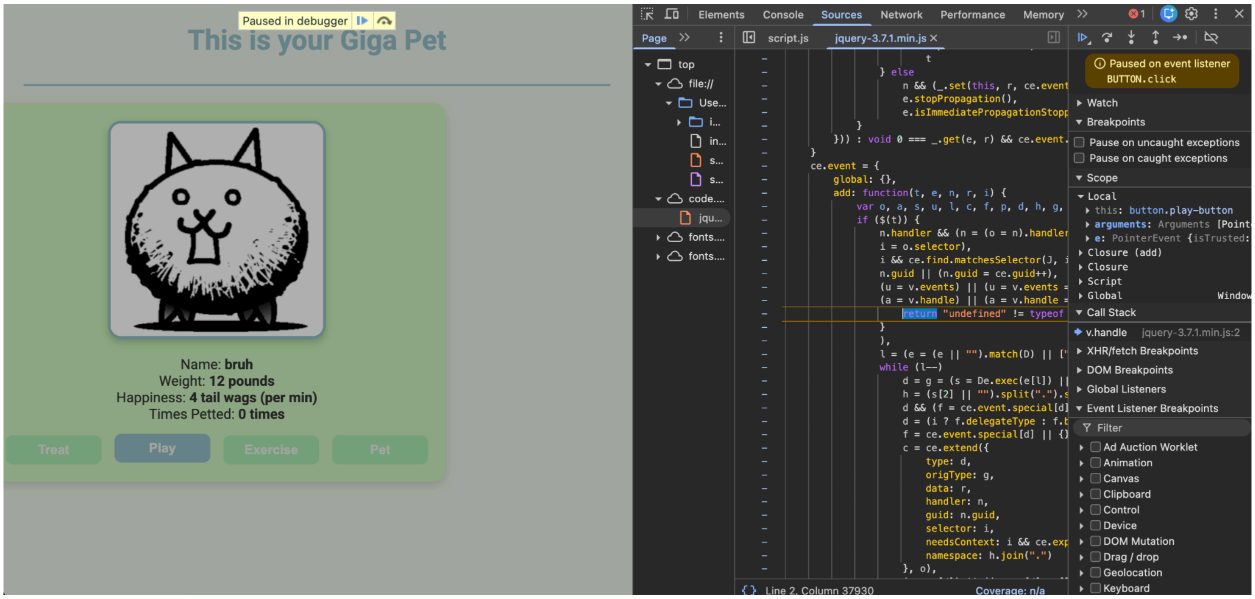


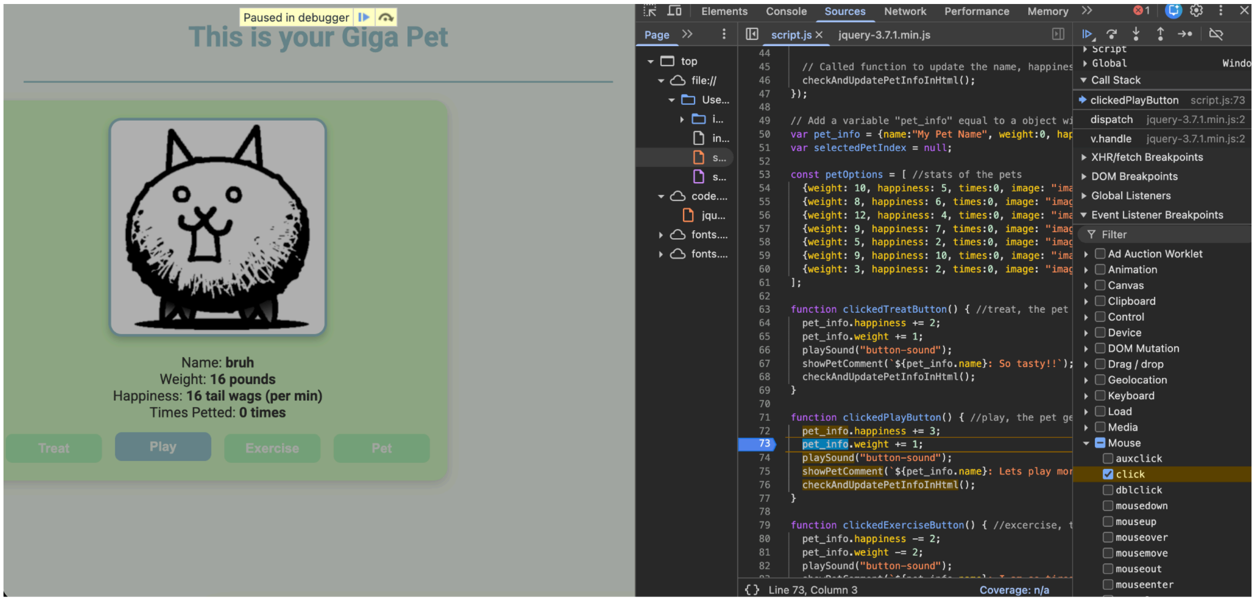
This is your Giga Pet

Name: **bruh**
Weight: **12 pounds**
Happiness: **4 tail wags (per min)**
Times Petted: **0 times**

```
                    t
                } else
                    n && (_.set(this, r, ce.event
                    e.stopPropagation(),
                    e.isImmediatePropagationStopp
            }
        })) : void 0 === _.get(e, r) && ce.event.
    }
    ce.event = {
        global: {},
        add: function(t, e, n, r, i) {
            var o, a, s, u, l, c, f, p, d, h, g,
            if ($(t)) {
                n.handler && (n = (o = n).handler
                i = o.selector),
                i && ce.find.matchesSelector(J, i
                n.guid || (n.guid = ce.guid++),
                (u = v.events) || (u = v.events =
                (a = v.handle) || (a = v.handle =
                    return "undefined" != typeof
                }
                ),
                l = (e = (e || "").match(D) || ["
                while (l--)
                    d = g = (s = De.exec(e[l]) ||
                    h = (s[2] || "").split(".").s
                    d && (f = ce.event.special[d]
                    d = (i ? f.delegateType : f.b
                    f = ce.event.special[d] || {}
                    c = ce.extend({
                        type: d,
                        origType: g,
                        data: r,
                        handler: n,
                        guid: n.guid,
                        selector: i,
                        needsContext: i && ce.exp
                        namespace: h.join(".")
                    }, o),
```

Line 2, Column 37930 Coverage: n/a

I first open the debugger by right clicking and pressing inspect. We then go to the sources tab to find the debugger. This allows us to set breakpoints and see how the code is executed and see any local variables, etc. Such as in the scope, we can see in the script tab, the array of the pets attributes.



