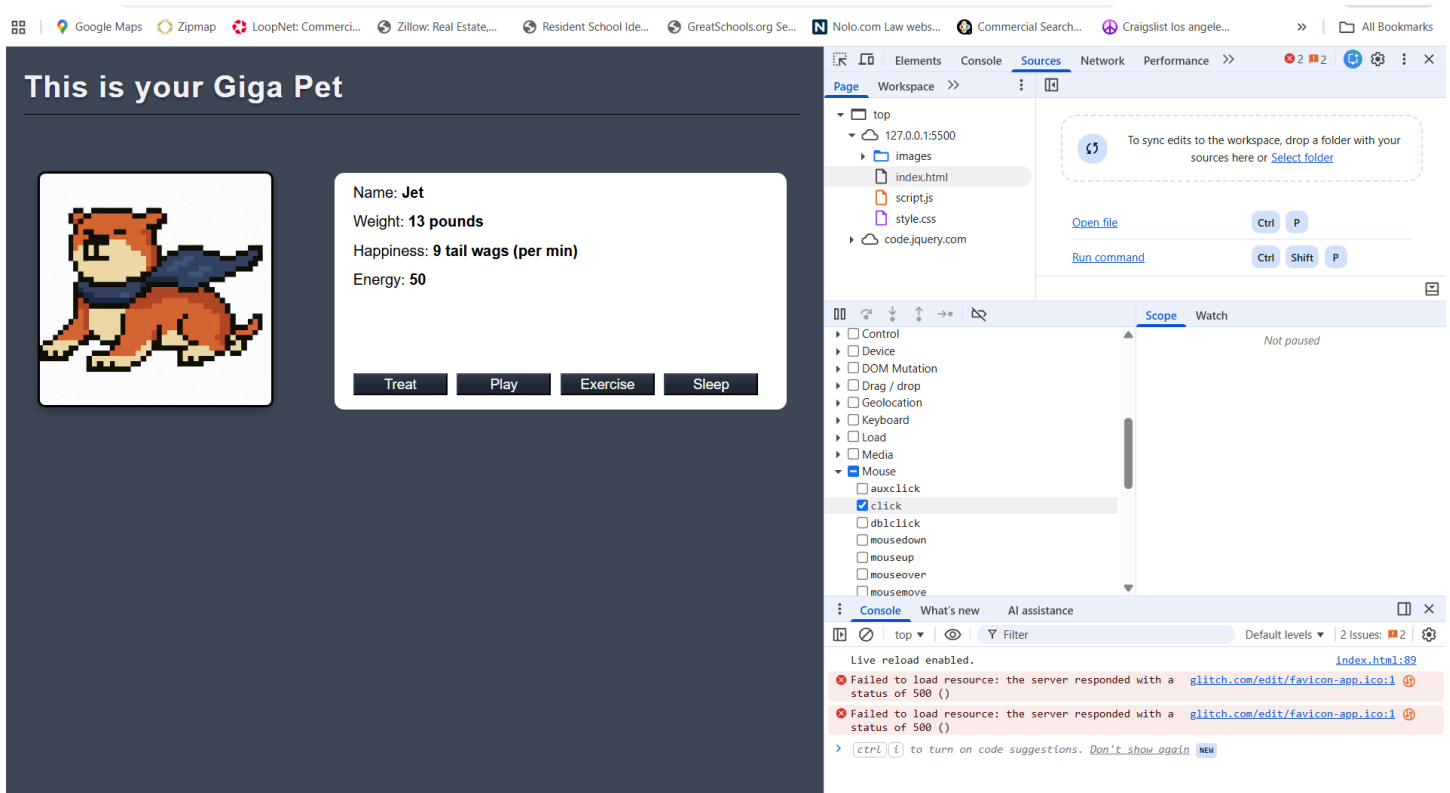
