

Debugging JavaScript (Cordova, Web) Applications

Overview

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

- JavaScript (Cordova, Web) applications consist of web-based resources such as HTML, JavaScript & CSS. Cordova application may also contain 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, or Microsoft Visual Studio.

This tutorial explores various approaches to debugging a JavaScript-based application, whether running locally via an Emulator, Simulator, physical device or in a web browser.

Learn more about Cordova debugging and testing in the Cordova website: Debugging applications (<https://cordova.apache.org/docs/en/latest/guide/next/index.html#link-testing-on-a-simulator-vs-on-a-real-device>).

Jump to:

- Debugging with the IBM Mobile Browser Simulator
- Debugging with Ripple
- Debugging with iOS Remote Web Inspector
- Debugging with Chrome Remote Web Inspector
- Debugging with IBM MobileFirst Logger
- Debugging with WireShark

Debugging with the IBM Mobile Browser Simulator

You can use IBM MobileFirst Foundation's Mobile Browser Simulator (MBS) to preview and debug MobileFirst applications.

To use the MBS, open a **Command-line** window and run the command:

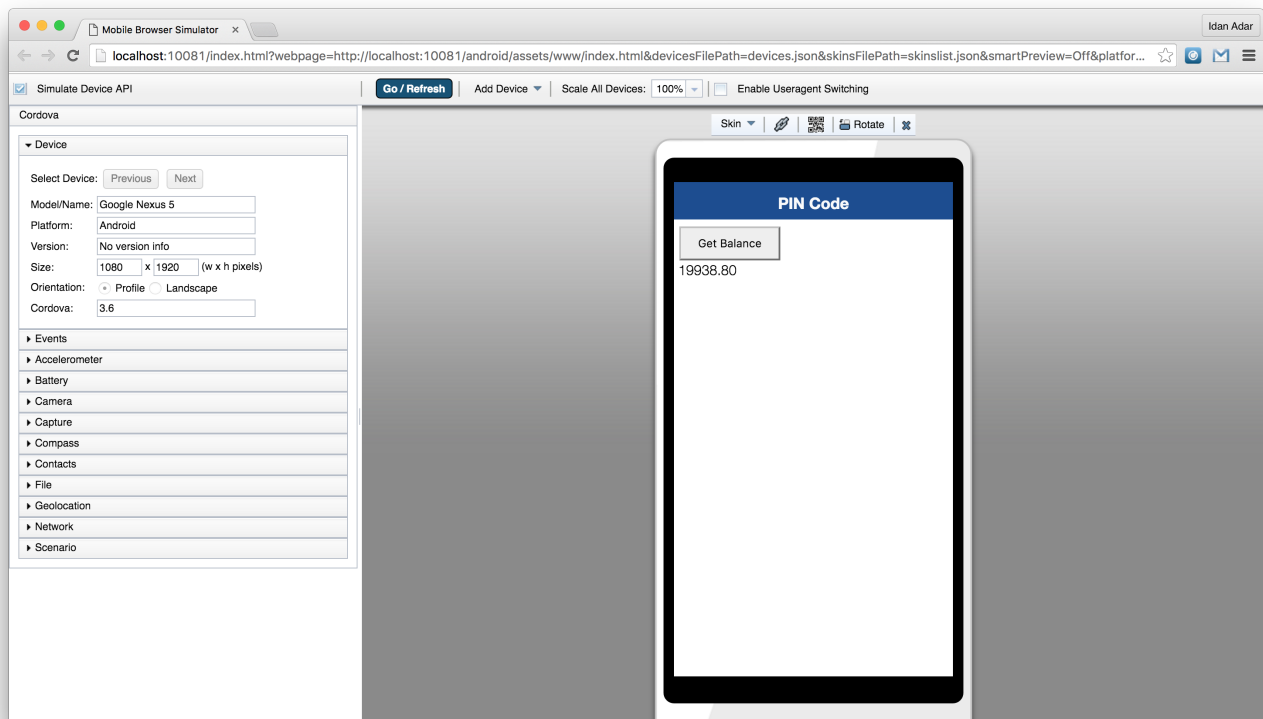
```
mfpdev app preview
```

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

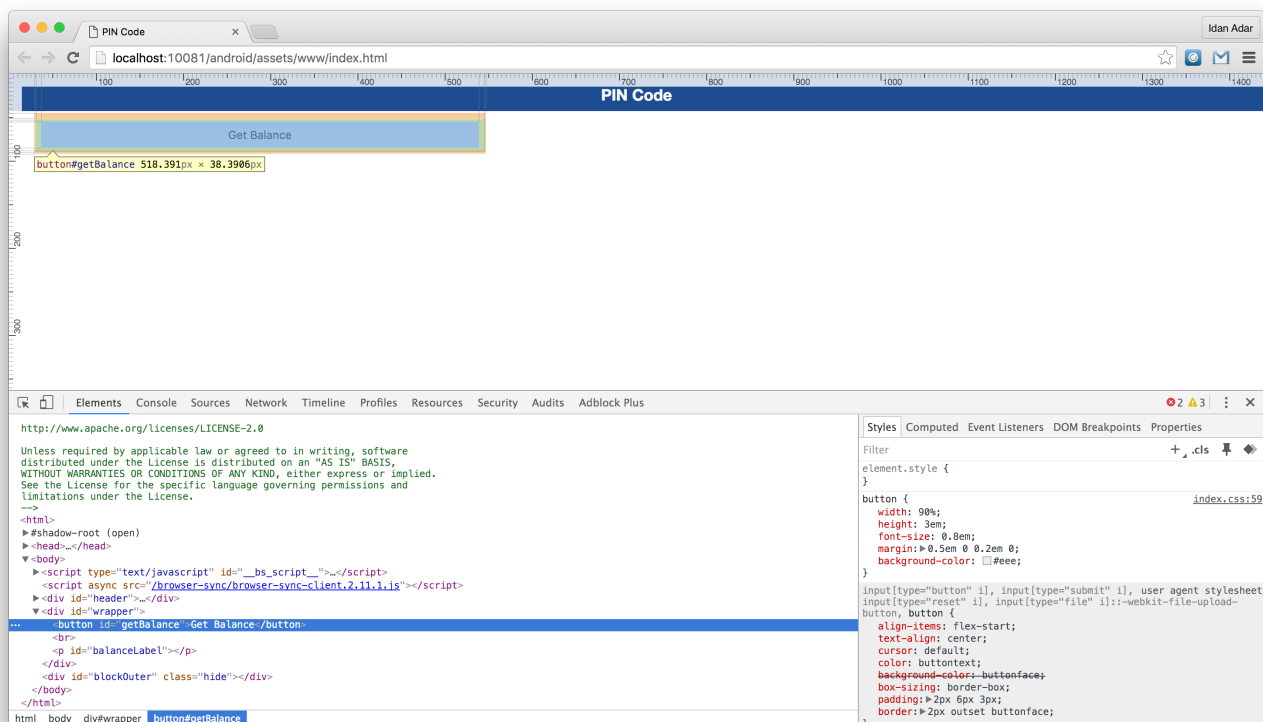
```
mfpdev app preview -p <platform>
```

❗ Important: The preview feature has several known limitations. Your application may not behave as expected during preview. For example, it bypasses security features using a confidential client, so challenge handlers are not triggered.

Mobile Browser Simulator



Simple Preview



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

Debugging with Ripple

Apache Ripple™ is a web based mobile environment simulator for debugging mobile web applications. It lets you run a Cordova application in your browser and fake various Cordova features. For example, it can fake the camera API by letting you select a picture locally from your computer.

