

Original code

```
function clickedPlayButton() {
    pet_info.happiness += 3;
    pet_info.weight -= 1;
    pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

    hopPet();
    comment('Play time! Throw the ball! 🎾');
    checkAndUpdatePetInfoInHtml();
}
```

Added a bug from the link convert the weight into a string

```
function clickedPlayButton() {
    pet_info.happiness += 3;
    //add bug turns weight to
    pet_info.weight = pet_info.weight + '1';
    pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

    hopPet();
    comment('Play time! Throw the ball! ');
    checkAndUpdatePetInfoInHtml();
}
```

You, 2 weeks ago • done

This is your Giga Pet



Name: **Buddy**
Weight: **10 pounds**
Happiness: **5 tail wags (per min)**
Energy: **6**

Treat Play Exercise Bark Nap

Puts the weight to 101 instead of 11

This is your Giga Pet



Name: **Buddy**
Weight: **101** pounds
Happiness: **8 tail wags (per min)**
Energy: **4**

Treat Play Exercise Bark Nap

It goes to this once you click play button

```
function clickedPlayButton() {
    pet_info.happiness += 3;
    //add bug turns weight to
    pet_info.weight = pet_info.weight + '1';
    pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

    hopPet();
    comment('Play time! Throw the ball! ');
    checkAndUpdatePetInfoInHtml();
}
```

You, 2 weeks ago • done

```

function clamp(n, min, max) {
  return Math.max(min, Math.min(max, n));
}

// ---- Button behaviors
function clickedTreatButton() {
  pet_info.happiness += 2;
  pet_info.weight += 1;
  pet_info.energy = clamp(pet_info.energy - 1, 0, 10);

  wigglePet();
  comment('Yum! Treats make me happy! ');
  checkAndUpdatePetInfoInHtml();
}

function clickedPlayButton() {
  pet_info.happiness += 3;
  //add bug turns weight to
  pet_info.weight = pet_info.weight + '1';
  pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

  hopPet();
  comment('Play time! Throw the ball! ');
  checkAndUpdatePetInfoInHtml();
}

function clickedExerciseButton() {
  pet_info.happiness -= 1;
}

```

- ▶ Ad Auction Worklet
- ▶ Animation
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 - auxclick
 - click
 - dblclick
 - mousedown
 - mouseup
 - mouseover
 - mousemove
 - mouseout
 - mouseenter
 - mouseleave
 - mousewheel
 - wheel

```

function clickedPlayButton() {
  pet_info.happiness += 3;
  //add bug turns weight to
  pet_info.weight = pet_info.weight + '1';
  pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

  hopPet();
  comment('Play time! Throw the ball! ');
  checkAndUpdatePetInfoInHtml();
}

```

```

'performance': performance {timeorigin: 170400910.5505, onresourceTiming:
▶ personalbar: BarProp {visible: true}
▶ pet_info: {name: 'Buddy', weight: 1011, happiness: 11, energy: 2}
▶ postMessage: f postMessage()
▶ print: function()

```

```
> pet_info.weight
  typeof pet_info.weight
<- 'number'
\|
```

Fixed the issue

```
Number(pet_info.weight) - 1
10111110
```

Updated code

```
function clickedPlayButton() {
  pet_info.happiness += 3;
  pet_info.weight = pet_info.weight - 1;
  pet_info.energy = clamp(pet_info.energy - 2, 0, 10);

  hopPet();| You, 2 weeks ago • done ...
  comment('Play time! Throw the ball! ');
  checkAndUpdatePetInfoInHtml();
}
```