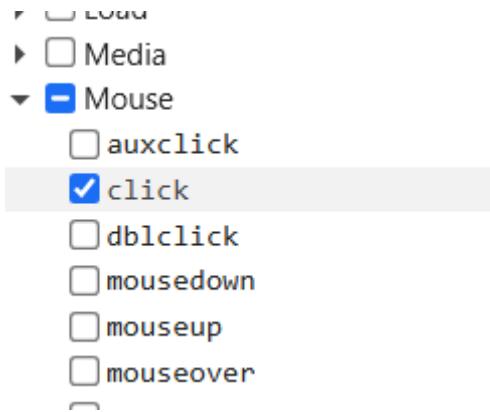


We find a problem that when we press the play button, the Happiness number is supposed to go up by a count of 3, but instead it's adding itself next to the preset number. It's supposed to be 11 not 83 so lets inspect what is going on.



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.

The screenshot shows the Chrome DevTools Sources tab. The left sidebar lists files: top, kennethflamenco.github.io, comp484-hw10, images, script.js, style.css, Coupert - Automatic C..., Dark Reader, and code.jquery.com. The right sidebar shows event listener breakpoints for 'jquery-2.2.1.min.js:3'. A context menu is open over the 'exec' function definition, with the 'click' option selected under the Mouse section.

```

script.js jquery-2.2.1.min.js VM43
a.each(function() {
    n.event.add(this, b, e, d, c)
})
n.event = {
    global: {},
    add: function(a, b, c, d) {
        var f, g, h;
        if (r) {
            c.handler = f;
            c.guid = i++;
            (g = r[a]).c.push(c);
            (h = g[f]) ? h.push(c) : (g[f] = [c]);
        }
    },
    remove: function(a, b, c, d) {
        var f, g, h, j;
        if (r) {
            b = (b ? b : a);
            j = b.j;
            while (j--) {
                h = fa.exec(b[j]) || [];
                o = q = h[1];
                p = (h[2] || "").split(".").sort();
            }
        }
    }
}

```

Line 3, Column 5524 Coverage: n/a

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

The screenshot shows the Chrome DevTools Sources tab. The left sidebar lists files: top, kennethflamenco.github.io, comp484-hw10, images, script.js, style.css, Coupert - Automatic C..., Dark Reader, and code.jquery.com. The right sidebar shows event listener breakpoints for 'script.js:67'. A context menu is open over the 'clickedPlayButton' function definition, with the 'click' option selected under the Mouse section.

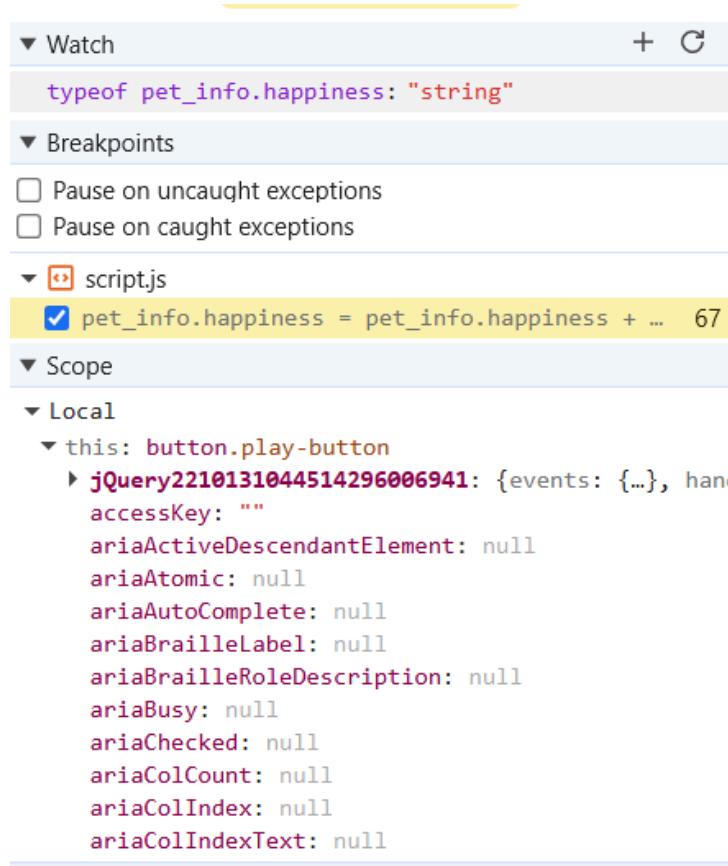
```

script.js jquery-2.2.1.min.js VM43
57     pet_info.weight = parseInt(pet_info.weight) + 1;
58     //Increase energy
59     pet_info.energy = parseInt(pet_info.energy) + 10;
60     playSound(sounds.treat);
61     showPetMessage("Bark!");
62     checkAndUpdatePetInfoInHtml();
63 }
64
65 function clickedPlayButton() {
66     // Increase pet happiness
67     pet_info.happiness = pet_info.happiness + 3;
68     // Decrease pet weight
69     pet_info.weight = parseInt(pet_info.weight) - 1;
70     //Decrease energy
71     pet_info.energy = parseInt(pet_info.energy) - 5;
72     playSound(sounds.play);
73     showPetMessage("GIMMIE THE BALL!");
74     checkAndUpdatePetInfoInHtml();
75 }
76
77 function clickedExerciseButton() {
78     // Decrease pet happiness
79     pet_info.happiness = parseInt(pet_info.happiness) - 2;
80     ...

```

Line 67, Column 3 Coverage: n/a

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.