This is your Giga Pet

Name: **bruh**
Weight: **16 pounds**
Happiness: **16 tail wags (per min)**
Times Petted: **0 times**

```

  // Called function to update the name, happines
  checkAndUpdatePetInfoInHtml();
});

// Add a variable "pet_info" equal to a object wi
var pet_info = {name:"My Pet Name", weight:0, hap
var selectedPetIndex = null;

const petOptions = [ //stats of the pets
  {weight: 10, happiness: 5, times:0, image: "ima
  {weight: 8, happiness: 6, times:0, image: "imag
  {weight: 12, happiness: 4, times:0, image: "ima
  {weight: 9, happiness: 7, times:0, image: "imag
  {weight: 5, happiness: 2, times:0, image: "imag
  {weight: 9, happiness: 10, times:0, image: "ima
  {weight: 3, happiness: 2, times:0, image: "imag
];

function clickedTreatButton() { //treat, the pet
  pet_info.happiness += 2;
  pet_info.weight += 1;
  playSound("button-sound");
  showPetComment(`${pet_info.name}: So tasty!!`);
  checkAndUpdatePetInfoInHtml();
}

function clickedPlayButton() { //play, the pet ge
  pet_info.happiness += 3;
  pet_info.weight += 1;
  playSound("button-sound");
  showPetComment(`${pet_info.name}: Lets play mor
  checkAndUpdatePetInfoInHtml();
}

function clickedExerciseButton() { //excercise, t
  pet_info.happiness -= 2;
  pet_info.weight -= 2;
  playSound("button-sound");
```

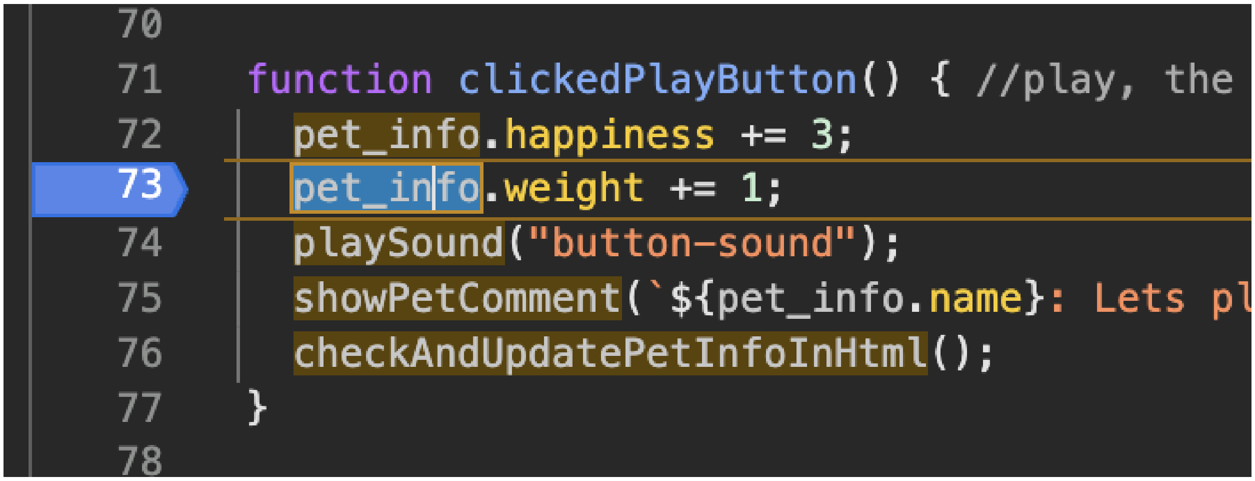
Line 73, Column 3 Coverage: n/a

The play button is not functioning correctly, we can debug it by creating a breakpoint to where we think the bug or mistake is. We can do this by also clicking on the Event Listener

Breakpoints tab and making it so that anytime we click, a breakpoint will happen and the code will be paused. So when we clicked the Play button, it paused the code to the breakpoint we set earlier.