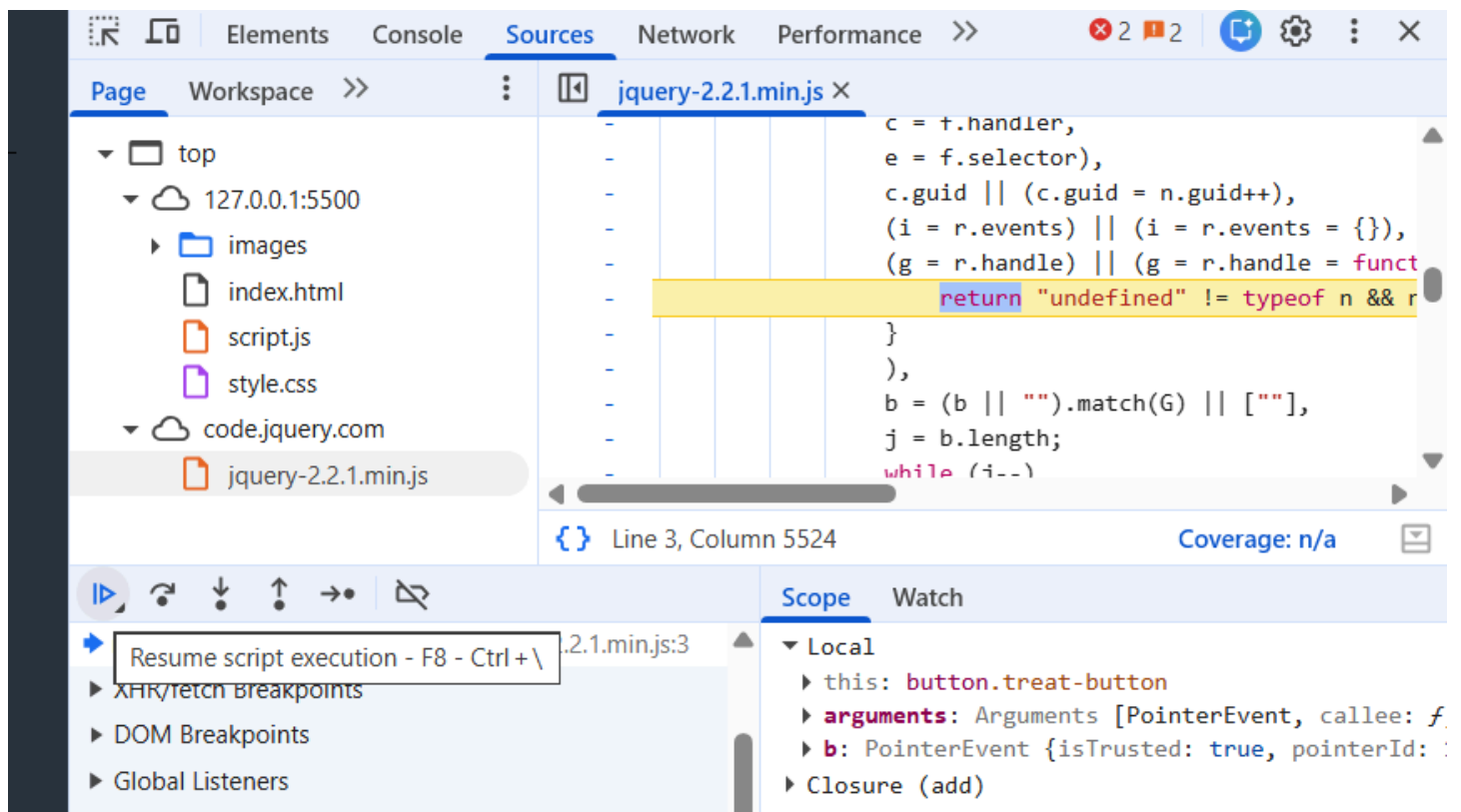