Console What's new Issues AI assistance

Filter

```
> 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.

This is your Giga Pet

Name: Onyx
Weight: 69 pounds
Happiness: 11 tail wags (per min)
Energy: 45 foot taspies

Treat Play Exercise Attack

script.js

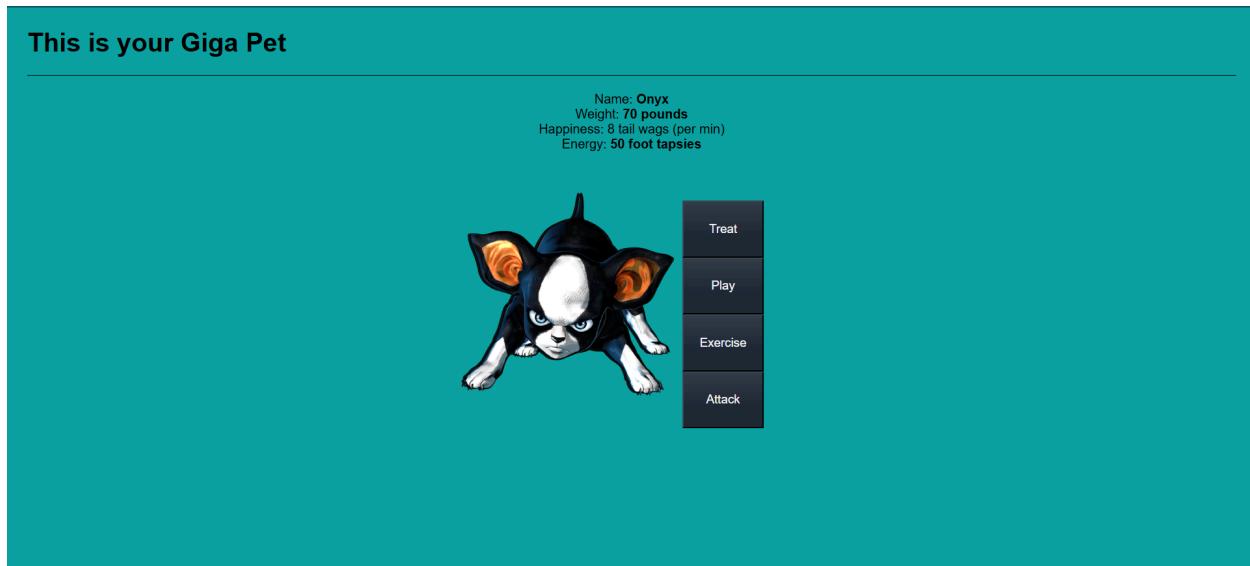
```
function clickedTreatButton() {
    //Increase pet happiness parseInt because if not it would add
    pet_info.happiness = parseInt(pet_info.happiness) + 4;
    //Increase pet weight
    pet_info.weight = parseInt(pet_info.weight) + 1;
    //Increase energy
    pet_info.energy = parseInt(pet_info.energy) + 10;
    playSound(sounds.treat);
    showPetMessage("Bark!");
    checkAndUpdatePetInfoInHtml();
}

function clickedPlayButton() {
    // Increase pet happiness
    pet_info.happiness = parseInt(pet_info.happiness) + 3;
    // Decrease pet weight
    pet_info.weight = parseInt(pet_info.weight) - 1;
    //Decrease energy
    pet_info.energy = parseInt(pet_info.energy) - 5;
    playSound(sounds.play);
    showPetMessage("GIMIE THE BALL!");
    checkAndUpdatePetInfoInHtml();
}
```

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

This is your Giga Pet



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.

A screenshot of a browser window with developer tools open. The page title is "This is your Giga Pet". The element tree shows the HTML structure, including a section for the pet image. The styles tab shows CSS rules for the pet image container. The console tab shows the command "\$0" being run, which returns the HTML for the pet image container. The status bar at the bottom indicates the date and time as 11:15 PM 12/3/2025.

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.

The screenshot shows the Giga Pet dashboard. The main content area features a large, detailed illustration of a black and white puppy. Above the puppy is a summary card containing the following information:

- Name: Onyx
- Weight: 70 pounds
- Happiness: 8 tail wags (per min)
- Energy: 50 foot taspies

Below the summary card are four dark buttons labeled "Treat", "Play", "Exercise", and "Attack". The browser's developer tools are open, specifically the Elements and Styles tabs. In the Elements tab, the code for the "pet-image-container" section is selected. In the Styles tab, the CSS rule for ".pet-image-container" is visible, showing it has a float: left; and padding: 10px; property.

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.

The screenshot shows the Giga Pet dashboard after the image block was moved. The puppy image is now positioned above the summary card. The summary card content is identical to the previous screenshot:

- Name: Onyx
- Weight: 70 pounds
- Happiness: 8 tail wags (per min)
- Energy: 50 foot taspies

The browser's developer tools are open again, showing the modified DOM structure. The "pet-image-container" section is no longer selected in the Elements tab, but the CSS rule for ".pet-image-container" is still visible in the Styles tab.

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.

This is your Giga Pet



Weight: 70 pounds
Happiness: 8 tail wags (per min)
Energy: 50 foot tapses

span.happiness 8.9 x 17.6

Elements Console Sources Network Performance Memory

...8

Add attribute Edit attribute Edit as HTML Duplicate element Delete element Cut Copy Paste Hide element Force state Break on Expand recursively

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.

This is your Giga Pet



Name: Onyx
Weight: 70 pounds
Happiness: **8 tail wags (per min)**
Energy: 50 foot tapses

Treat Play Exercise Attack

Elements Console Sources Network Performance Memory

... == \$08

strong el { } st } Inl ma } Inl bo }

html body main section.dashboard div strong

Console What's new Issues AI assistance

\$0

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.