Installing Ripple

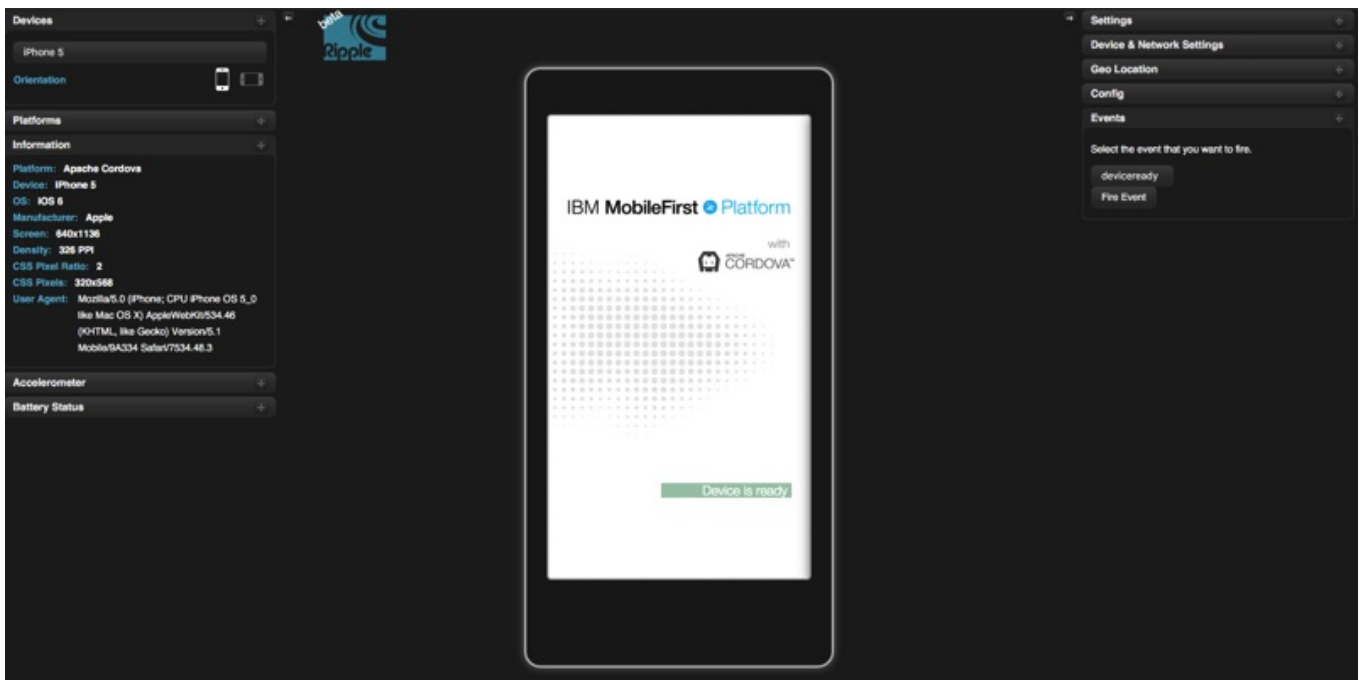
1. Download and install the latest version of Node.js (<https://nodejs.org/en/>). You can verify Node.js installation by typing `npm -v` in terminal.
2. Open terminal and type:

```
npm install -g ripple-emulator
```

Running application using Ripple

After Ripple is installed open terminal from your Cordova project location and type:

```
ripple emulate
```