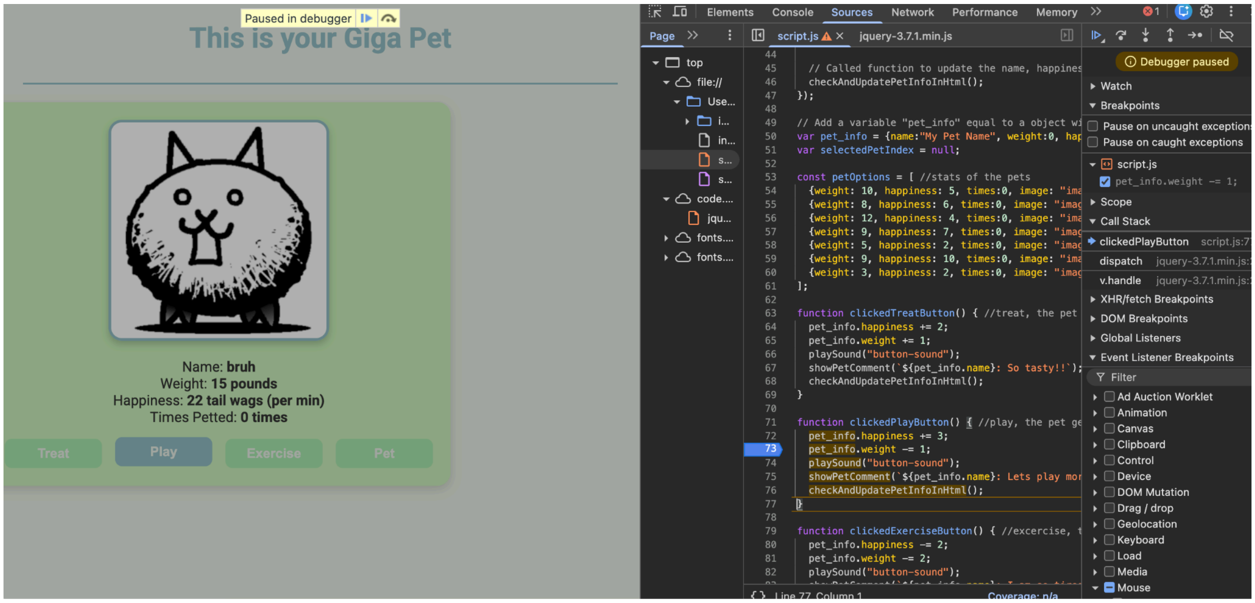
I stepped through the clickedPlayButton function until we got to the mistake.

`pet_info.weight += 1;` is set to += instead of -=.



```
function clickedPlayButton() { //play, the
  pet_info.happiness += 3;
  pet_info.weight += 1;
  playSound("button-sound");
  showPetComment(`${pet_info.name}: Lets pl
  checkAndUpdatePetInfoInHtml();
}
```

We can fix this now and by changing the code right in the debugger and see if the next button press is fixed.



Name: bruh
Weight: 15 pounds
Happiness: 22 tail wags (per min)
Times Petted: 0 times

```

  // Called function to update the name, happines
  checkAndUpdatePetInfoInHtml();
});

// Add a variable "pet_info" equal to a object wi
var pet_info = {name:"My Pet Name", weight:0, hap
var selectedPetIndex = null;

const petOptions = [ //stats of the pets
  {weight: 10, happiness: 5, times:0, image: "ima
  {weight: 8, happiness: 6, times:0, image: "imag
  {weight: 12, happiness: 4, times:0, image: "ima
  {weight: 9, happiness: 7, times:0, image: "imag
  {weight: 5, happiness: 2, times:0, image: "imag
  {weight: 9, happiness: 10, times:0, image: "ima
  {weight: 3, happiness: 2, times:0, image: "imag
];

function clickedTreatButton() { //treat, the pet
  pet_info.happiness += 2;
  pet_info.weight += 1;
  playSound("button-sound");
  showPetComment(`${pet_info.name}: So tasty!!`);
  checkAndUpdatePetInfoInHtml();
}

function clickedPlayButton() { //play, the pet ge
  pet_info.happiness += 3;
  pet_info.weight -= 1;
  playSound("button-sound");
  showPetComment(`${pet_info.name}: Lets play mor
  checkAndUpdatePetInfoInHtml();
}

function clickedExerciseButton() { //excercise, t
  pet_info.happiness -= 2;
  pet_info.weight -= 2;
  playSound("button-sound");
```

