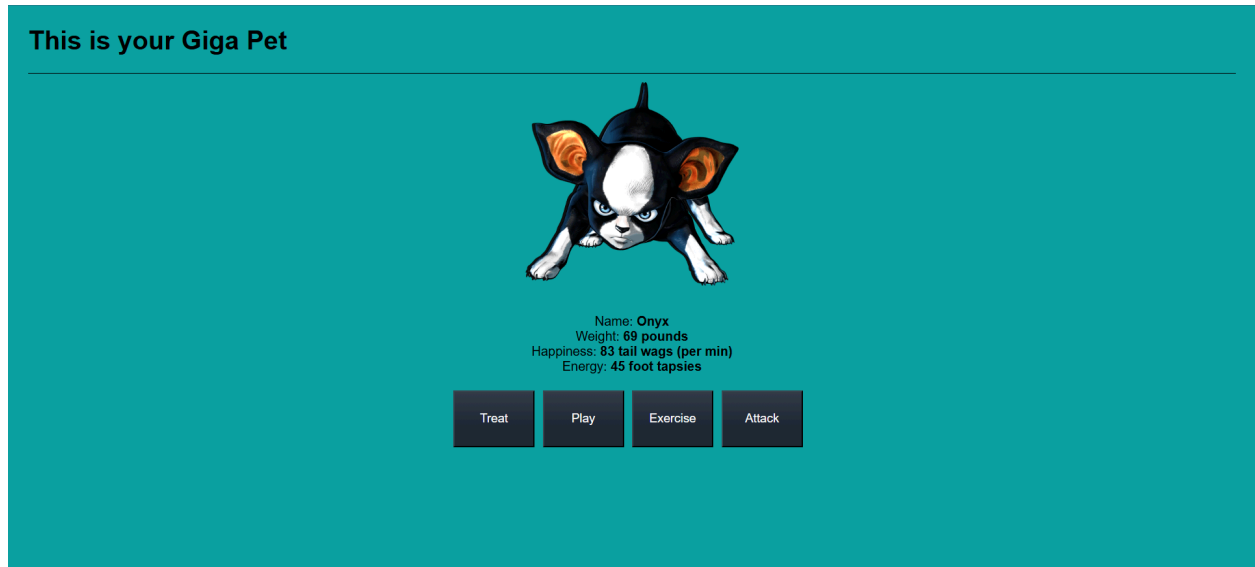
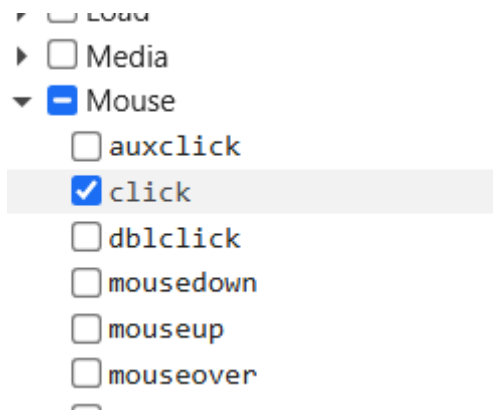