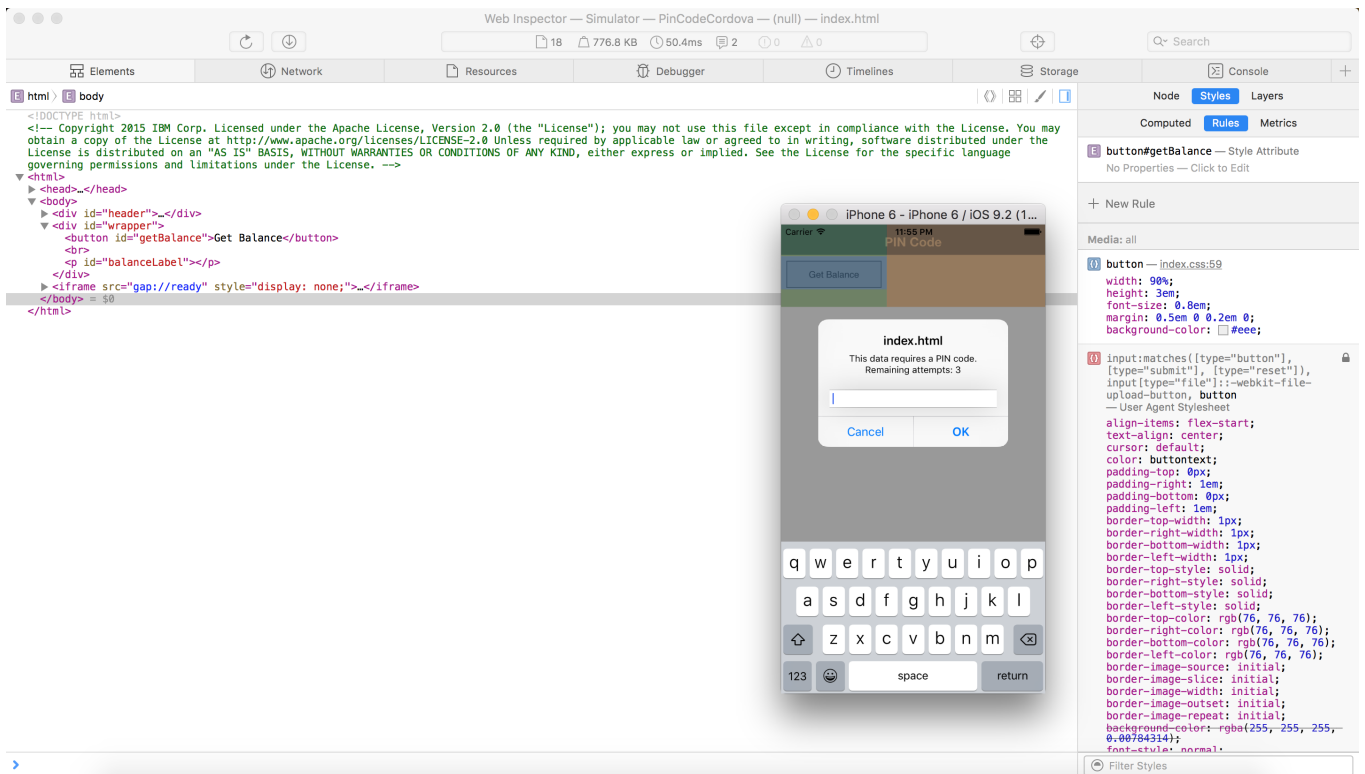
More information about Apache Ripple™ can be found on the Apache Ripple page (<http://ripple.incubator.apache.org/>) or npm ripple-emulator page (<https://www.npmjs.com/package/ripple-emulator>).

Debugging with iOS Remote Web Inspector

Starting 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 iOS Simulator) has the **Private Browsing** option turned off.

