

# Debugging applications

## Overview

This tutorial explores various approaches to debugging the web resources of Cordova application, Either before running the application on a device or while running it on a device.

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## What is debugging?

Debugging is a process that consists of finding the cause of defects in applicative code and UI.

- Cordova applications consist of web-based resources such as HTML, JavaScript & CSS, and optional native code (written in Java, Objective-C, Swift, C#, ...).
- Native code can be debugged by using standard tools that are provided by the platform SDK, such as XCode, Android LogCat, or Microsoft Visual Studio.

## Debugging on a desktop browser

Modern browsers, such as Chrome, Firefox, Safari, Internet Explorer 10 (and above) and Opera, provide an easy and convenient way to debug web apps. Many web tools for debugging are available. For example:

- FireBug
- Chrome Developer Tools
- Internet Explorer Developer Tools
- Dragonfly for Opera
- Safari Web Inspector



In early application development stages, these tools can be used to debug the application just like a regular website. It is not required to install them in a mobile device.

You can also preview changes to HTML and CSS in real time by modifying the values in the inspector.



## Debugging with the Mobile Browser Simulator

You can use the Mobile Browser Simulator to preview and debug MobileFirst applications. To use the Mobile Browser Simulator, open **Terminal** and run the command:

```
mfpdev app preview
```

If your application consists of more than one platform - specify the platform to preview:

```
mfpdev app preview -p <platform>
```

Learn more about the MobileFirst CLI in the Using CLI to manage MobileFirst artifacts (../using-cli-to-manage-mobilefirst-artifacts) tutorial.

## Debugging with iOS Remote Web Inspector

Starting in iOS 6 Apple introduced a remote Web Inspector (<https://developer.apple.com/safari/tools/>) for debugging web applications on iOS devices. To debug, make sure that the device (or simulator) has the **Private Browsing** option turned off.

To enable Web Inspector on the device, Tap **Settings > Safari > Advanced > Web Inspector**.



1. To start debugging, connect the iOS device to a Mac, or start the simulator.
2. In Safari, go to **Preferences > Advanced**, and select the **Show Develop menu in menu bar** checkbox.



3. Now in Safari, select **Develop > [your device ID] > [your application HTML file]**.  
The DOM can now be inspected. It is also possible to alter the CSS and run JavaScript commands, just as in the desktop inspector.



## Debugging with Chrome Remote Web Inspector

Using Google Chrome it is possible to remotely inspect web applications on Android devices or the Android Emulator.

This action requires Android 4.4 or later, Chrome 32 or later, and IBM Worklight Foundation V6.2.0 or IBM MobileFirst Platform Foundation 6.3 or later. Additionally, in the `AndroidManifest.xml` file, `targetSdkVersion = 19` or above is required. In the `project.properties` file, `target = 19` or above is required.

1. Start the application in the Android Emulator or a connected device.
2. In Chrome, enter the following URL in the address bar: `about:inspect`.
3. Press **Inspect** for the relevant application.

You can now use all the features of the Chrome Inspector to inspect the Android application.



## Debugging with Weinre

Weinre is a debugger for web pages, like Firebug or other Web Inspectors, except that **Weinre is designed to work remotely**. Weinre can be used to inspect and debug web resources such as HTML, JavaScript, CSS, and network traffic on mobile handsets. The Weinre architecture includes the following components:



The Weinre debug server requires a `node.js` runtime. You can find instructions to install Weinre on the Weinre installation page (<http://people.apache.org/%7Epmuellr/weinre/docs/latest/Installing.html>).

## Debug server

When the Weinre server is installed, enter the following command to run it:



`weinre --httpPort 8080 --boundHost -all-`  
This command starts a Weinre server.  
The default port is 8080 but you can change it.