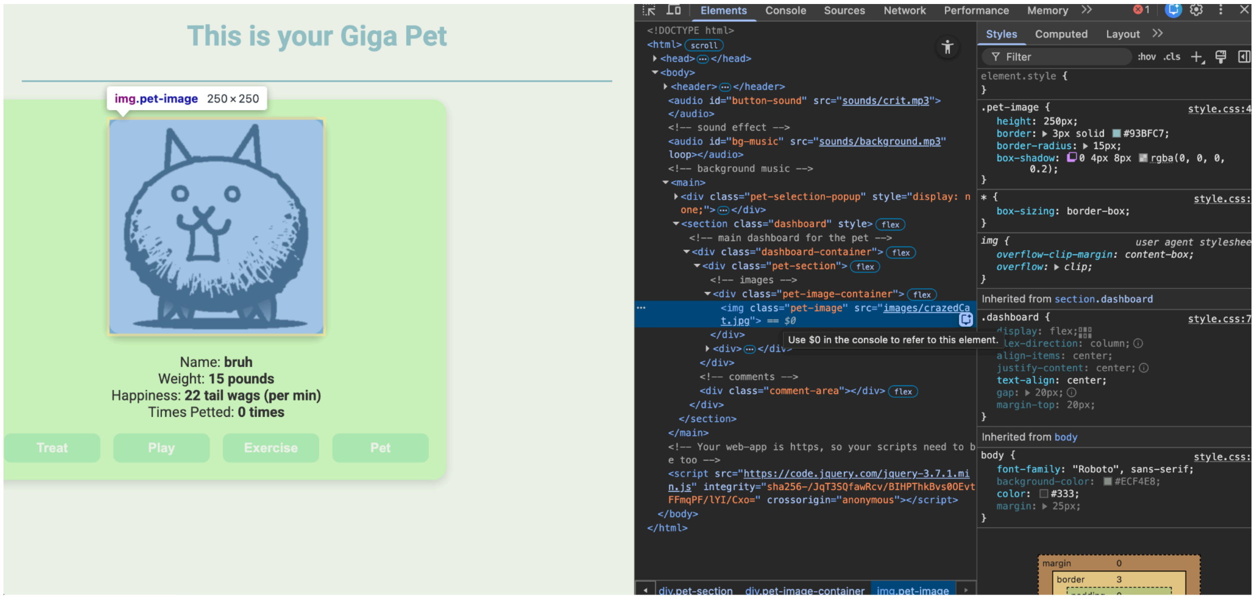
Line 77, Column 1   Coverage: n/a

□ Pause on uncaught exceptions
□ Pause on caught exceptions

script.js
☑ pet_info.weight -= 1;

Call Stack:
clickedPlayButton   script.js:7
dispatch   jquery-3.7.1.min.js:
v.handle   jquery-3.7.1.min.js:

As we can see that the fix was good, and the weight of bruh was changed from 16 to 15 which is what is intended.



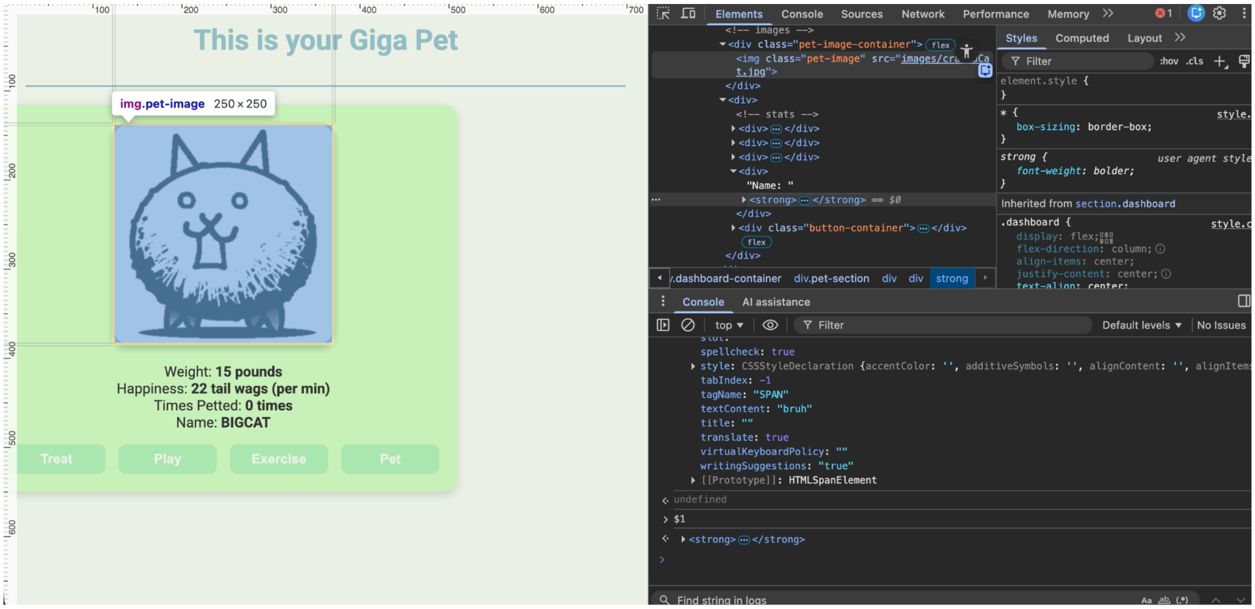
This is your Giga Pet

Name: **bruh**
Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**

```
<!DOCTYPE html>
<html> scroll
  ▸<head>⋯</head>
  ▾<body>
    ▸<header>⋯</header>
     <audio id="button-sound" src="sounds/crit.mp3">
     </audio>
     <!-- sound effect -->
     <audio id="bg-music" src="sounds/background.mp3"
     loop></audio>
     <!-- background music -->
    ▾<main>
      ▸<div class="pet-selection-popup" style="display: n
       one;">⋯</div>
      ▾<section class="dashboard" style> flex
         <!-- main dashboard for the pet -->
        ▾<div class="dashboard-container"> flex
          ▾<div class="pet-section"> flex
             <!-- images -->
            ▾<div class="pet-image-container"> flex
               <img class="pet-image" src="images/crazedCa
               t.jpg"> == $0
             </div>
            ▸<div>⋯</div>
           </div>
           <!-- comments -->
           <div class="comment-area"></div> flex
         </div>
       </section>
     </main>
     <!-- Your web-app is https, so your scripts need to b
     e too -->
     <script src="https://code.jquery.com/jquery-3.7.1.mi
     n.js" integrity="sha256-/JqT3SQfawRcv/BIHPThkBvs0OEvt
     FFmqPF/lYI/Cxo=" crossorigin="anonymous"></script>
   </body>
</html>
```

```
element.style {
}
.pet-image {                                style.css:4
    height: 250px;
    border: ▸ 3px solid #93BFC7;
    border-radius: ▸ 15px;
    box-shadow: 0 4px 8px rgba(0, 0, 0,
        0.2);
}
* {                                          style.css:
    box-sizing: border-box;
}
img {                          user agent styleshee
    overflow-clip-margin: content-box;
    overflow: ▸ clip;
}
Inherited from section.dashboard
.dashboard {                                style.css:7
    display: flex;
    flex-direction: column;
    align-items: center;
    justify-content: center;
    text-align: center;
    gap: ▸ 20px;
    margin-top: 20px;
}
Inherited from body
body {                                       style.css:
    font-family: "Roboto", sans-serif;
    background-color: #ECF4E8;
    color: #333;
    margin: ▸ 25px;
}
```

I inspected a node and it highlighted the image and showed the size of the image. <img class="pet-image" src="images/crazedCat.jpg"> It automatically highlights what your mouse hovers over to allow for you to get more information about the node. We are also able to navigate using a keyboard. This is done by using the arrow keys.



This is your Giga Pet

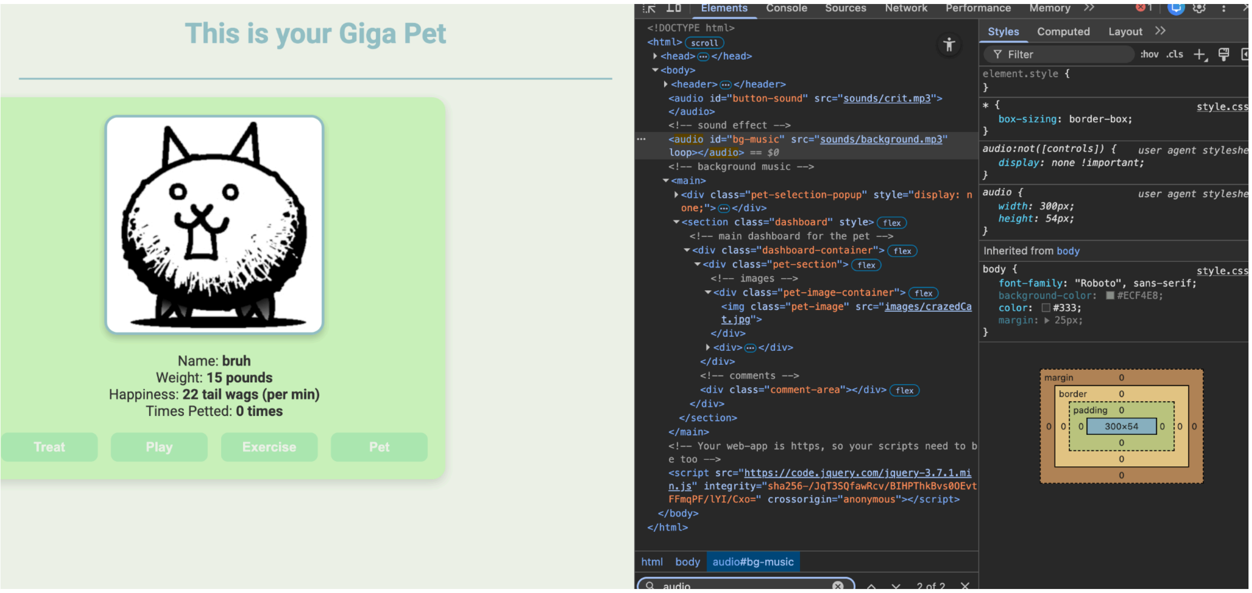
Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**
Name: **BIGCAT**

```
         <!-- images -->
        ▾<div class="pet-image-container"> flex
           <img class="pet-image" src="images/cra  dCa
           t.jpg">
         </div>
        ▾<div>
           <!-- stats -->
          ▸<div>⋯</div>
          ▸<div>⋯</div>
          ▸<div>⋯</div>
          ▾<div>
             "Name: "
            ▸<strong>⋯</strong> == $0
           </div>
          ▸<div class="button-container">⋯</div>
           flex
         </div>
```

```
element.style {
}
* {                                          style.
    box-sizing: border-box;
}
strong {                       user agent style
    font-weight: bolder;
}
Inherited from section.dashboard
.dashboard {                                 style.c
    display: flex;
    flex-direction: column;
    align-items: center;
    justify-content: center;
    text-align: center;
```

```
    spellcheck: true
  ▸ style: CSSStyleDeclaration {accentColor: '', additiveSymbols: '', alignContent: '', alignItems
    tabIndex: -1
    tagName: "SPAN"
    textContent: "bruh"
    title: ""
    translate: true
    virtualKeyboardPolicy: ""
    writingSuggestions: "true"
  ▸ [[Prototype]]: HTMLSpanElement
< undefined
> $1
< ▸<strong>⋯</strong>
>
```

We can also enable rulers by going to Settings, Preferences, Elements, and clicking on Show rulers on hover. This helps us see the size of elements on the website.