COMP 484 - HW10 Dev Tools
Spencer Levine
11/30/25



Event Listener Breakpoints > Mouse > Click



Resume script execution

atSchools.org Se... Nolo.com Law webs... Commercial Search... Craigslist los angele... >> | All Bookmarl

Elements Console Sources Network Performance >> 2 2

Page Workspace >> jquery-2.2.1.min.js x

top
127.0.0.1:5500
images
index.html
script.js
style.css
code.jquery.com
jquery-2.2.1.min.js

```
a.which || void 0 === g || (a.which =  
a  
},  
},  
fix: function(a) { a = PointerEvent {isTrust  
if (a[n.expando])  
return a;  
var b, c, e, f = a.type, g = a, h = this.  
h || (this.fixHooks[f] = h = ea.test(f) ?  
e = h.props ? this.props.concat(h.props)  
a = new n.Event(a)
```

Line 3, Column 9000 Coverage: n/a

Scope Watch

fix jquery-2.2.1.min.js:3
dispatch jquery-2.2.1.min.js:3
r.handle jquery-2.2.1.min.js:3

Step - F9

Local
this: Object
a: PointerEvent {isTrusted: true, pointerI
b: undefined
c: undefined
e: undefined
f: undefined
g: undefined
h: undefined

XHR/fetch Breakpoints
DOM Breakpoints
Global Listeners
Event Listener Breakpoints

Step into next

Page Workspace >> jquery-2.2.1.min.js x

top

- 127.0.0.1:5500
 - images
 - index.html
 - script.js
 - style.css
- code.jquery.com
 - jquery-2.2.1.min.js

```

-     n.event = {
-         global: {},
-         add: function(a, b, c, d, e) {
-             var f, g, h, i, j, k, l, m, o, p, q, r = N.
-             if (r) {
-                 c.handler && (f = c,
-                 c = f.handler,
-                 e = f.selector),
-                 c.guid || (c.guid = n.guid++),
-                 (i = r.events) || (i = r.events = {}),
-                 (g = r.handle) || (g = r.handle = funct
-                 return "undefined" != typeof n && r
-             }
-         },
-         b = (b || "").match(G) || [],
-         j = b.length;
-         while (j--)
-             h = fa.exec(b[j]) || [],
-             o = q = h[1],
-             p = (h[2] || "").split(".").sort(),
-             o && (l = n.event.special[o] || {}),
-             o = (e ? l.delegateType : l.bindType
-             l = n.event.special[o] || {}),

