A talk of ❄️ & 🔥


BRACE YOURSELVES
THE FINALE IS COMING
imgflip.com


yld

```
node inspect GoT.js
```

```
debugger
```

c / cont

Continue to the next `debugger` statement or breakpoint

```
debug> c
break in GoT.js:15
 13 ];
 14
>15 const battle = (house1, house2) => {debugger
 16   console.log(`Battle time!\n${house1.name} vs ${hou
 17   console.log(`${house1.name} is fighting with ${hou
debug>
```


LOTS OF PEOPLE USE THE NODE DEBUGGER
LOTS OF CONTS
imgflip.com

n / next

Execute the next line of code

```
debug> n
break in GoT.js:16
 14
 15 const battle = (house1, house2) => {debugger
>16   console.log(`Battle time!\n${house1.name} vs ${hou
 17   console.log(`${house1.name} is fighting with ${hou
 18   console.log(`${house2.name} is fighting with ${hou
debug>
```

s / step

Step into the function called

```
debug> s
break in console.js:128
 126 // the spread operator when calling util.format.
 127 Console.prototype.log = function log(...args) {
>128   write(this._ignoreErrors,
 129         this._stdout,
 130         util.format.apply(null, args),
debug>
```

o / out

Step out of the function you're in

```
debug> o
< Battle time!
< Targaryen vs Stark
break in GoT.js:17
 15 const battle = (house1, house2) => {debugger
 16   console.log(`Battle time!\n${house1.name} vs ${hou
>17   console.log(`${house1.name} is fighting with ${hou
 18   console.log(`${house2.name} is fighting with ${hou
 19
debug>
```

sb() / setBreakpoint()

Add a breakpoint at that line of code (the same as `debugger`)

```
debug> sb()
```

```
debug> sb(4)
```

```
debug> sb('battle')
```

```
debug> sb('GoT.js', 18)
```

=>

```
break in GoT.js:18
```

bt / backtrace

Show the stack trace

```
debug> bt
#0 battle GoT.js:20:33
#1 (anonymous) GoT.js:32:0
#2 Module._compile module.js:649:13
#3 Module._extensions..js module.js:663:9
#4 Module.load module.js:565:31
#5 tryModuleLoad module.js:505:11
```

list(*n*)

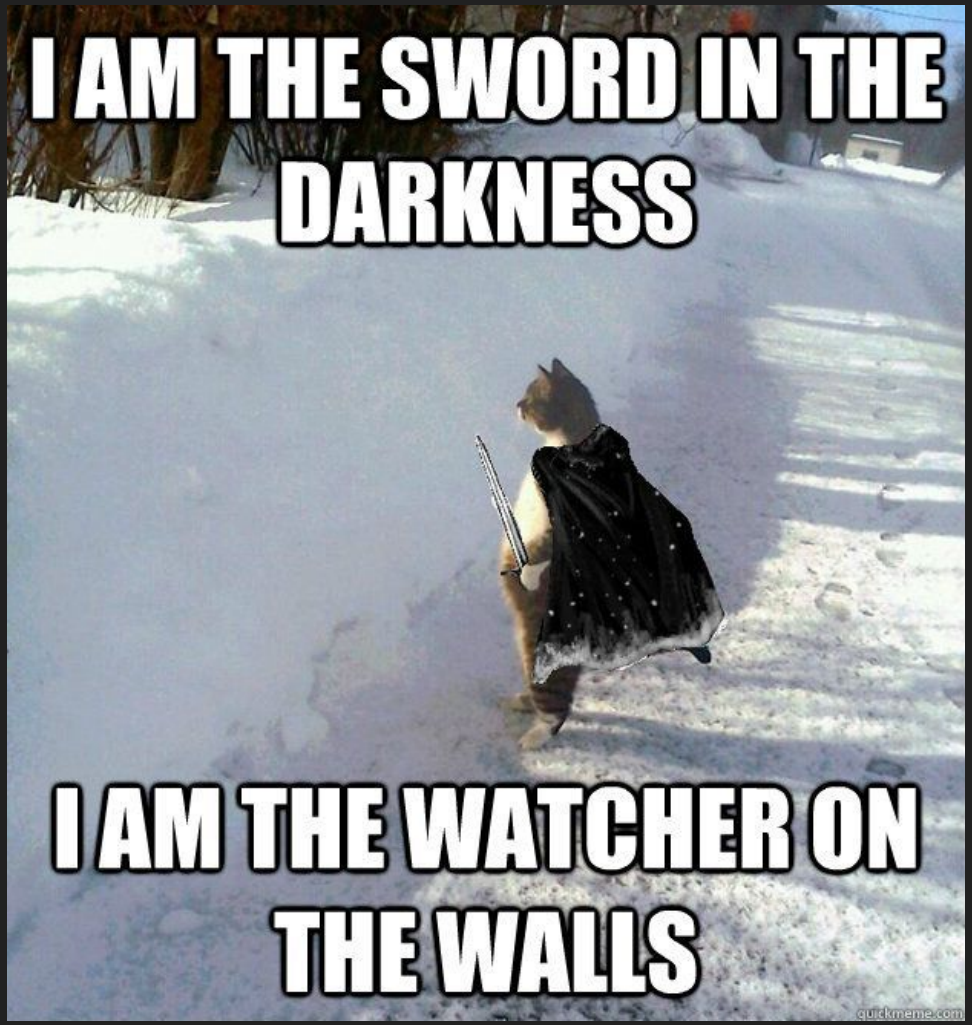
Show *n* lines of source code around the current line

```
debug> list(2)
*18   console.log(`${house2.name} is fighting with ${hou
 19
>20   let h1ChanceOfWinning = house1.armySize * house1.s
 21   let h2ChanceOfWinning = house2.armySize * house2.s
 22
debug>
```

watch()