## Target

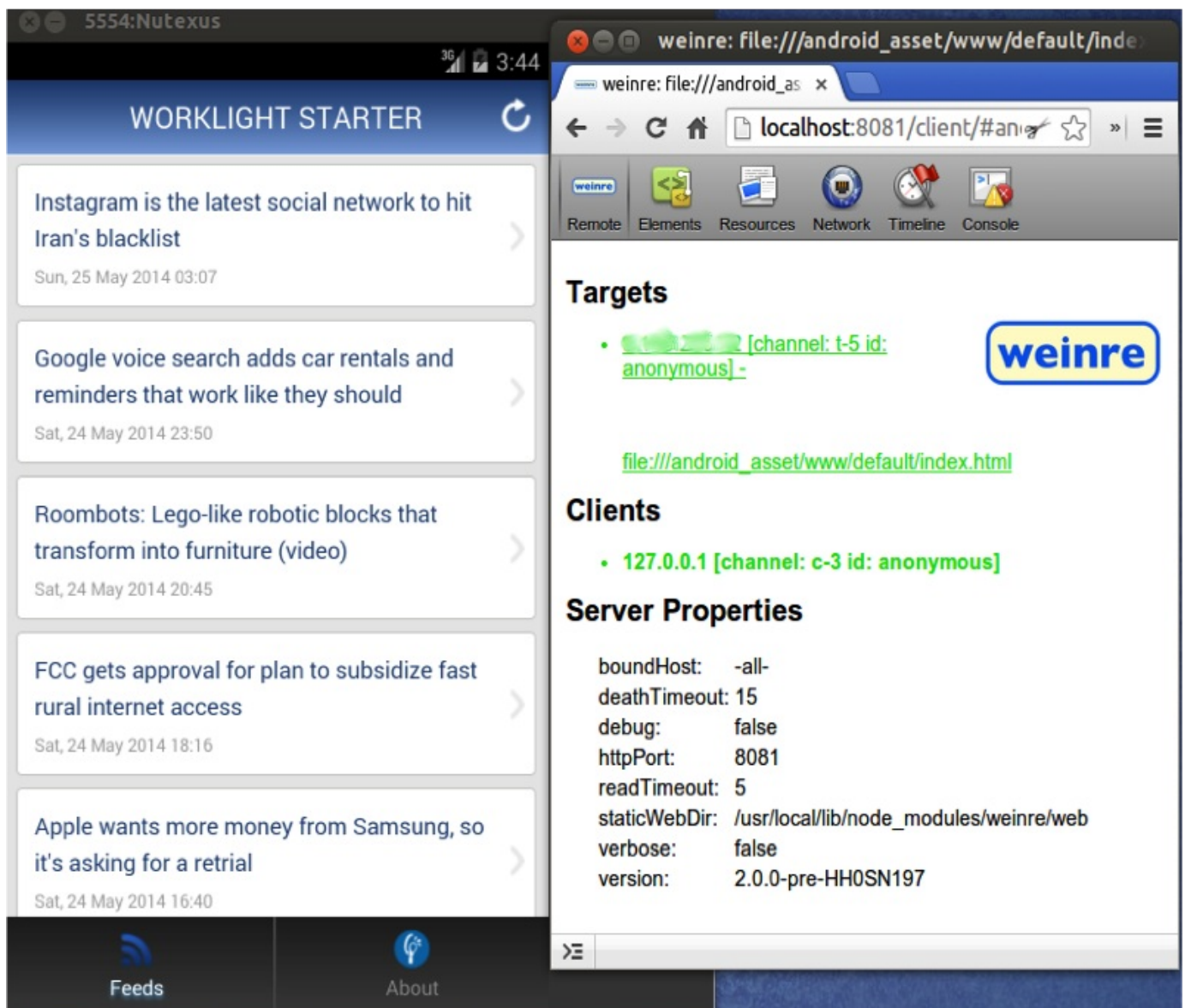
The Weinre server must be accessible from the device that will be used for debugging.  
To make it accessible, add the following code line to the web application:

```
<script src="http://a.b.c:8080/target/target-script-min.js"></script>
```

Where a.b.c is the hostname or IP of the Weinre server.