```

Line 3, Column 5524 Coverage: n/a

Step over next function call - F10 - Ctrl + ' B

XHR/fetch Breakpoints

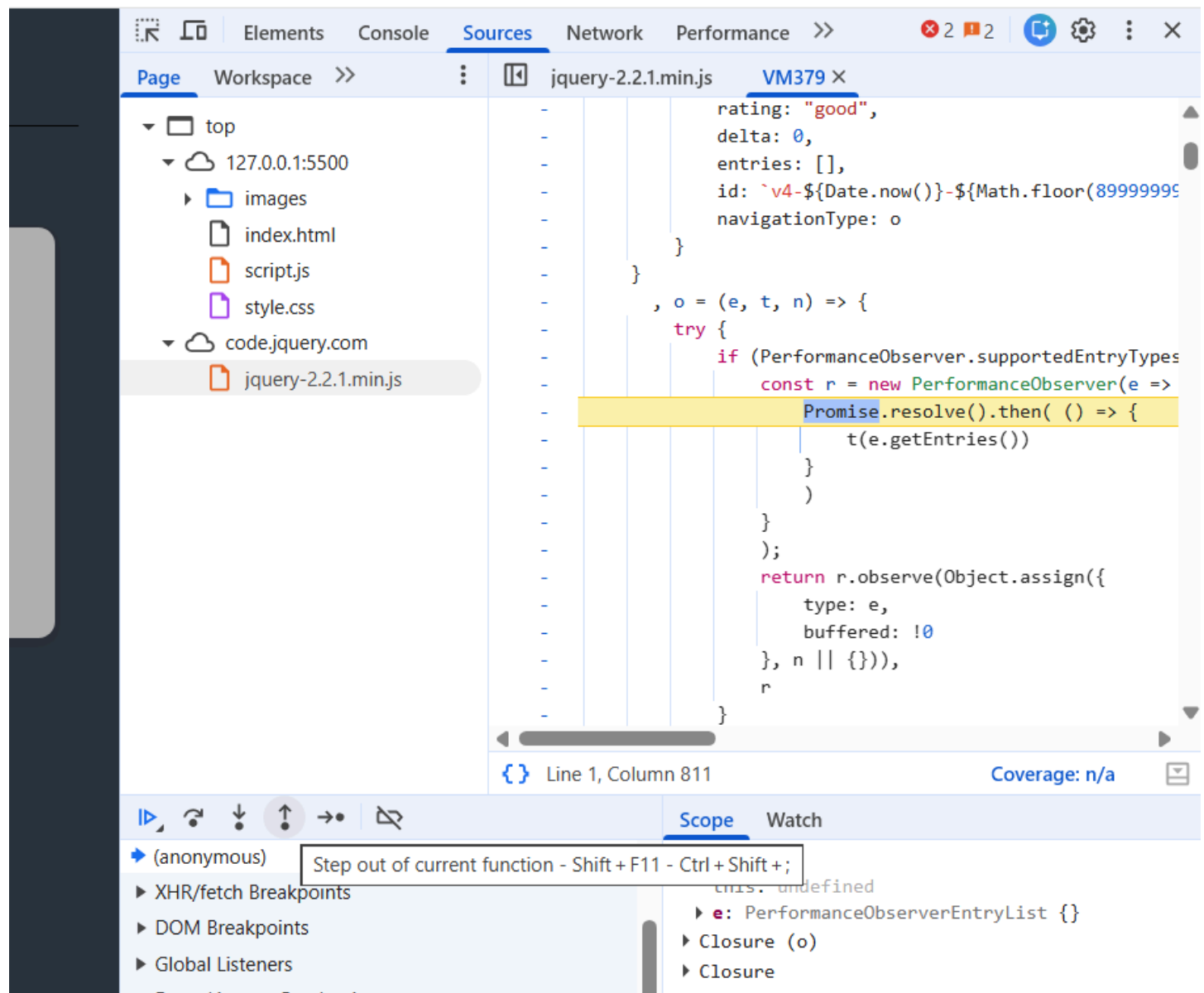
DOM Breakpoints

Scope Watch

Local

- this: button.treat-button
- arguments: Arguments [PointerEvent, callee: ,
- b: PointerEvent {isTrusted: true, pointerId:

Step over next function call



Step out of current function

The screenshot shows a web browser's developer tools interface. The 'Sources' panel is active, displaying the file 'jquery-2.2.1.min.js' (VM379). The file explorer on the left shows the project structure, including 'top', '127.0.0.1:5500', 'images', 'index.html', 'script.js', 'style.css', and 'code.jquery.com'. The code editor shows the 'fix' function, with a breakpoint set at line 3, column 9000. The 'Scope' panel at the bottom shows the current scope, including 'this' (Object) and 'a' (PointerEvent {isTrusted: true, pointerId: ...}).

```
var c, e, f, g = b.button;
return null == a.pageX && null != b.clientX
e = c.documentElement,
f = c.body,
a.pageX = b.clientX + (e && e.scrollLeft ||
a.pageY = b.clientY + (e && e.scrollTop || f
a.which || void 0 === g || (a.which = 1 & g
a
}
},
fix: function(a) { a = PointerEvent {isTrusted: true
if (a[n.expando])
return a;
var b, c, e, f = a.type, g = a, h = this.fixHook
h || (this.fixHooks[f] = h = ea.test(f) ? this.m
e = h.props ? this.props.concat(h.props) : th
a = new n.Event(g),
b = e.length;
while (b--)
c = e[b],
a[c] = g[c];
return a.target || (a.target = d),
3 === a.target.nodeType && (a.target = a.target.
```

Line 3, Column 9000 Coverage: n/a

	Scope	Watch
fix	jquery-2.2.1.min.js:3	Local
dispatch	jquery-2.2.1.min.js:3	▶ this: Object
r.handle	jquery-2.2.1.min.js:3	▶ a: PointerEvent {isTrusted: true, pointerId: ...}

Set a line breakpoint

se... INFO.COM Law WEBS... Commercial Search... Craigslist Los Angere... All BOOKMARKS