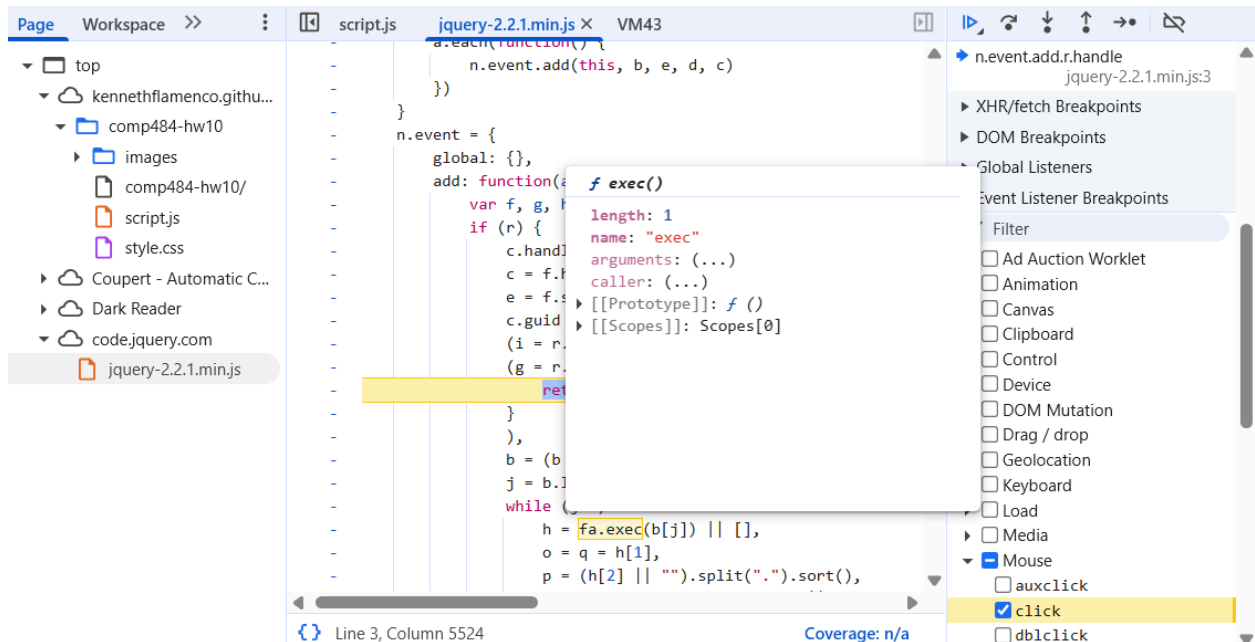
Chrome Dev Tools



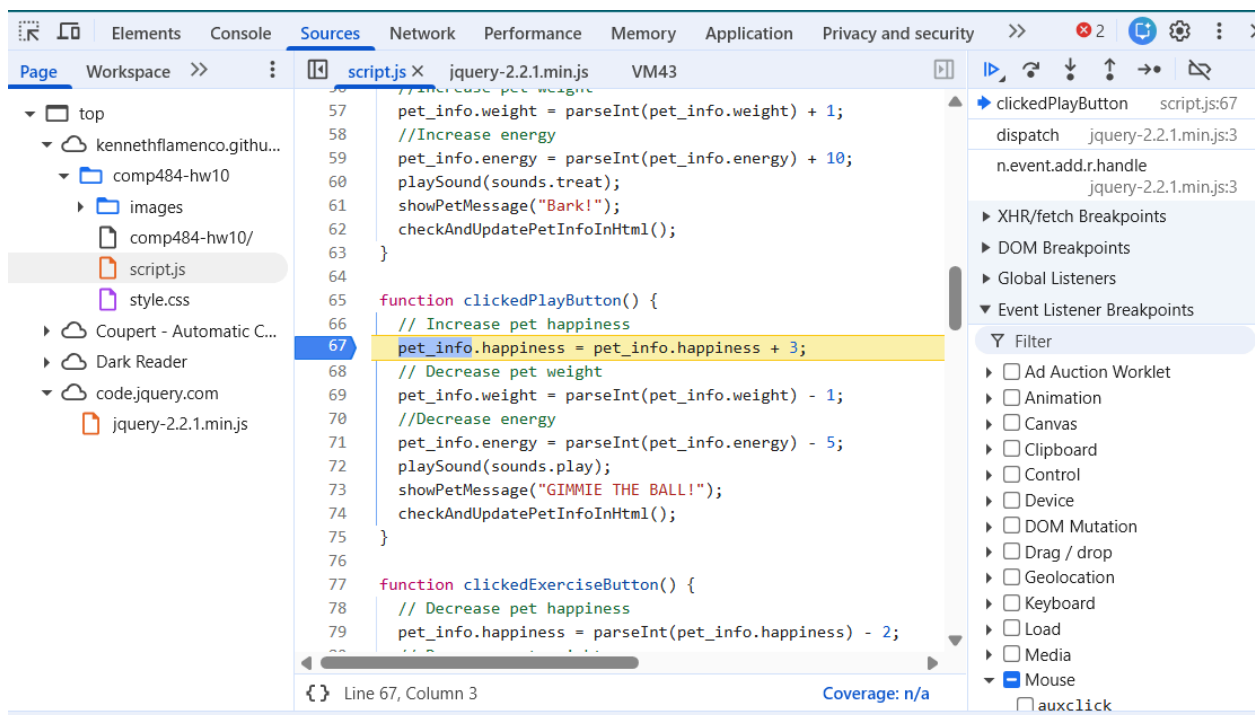
We find a problem that when we press the play button, the Happiness number is supposed to go up by a count of 3, but instead it's adding itself next to the preset number. It's supposed to be 11 not 83 so let's inspect what is going on.



