools open.

```
<script>
  let user = {
    firstname: 'Ada',
    lastname: 'Lovelace'
  };
</script>

{@debug user}

<h1>Hello {user.firstname}!</h1>
```

`{@debug ...}` accepts a comma-separated list of variable names (not arbitrary expressions).

```
<!-- Compiles -->
{@debug user}
{@debug user1, user2, user3}

<!-- WON'T compile -->
{@debug user.firstname}
{@debug myArray[0]}
{@debug !isReady}
{@debug typeof user === 'object'}
```

The `{@debug}` tag without any arguments will insert a `debugger` statement that gets triggered when *any* state changes, as opposed to the specified variables.



{@const ...}

bind: