**Javascript Debugging**

Debugging is the process of finding and resolving Defects or Problems within the program that prevent the correct operation of Computer Software or a system.

Some tactics: Interactive Debugging, Control Flow Analysis, Unit Testing, Integration Testing, Log File Analysis, Monitoring at the Application or System Level, Memory Dumps and Profiling.

Interactive: Write, run hit problems. This is our approach. Using Chrome Developer Tools. We debug as it runs through the browser (Console Output Analysis then Low-Level Analysis with tools).

**JavaScript Debugging Tools**

* Unit Integration Test 🡪 Provides the initial feedback for new changes to the codebase. Test Results are the first line of defense against Bugs.
* Console Logging 🡪 Can provide Instant Information depending on how robust we create the Log Statements.
* JS Errors 🡪 Using Try-Catch and creating custom Error Messages that provides Feedback.
* Chrom Dev Tools 🡪 Debugging Tool: Provides capability to stop the code at any point in the process, and absorbe the state of the app, so the cause of issues can be determined.

**Chrome Dev Tools:**

Default on the desktop! Because of the Dev Tools are the stronger around.

**Open 🡪** F12, Ctrl+Shift+I, Right Click -> Inspect, Command+Option+I

**Select Element 🡪** Ctrl+Shift+C

* Style Tab: Shows the CSS of the selected Element, we can Edit it.
* Sources Panel: Where we will be Debugging JS

**\*\* Here we start Coding: More notes inside the APP.js of each Project\*\***