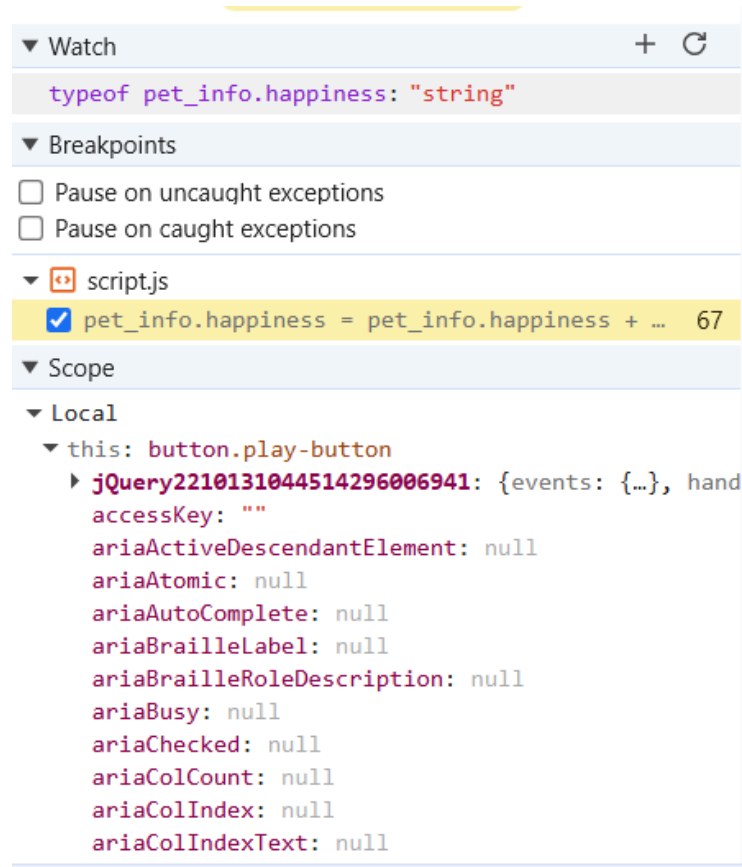
We go on to select the click option on our source tools in event listener breakpoints because it has something to do with pressing the play button.



It brings us to a new JavaScript file in the code jquery, but we could use context clues and figure out its probably not the actual button and its probably a mathematical error in one of our functions when we press the button.



We set a marker inside the clickedPlayButton where were adding our happiness to our pet so we can step out of that other function continue the function and have it pause when it updates our happiness.