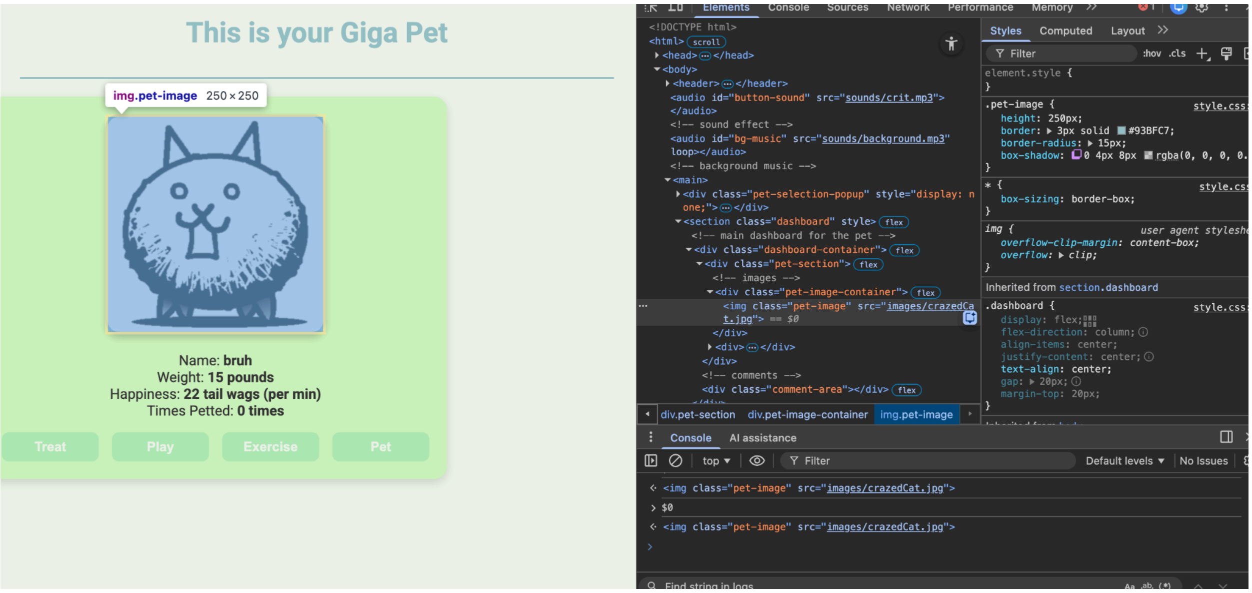
This is your Giga Pet

Name: **bruh**
Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**

```
<!DOCTYPE html>
<html> scroll
  <head>⋯</head>
  <body>
    <header>⋯</header>
    <audio id="button-sound" src="sounds/crit.mp3">
    </audio>
    <!-- sound effect -->
    <audio id="bg-music" src="sounds/background.mp3"
    loop></audio> == $0
    <!-- background music -->
    <main>
      <div class="pet-selection-popup" style="display: n
      one;">⋯</div>
      <section class="dashboard" style> flex
        <!-- main dashboard for the pet -->
        <div class="dashboard-container"> flex
          <div class="pet-section"> flex
            <!-- images -->
            <div class="pet-image-container"> flex
              <img class="pet-image" src="images/crazedCa
              t.jpg">
            </div>
            <div>⋯</div>
          </div>
          <!-- comments -->
          <div class="comment-area"></div> flex
        </div>
      </section>
    </main>
    <!-- Your web-app is https, so your scripts need to b
    e too -->
    <script src="https://code.jquery.com/jquery-3.7.1.mi
    n.js" integrity="sha256-/JqT3SQfawRcv/BIHPThkBvs0OEvt
    FFmqPF/lYI/Cxo=" crossorigin="anonymous"></script>
  </body>
</html>
```

```
element.style {
}
* {                                         style.css
  box-sizing: border-box;
}
audio:not([controls]) {           user agent styleshe
  display: none !important;
}
audio {                           user agent styleshe
  width: 300px;
  height: 54px;
}
Inherited from body
body {                                      style.css
  font-family: "Roboto", sans-serif;
  background-color: #ECF4E8;
  color: #333;
  margin: ▸ 25px;
}
```

I can also search through the website by command + F to search through nodes to find what I am looking for such as the audio.



This is your Giga Pet

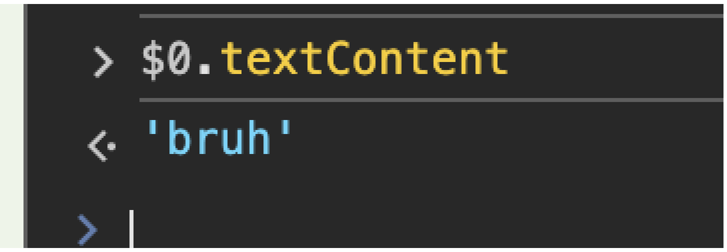
Name: **bruh**
Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**

```
<!DOCTYPE html>
<html> scroll
  <head>⋯</head>
  <body>
    <header>⋯</header>
    <audio id="button-sound" src="sounds/crit.mp3">
    </audio>
    <!-- sound effect -->
    <audio id="bg-music" src="sounds/background.mp3"
    loop></audio>
    <!-- background music -->
    <main>
      <div class="pet-selection-popup" style="display: n
      one;">⋯</div>
      <section class="dashboard" style> flex
        <!-- main dashboard for the pet -->
        <div class="dashboard-container"> flex
          <div class="pet-section"> flex
            <!-- images -->
            <div class="pet-image-container"> flex
              <img class="pet-image" src="images/crazedCa
              t.jpg"> == $0
            </div>
            <div>⋯</div>
          </div>
          <!-- comments -->
          <div class="comment-area"></div> flex
```

```
element.style {
}
.pet-image {                                style.css
  height: 250px;
  border: ▸ 3px solid #93BFC7;
  border-radius: ▸ 15px;
  box-shadow: 0 4px 8px rgba(0, 0, 0, 0.
}
* {                                         style.css
  box-sizing: border-box;
}
img {                             user agent styleshe
  overflow-clip-margin: content-box;
  overflow: ▸ clip;
}
Inherited from section.dashboard
.dashboard {                                style.css
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  text-align: center;
  gap: ▸ 20px;
  margin-top: 20px;
}
```

