

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
- ▶ ☐ Canvas
- ▶ ☐ Clipboard
- ▶ ☐ Control
- ▶ ☐ Device
- ▶ ☐ DOM Mutation
- ▶ ☐ Drag / drop
- ▶ ☐ Geolocation
- ▶ ☐ Keyboard
- ▶ ☐ Load
- ▶ ☐ Media
- ▼ ☒ Mouse
 - ☐ 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: 1704009107950.5, onResourceTiming: ...}
▶ personalbar: BarProp {visible: true}
▶ pet_info: {name: 'Buddy', weight: 1011, happiness: 11, energy: 2}
▶ postMessage: f postMessage()
▶ print: f print()
```

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