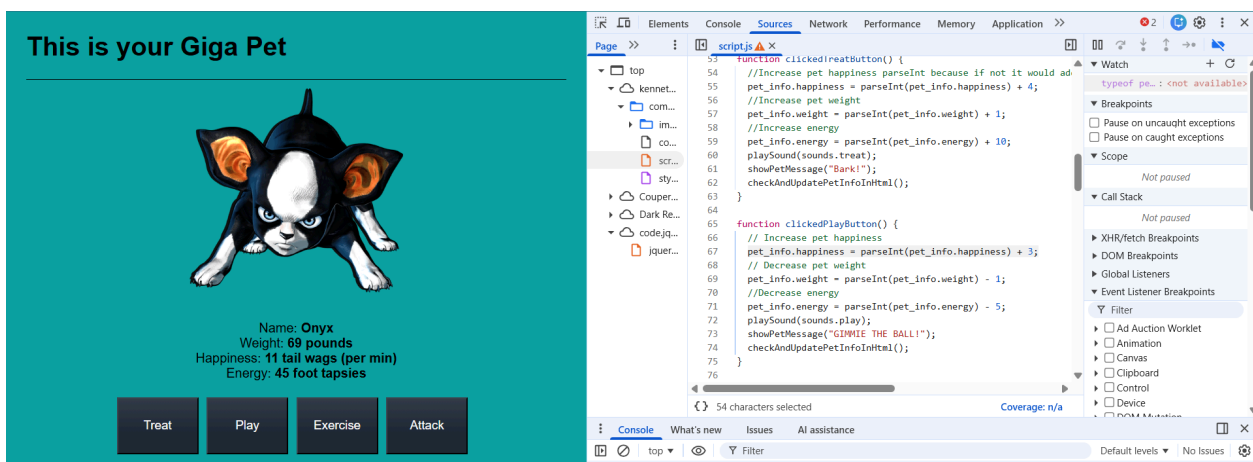
We see that there is a lot going on in the scope in which you can normally see what is going on so we decide to use watch and add `typeof pet_info.happiness` to see what type it is and there it is it's a string. Since I'm trying to use regular java type coding and just add the variable like `happiness = happiness + 3`; its not going to work because its still a string so it wil stay a string. So what we could do is use the console to see if we can find out a solution.

```

> pet_info.happiness
< '83'
> pet_info.happniess = parseInt(pet_info.happiness) + 3
< 86
>

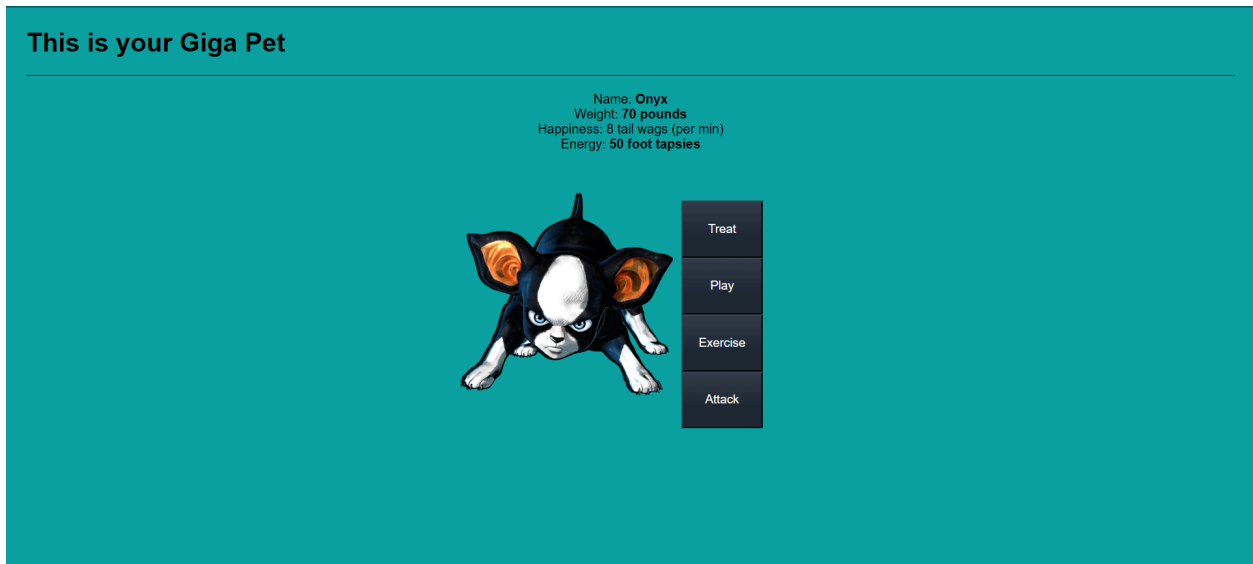
```

We find out that its a string earlier so a way to fix that is we parseInt the pet_info.happiness inside the equation so it can act as a number and behave as a regular equation. So we can make this change inside the javascript and fix our problem.