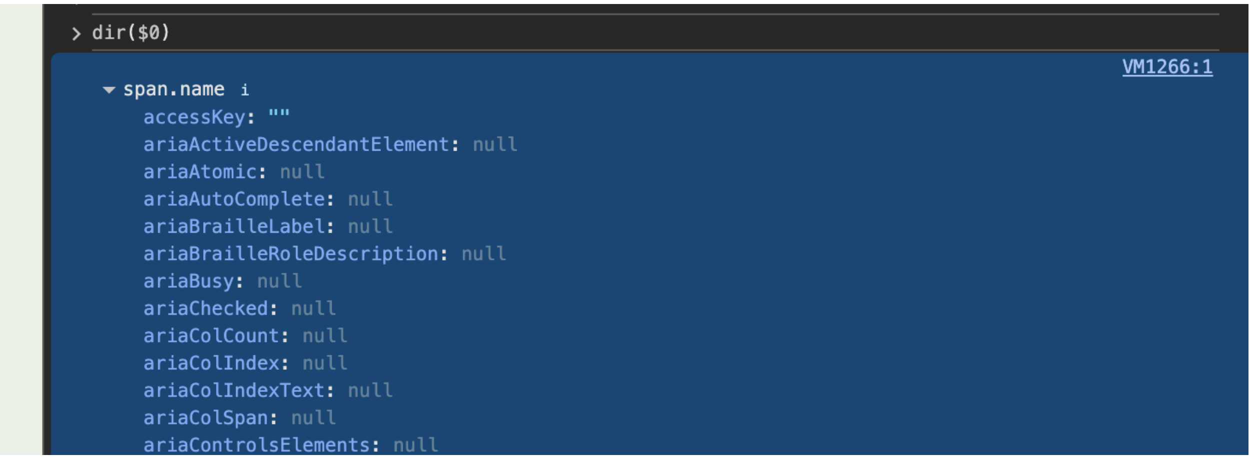
```
<· <img class="pet-image" src="images/crazedCat.jpg">
> $0
<· <img class="pet-image" src="images/crazedCat.jpg">
>
```

I can also use $0 to find the most recently selected element which was the image that I selected in the last picture.



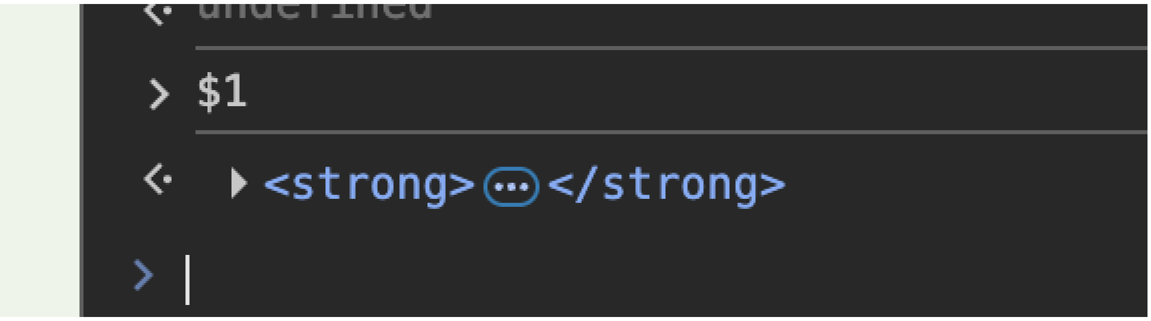
```
> $0.textContent
<· 'bruh'
>
```

I can also use $0.textContent to see information about the node. I chose the name of the cat and then typed in the console $0.textContent. This returned ‘bruh’ as the name is written as bruh and was the last thing that I selected.