Keeps track of the value of a variable

```
debug> watch('h1ChanceOfWinning')
debug> n
break in GoT.js:21
Watchers:
  0: h1ChanceOfWinning = 99000
```


I AM THE SWORD IN THE DARKNESS
I AM THE WATCHER ON THE WALLS
quickmeme.com

unwatch()

Stop watching a variable

```
debug> unwatch('h1ChanceOfWinning')
```

watchers

List all the variables you're currently watching

```
debug> watchers
  0: h1ChanceOfWinning = 99000
  1: h2ChanceOfWinning = 18000
debug>
```

repl

Execute the node repl

```
debug> repl
Press Ctrl + C to leave debug repl
> h1ChanceOfWinning - h2ChanceOfWinning
81000
>
```

exec

Execute an expression in the context of the script being run

```
debug> exec h2ChanceOfWinning = 100000
100000
debug> repl
Press Ctrl + C to leave debug repl
> h1ChanceOfWinning - h2ChanceOfWinning
-1000
>
```

r / restart

Restarts the execution of the script

```
debug> r
< Debugger listening on ws://127.0.0.1:9229/f6fd1988-01
< For help see https://nodejs.org/en/docs/inspector
< Debugger listening on ws://127.0.0.1:9229/58950ca5-f4
< For help see https://nodejs.org/en/docs/inspector
< Debugger attached.
Break on start in GoT.js:1
> 1 (function (exports, require, module, __filename, __
  2   name,
  3   armySize,
debug>
```


THAT MOMENT WHEN YOU FIND
THE PERFECT AVOCADO AT THE SUPERMARKET

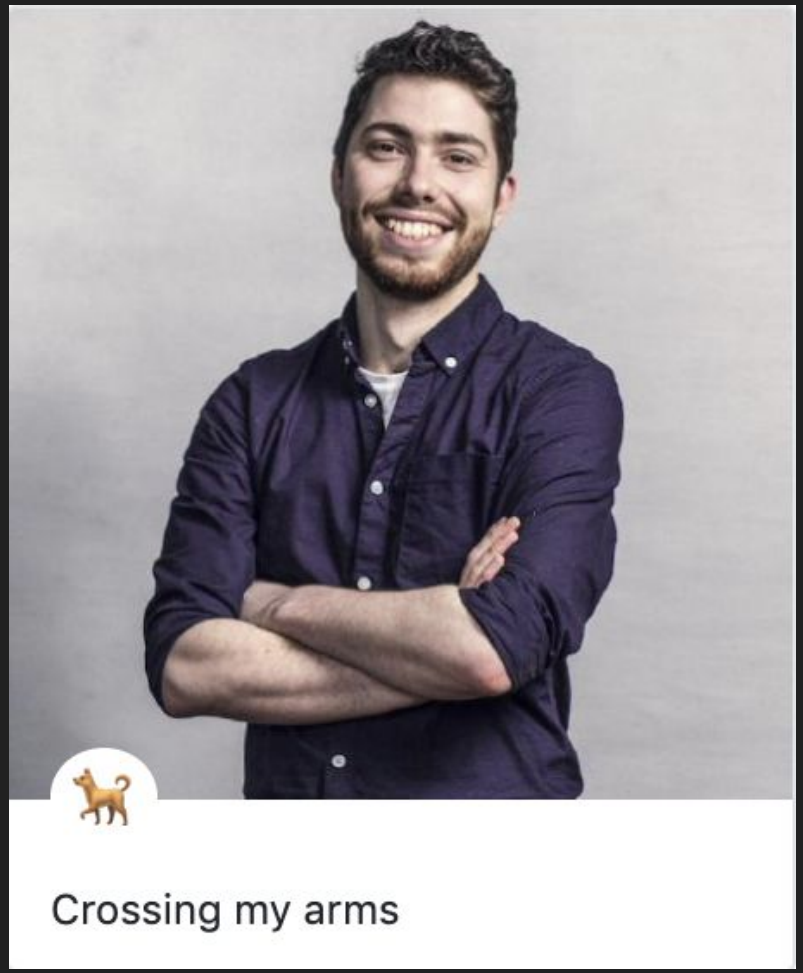
- c
- n
- s
- o
- sb(‘GoT.js’, 8)
- bt
- list(8)
- watch(‘peopleKillingAWholeBunchOfWhiteWalkers’)
- unwatch(‘theRedWedding’)
- exec yourFaveCharacter.isAlive = false
- r

demo.start()


Javelin throw Gold medalist
Winter Games - Westeros 2017

JoeScho/example.debugger

demo.on(‘end’, questions)



/JoeScho

/JoeScho

@JoeTheScho