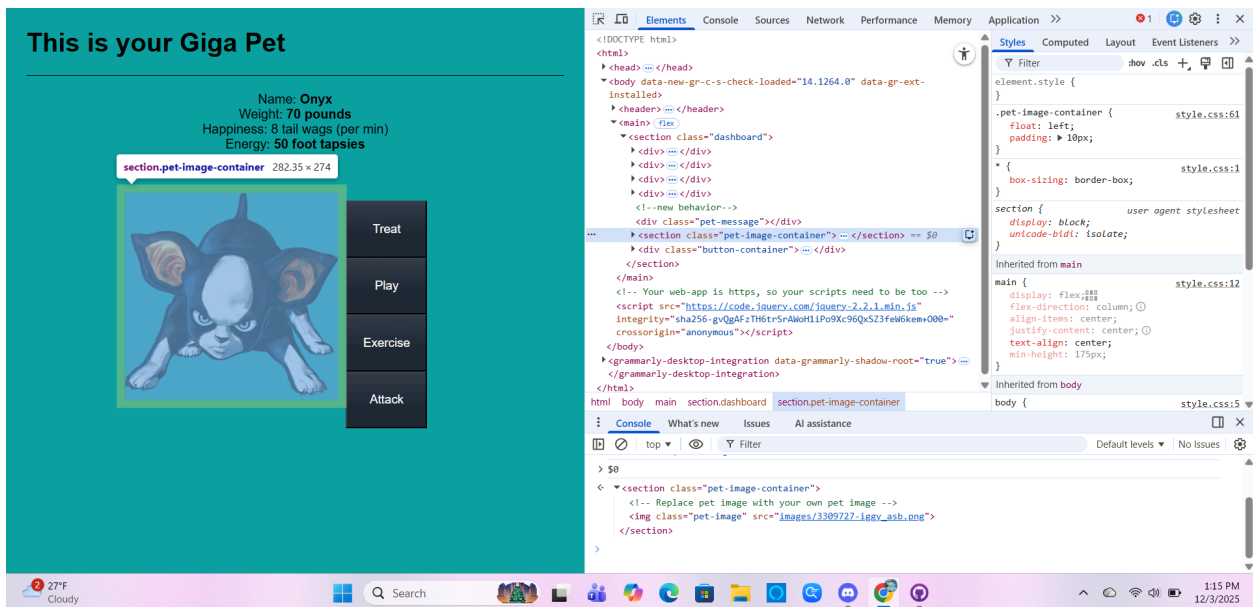


Now we see that when we parseInt our string in the equation it behaves as expected and adds 3 numerically instead as a string.