## Client

Before you can start debugging, make sure that the application is open and loaded on the browser with this URL:



## Debugging with IBM MobileFirst Logger

IBM MobileFirst Platform Foundation provides a `WL.Logger` object which can be used to print log messages to the log for the environment used.

Two of its methods are `WL.Logger.debug()` and `WL.Logger.error()`.

These APIs are multiplatform. The output destination changes according to the platform on which that application runs:

- **Developer console** when it is running on a desktop browser
- **LogCat** when it is running on Android device
- **Visual Studio Output** when it is running on a Windows Phone 8 device and Windows 8 App
- **XCode Console** when it is running on an iOS device

`WL.Logger` contains more methods.

For more information, see the documentation for `WL.Logger` in the API reference part of the user documentation.

## Debugging with WireShark

**Wireshark is a network protocol analyzer** that can be used to see what happens in the network.

You can use filters to follow only what is required.

For more information, see the WireShark (<http://www.wireshark.org>) website.



The screenshot shows the Wireshark 1.8.1 interface. The top menu bar includes File, Edit, View, Go, Capture, Analyze, Statistics, Telephony, Tools, Internals, and Help. Below the menu is a toolbar with various icons. The filter bar at the top shows the filter `http && tcp.port == 10080`. The packet list pane displays a table of captured packets:

No.	Time	Source	Destination	Protocol	Length	Info
11007	300.268344	9.148.225.225	9.148.23.122	HTTP	518	HTTP/1.1 403 Forbidden (application/json)
11228	349.498153	9.148.23.122	9.148.225.225	HTTP	482	GET /zzz/apps/services/api/zzz/android/an
11230	349.507158	9.148.225.225	9.148.23.122	HTTP	71	HTTP/1.1 403 Forbidden (text/html)
11282	358.387361	9.148.23.122	9.148.225.225	HTTP	385	POST /PushNotificationsProject/apps/servi
11288	358.405062	9.148.225.225	9.148.23.122	HTTP	523	HTTP/1.1 200 OK
11806	459.279102	9.148.23.122	9.148.225.225	HTTP	447	GET /PushNotificationsProject/apps/servi
11807	459.281675	9.148.225.225	9.148.23.122	HTTP	497	HTTP/1.1 200 OK (text/html)
11810	459.321210	9.148.23.122	9.148.225.225	HTTP	188	POST /PushNotificationsProject/apps/servi
11814	459.331828	9.148.225.225	9.148.23.122	HTTP	3419	HTTP/1.1 200 OK
12019	467.480230	9.148.23.122	9.148.225.225	HTTP	94	POST /PushNotificationsProject/apps/servi
12021	467.543998	9.148.225.225	9.148.23.122	HTTP	417	HTTP/1.1 200 OK (application/json)
12026	467.625773	9.148.23.122	9.148.225.225	HTTP	188	POST /PushNotificationsProject/apps/servi
12028	467.628632	9.148.225.225	9.148.23.122	HTTP	621	HTTP/1.1 401 Unauthorized (application/j
12031	467.686034	9.148.23.122	9.148.225.225	HTTP	190	POST /PushNotificationsProject/apps/servi
12034	467.715583	9.148.225.225	9.148.23.122	HTTP	2230	HTTP/1.1 200 OK (application/json)

The packet details pane at the bottom shows the selected packet (Frame 10706) with the following details:

- Frame 10706: 385 bytes on wire (3080 bits), 385 bytes captured (3080 bits) on interface 1
- Ethernet II, Src: Cisco\_bf:16:3f (00:22:55:bf:16:3f), Dst: wistronI\_ce:b2:ca (f0:de:f1:ce:b2:ca)
- Internet Protocol Version 4, Src: 9.148.23.122 (9.148.23.122), Dst: 9.148.225.225 (9.148.225.225)
- Transmission Control Protocol, Src Port: 56781 (56781), Dst Port: amanda (10080), Seq: 751, Ack: 1, Len: 319
- [2 Reassembled TCP segments (1069 bytes): #10705(750), #10706(319)]
- Hypertext Transfer Protocol
- Line-based text data: application/x-www-form-urlencoded