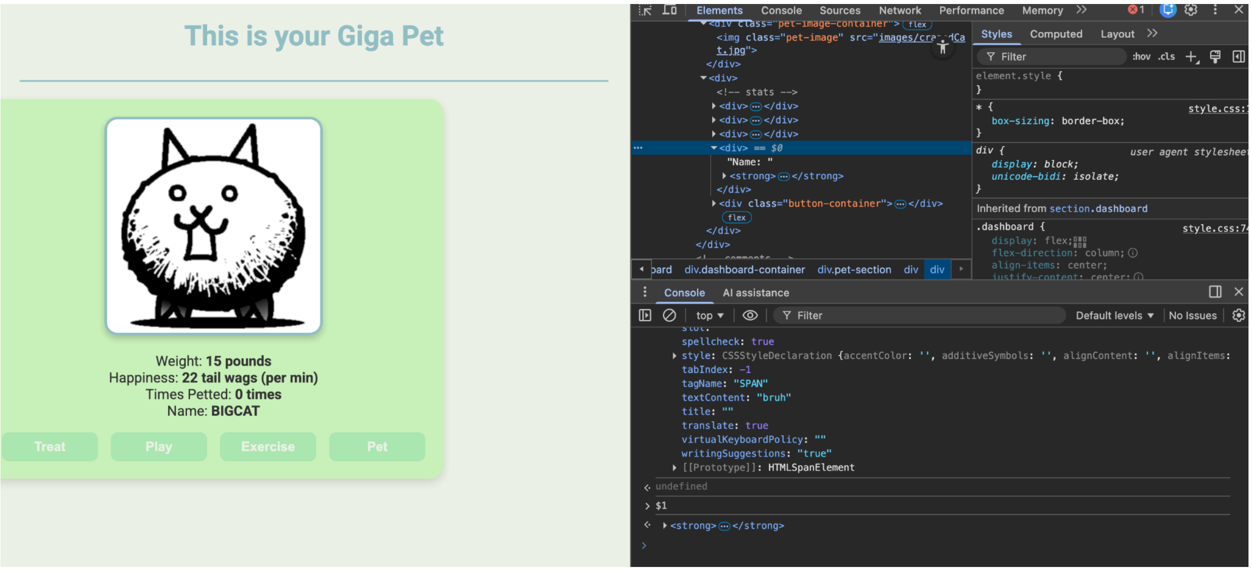
```
> dir($0)
                                                                  VM1266:1
  ▾ span.name  i
      accessKey: ""
      ariaActiveDescendantElement: null
      ariaAtomic: null
      ariaAutoComplete: null
      ariaBrailleLabel: null
      ariaBrailleRoleDescription: null
      ariaBusy: null
      ariaChecked: null
      ariaColCount: null
      ariaColIndex: null
      ariaColIndexText: null
      ariaColSpan: null
      ariaControlsElements: null
```

We can also use dir($0) to see the properties of the element which is in this case span.name. This is useful for learning about the attributes of the element.



```
<· undefined
> $1
<·  ▸ <strong> ⋯ </strong>
>
```

$1 is used to see the previous selected element. I used this in the console and got <strong><span class="name">BIGCAT</span></strong>



This is your Giga Pet

Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**
Name: **BIGCAT**

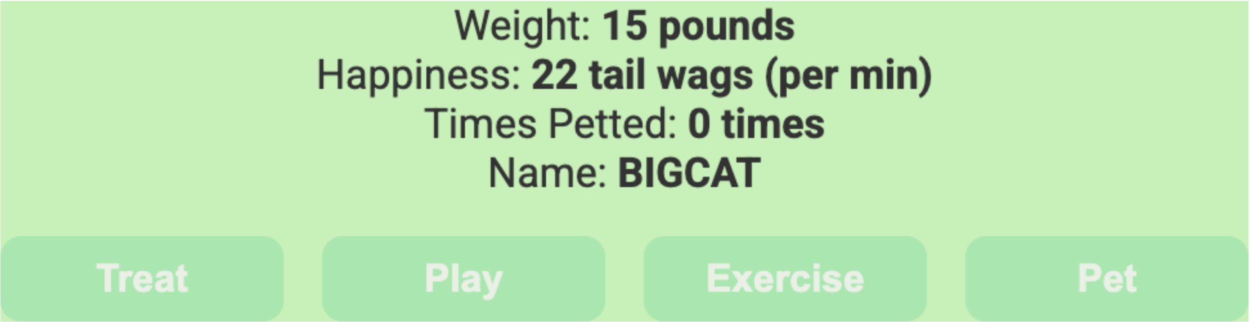
```
<div class="pet-image-container"> flex
  <img class="pet-image" src="images/cra  dCa
  t.jpg">
</div>
<div>
  <!-- stats -->
  <div>…</div>
  <div>…</div>
  <div>…</div>
  <div> == $0
    "Name: "
   <strong>…</strong>
  </div>
  <div class="button-container">…</div>
  flex
</div>
</div>
```

```
element.style {
}
* {                                  style.css:
  box-sizing: border-box;
}
div {                        user agent styleshee
  display: block;
  unicode-bidi: isolate;
}
Inherited from section.dashboard
.dashboard {                         style.css:7
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
```

ard div.dashboard-container div.pet-section div div

```
    spellcheck: true
  ▸ style: CSSStyleDeclaration {accentColor: '', additiveSymbols: '', alignContent: '', alignItems:
    tabIndex: -1
    tagName: "SPAN"
    textContent: "bruh"
    title: ""
    translate: true
    virtualKeyboardPolicy: ""
    writingSuggestions: "true"
  ▸ [[Prototype]]: HTMLSpanElement
< undefined
> $1
< ▸ <strong>…</strong>
>
```

The last thing we can do in the DOM tree is to edit the elements directly. What I did in this screenshot was rename bruh to BIGCAT and then I moved it down to the bottom where it is below Times Petted. We are also able to change attributes, delete elements, etc.



Weight: **15 pounds**
Happiness: **22 tail wags (per min)**
Times Petted: **0 times**
Name: **BIGCAT**

We also have the ability to take screenshots of nodes directly from the DOM tree by right clicking and pressing on Capture node screenshot.