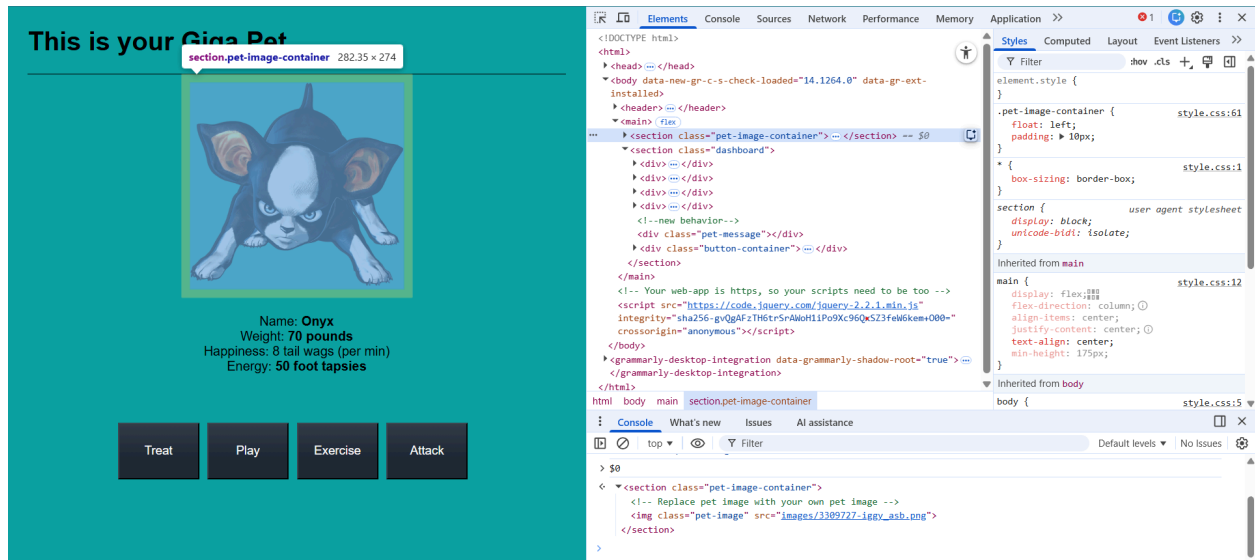
DOM Control



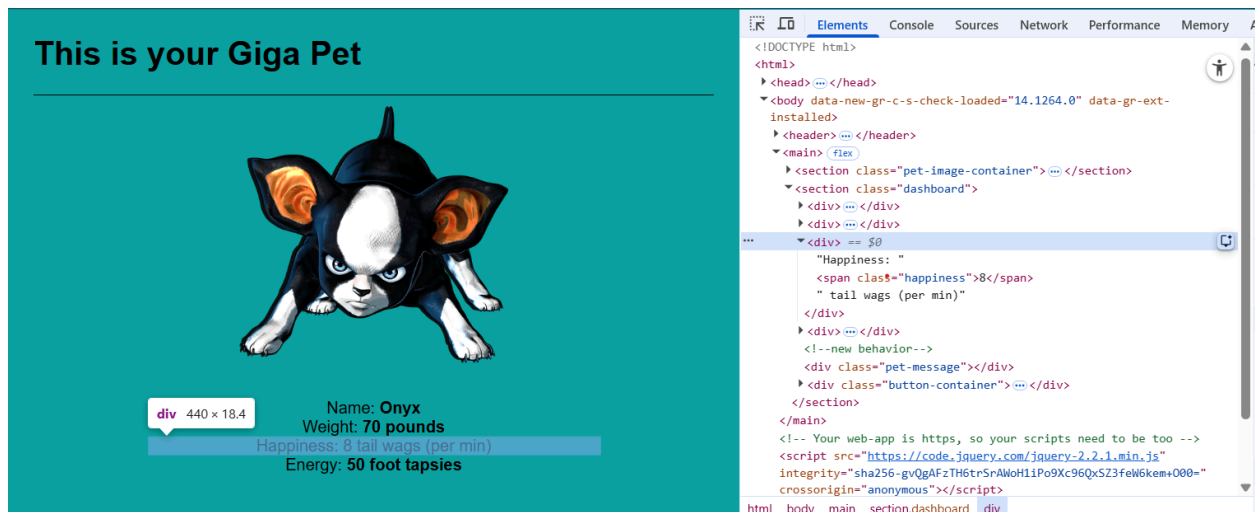
Open up the file, and it's not in the right place. The picture of our gigapet is under our behaviors, and we want it above, and we can also see our happiness text is not bold like we wanted with the others.



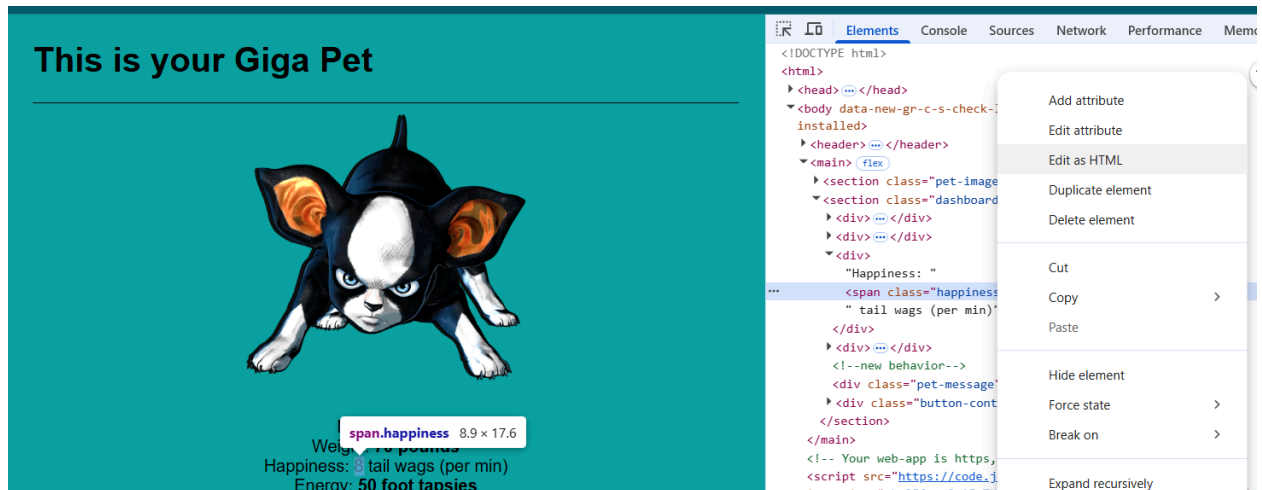
We open up the dev tools and navigate to the elements tab with our HTML to find the container that holds our image and see it is below the dashboard, which it shouldn't be. We also type \$0 in the console to see what is inside our pet container, which is the image.