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

4. In Safari, select **Develop** > [your device ID] > [your application HTML file].

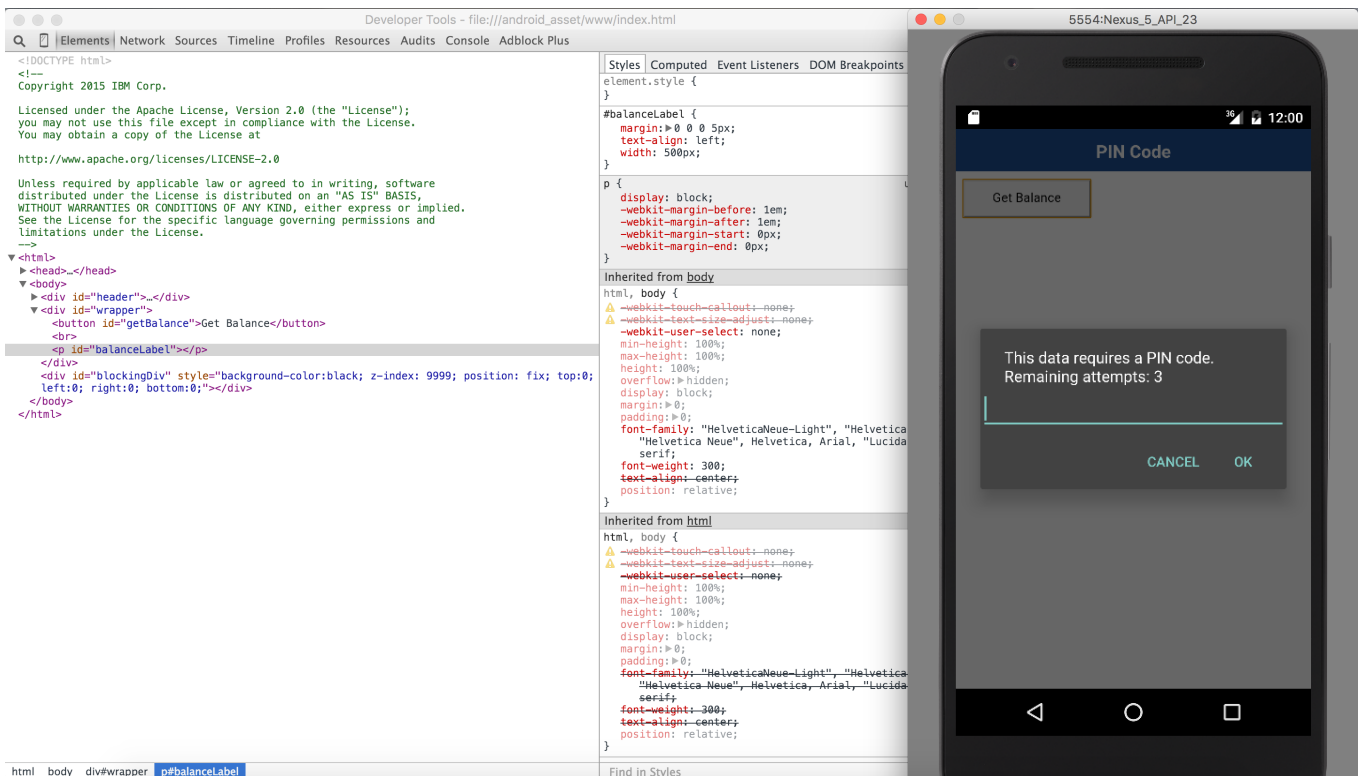


Debugging with Chrome Remote Web Inspector

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. 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: `chrome://inspect`.
3. Press **Inspect** for the relevant application.



Debugging with IBM MobileFirst Logger

IBM MobileFirst Foundation provides a `WL.Logger` object that can be used to print log messages.

`WL.Logger` contains several levels of logging: `WL.Logger.info`, `WL.Logger.debug`, `WL.Logger.error`.

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

Inspecting the log:

- **Developer console** when previewing a platform using a Simulator or Emulator.
- **LogCat** when it is running on Android device
- **XCode Console** when it is running on an iOS device
- **Visual Studio Output** when it is running on a Windows devices.

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.

Start

Stop

Restart

Options

Open

Save

Close

Reload

Find Packet...

Previous Packet

Next Packet

Go to Packet...