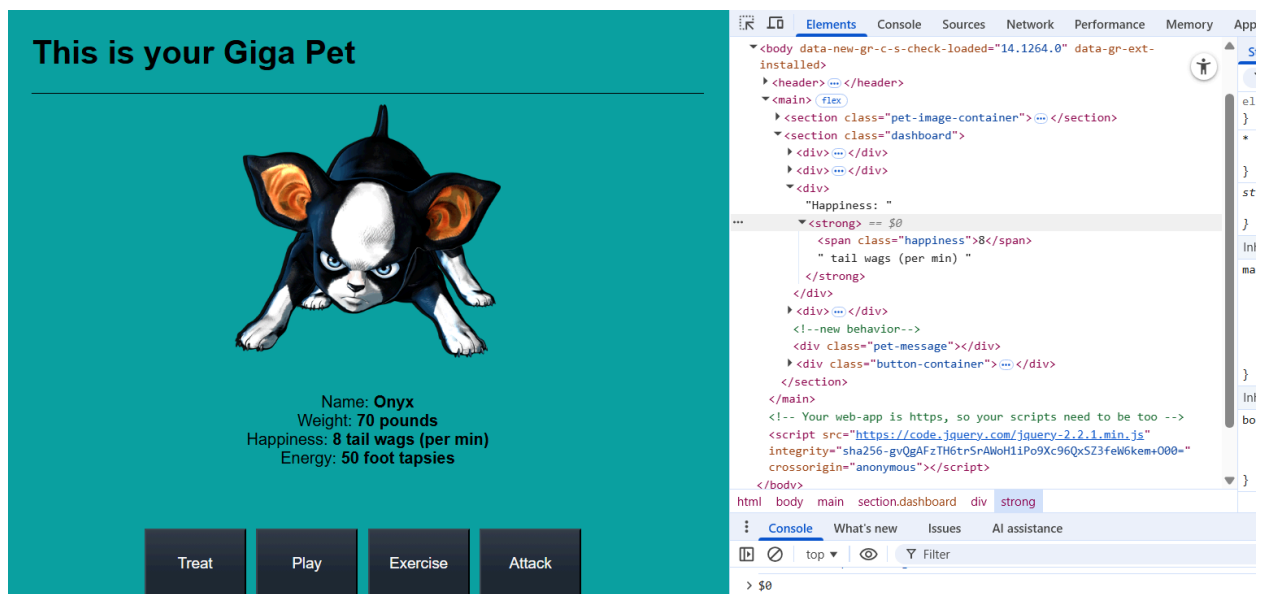
We can click and drag this entire line/block of code above our dashboard, and now we can see it looks perfect now just how we want it our image above our behaviors. But we still have an issue our happiness text is still not bolded.



We find the block of text we are looking for and see there is no strong tag to make it bold so we have to add that.



When trying to edit the text, we find that we can't add tags and such like so it only passes through as text, so we need to right-click on the line and press edit HTML so we can pass through tags and such without it being text.



We added the strong tag to the element and were able to drag the next line that includes the tail wags into the strong tag, so we can have the entire text bolded and it looks perfect now.