First Packet

Last Packet

Auto Scroll in Live Capture

Colorize Packet List

Capturing from Loopback: lo0

http && tcp.port == 9080

No.	Time	Source	Destination	Protocol	Length	Info
1360	9...	9.145.55.104	9.145.55.104	HTTP	738	GET /mfp/api/adapters/ResourceAdapter/balance HTTP/1.1
1362	9...	9.145.55.104	9.145.55.104	HTTP	195	HTTP/1.1 401 Unauthorized
1454	9...	9.145.55.104	9.145.55.104	HTTP	142	POST /mfp/api/preauth/v1/preauthorize HTTP/1.1 (application/json)
1458	9...	9.145.55.104	9.145.55.104	HTTP	61	HTTP/1.1 200 OK (application/json)
1464	9...	9.145.55.104	9.145.55.104	HTTP	981	GET /mfp/api/az/v1/authorization?client_id=4fa79929-dd2c-4717-a0ff-6b02c9d17a62&redirect_ur...
1466	9...	9.145.55.104	9.145.55.104	HTTP	245	HTTP/1.1 302 Found
1474	9...	9.145.55.104	9.145.55.104	HTTP	847	POST /mfp/api/az/v1/token HTTP/1.1 (application/x-www-form-urlencoded)
1478	9...	9.145.55.104	9.145.55.104	HTTP	61	HTTP/1.1 200 OK (application/json)
1480	9...	9.145.55.104	9.145.55.104	HTTP	1852	GET /mfp/api/adapters/ResourceAdapter/balance HTTP/1.1
1482	9...	9.145.55.104	9.145.55.104	HTTP	263	HTTP/1.1 403 Forbidden
1495	9...	9.145.55.104	9.145.55.104	HTTP	158	POST /mfp/api/preauth/v1/preauthorize HTTP/1.1 (application/json)
1499	9...	9.145.55.104	9.145.55.104	HTTP	61	HTTP/1.1 200 OK (application/json)
1505	9...	9.145.55.104	9.145.55.104	HTTP	997	GET /mfp/api/az/v1/authorization?client_id=4fa79929-dd2c-4717-a0ff-6b02c9d17a62&redirect_ur...
1507	9...	9.145.55.104	9.145.55.104	HTTP	243	HTTP/1.1 302 Found
1515	9...	9.145.55.104	9.145.55.104	HTTP	849	POST /mfp/api/az/v1/token HTTP/1.1 (application/x-www-form-urlencoded)
1519	9...	9.145.55.104	9.145.55.104	HTTP	61	HTTP/1.1 200 OK (application/json)
1525	9...	9.145.55.104	9.145.55.104	HTTP	1874	GET /mfp/api/adapters/ResourceAdapter/balance HTTP/1.1
1527	9...	9.145.55.104	9.145.55.104	HTTP	192	HTTP/1.1 200 OK (text/plain)
1536	9...	127.0.0.1	127.0.0.1	HTTP	1040	POST /analytics-service/rest/data HTTP/1.1 (application/json)
1539	9...	127.0.0.1	127.0.0.1	HTTP	733	HTTP/1.1 201 Created (text/html)

Frame 1525: 1874 bytes on wire (14992 bits), 1874 bytes captured (14992 bits) on interface 0

Null/Loopback

Internet Protocol Version 4, Src: 9.145.55.104, Dst: 9.145.55.104

Transmission Control Protocol, Src Port: 60059 (60059), Dst Port: 9080 (9080), Seq: 1, Ack: 1, Len: 1818

HyperText Transfer Protocol

0000 02 00 00 00 45 00 07 4e 71 73 40 00 40 06 00 00 ...E..N qs@.e...
0010 09 91 37 68 09 91 37 68 ea 9b 23 78 57 77 20 47 ..7h..7h ..#xWw G
0020 6c 2a 06 3d 80 18 31 d7 89 32 00 00 01 01 08 0a l*.=.1. .2.....
0030 45 38 e7 46 45 38 e7 45 47 45 54 20 2f 6d 66 70 E8.FE8.E GET /mfp
0040 2f 61 70 69 2f 61 64 61 70 74 65 72 73 2f 52 65 /api/adapters/Re
0050 73 6f 75 72 63 65 41 64 61 70 74 65 72 2f 62 61 sourceAd apter/ba
0060 6c 61 6e 63 65 20 40 54 54 50 2f 31 2e 31 0d 0a lance HT TP/1.1..
0070 48 6f 73 74 3a 20 39 2e 31 34 35 2e 35 35 2e 31 Host: 9. 145.55.1
0080 30 34 3a 39 30 38 30 0d 0a 41 63 63 65 70 74 2d 04:9080. .Accept-

Packets: 1604 · Displayed: 20 (1.2%) Profile: Default