Elements Console Sources Network Performance >> 2 2

Page Workspace >> jquery-2.2.1.min.js x VM379

top
127.0.0.1:5500
images
index.html
script.js
style.css
code.jquery.com
jquery-2.2.1.min.js

```
var c, e, f, g = b.button;  
return null == a.pageX && null != b.clientX  
e = c.documentElement,  
f = c.body,  
a.pageX = b.clientX + (e && e.scrollLeft ||  
a.pageY = b.clientY + (e && e.scrollTop || f  
a.which || void 0 === g || (a.which = 1 & g  
a  
}  
},  
fix: function(a) { a = PointerEvent {isTrusted: tru  
if (a[n.expando])  
return a;  
var b, c, e, f = a.type, g = a, h = this.fixHook  
h || (this.fixHooks[f] = h = ea.test(f) ? this.m  
e = h.D.props ? this.props.D.concat(h.props) : th  
a = new n.Event(g),  
b = e.length;  
while (b--)  
c = e[b],  
a[c] = g[c];  
return a.target || (a.target = d),  
3 === a.target.nodeType && (a.target = a.target.
```

{ } Line 3, Column 9111 Coverage: n/a

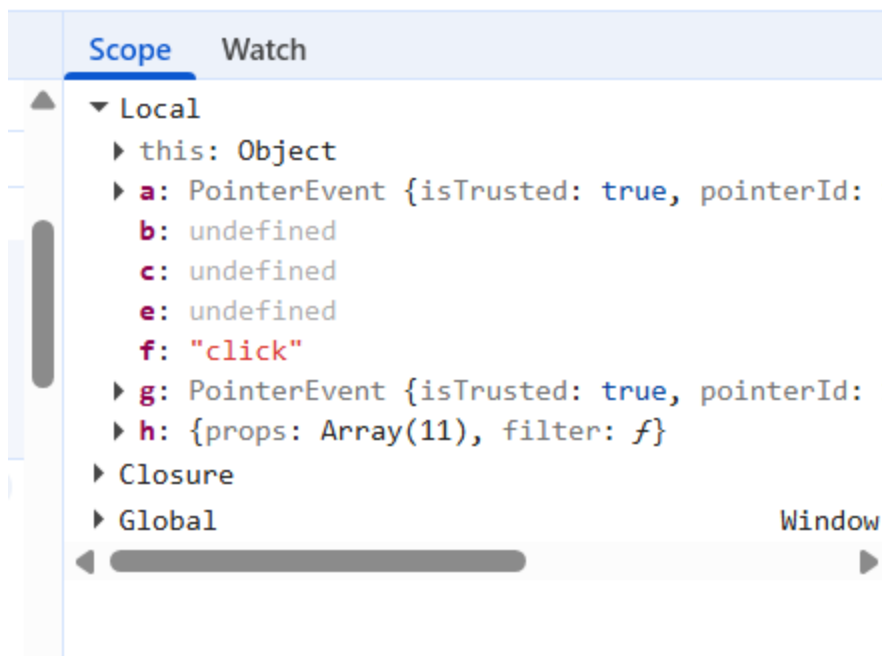
Resume script execution - F8 - Ctrl + \

Scope Watch

Local

- this: Object
- a: PointerEvent {isTrusted: true, pointerId:
- b: undefined
- c: undefined

Execution stops at breakpoint



Scope section shows all local and global variables

Page Workspace >> jquery-2.2.1.min.js x VM379

top
127.0.0.1:5500
images
index.html
script.js
style.css
code.jquery.com
jquery-2.2.1.min.js

```
var c, e, f, g = b.button;
return null == a.pageX && null != b.clientX
e = c.documentElement,
f = c.body,
a.pageX = b.clientX + (e && e.scrollLeft ||
a.pageY = b.clientY + (e && e.scrollTop || f
a.which || void 0 === g || (a.which = 1 & g
a
}
},
fix: function(a) { a = PointerEvent {isTrusted: true
if (a[n.expando])
return a;
var b, c, e, f = a.type, g = a, h = this.fixHook
h || (this.fixHooks[f] = h = ea.test(f) ? this.m
e = h.D.props ? this.props.D.concat(h.props) : th
a = new n.Event(g),
b = e.length;
while (b--)
c = e[b],
a[c] = g[c];
return a.target || (a.target = d),
3 === a.target.nodeType && (a.target = a.target.
```

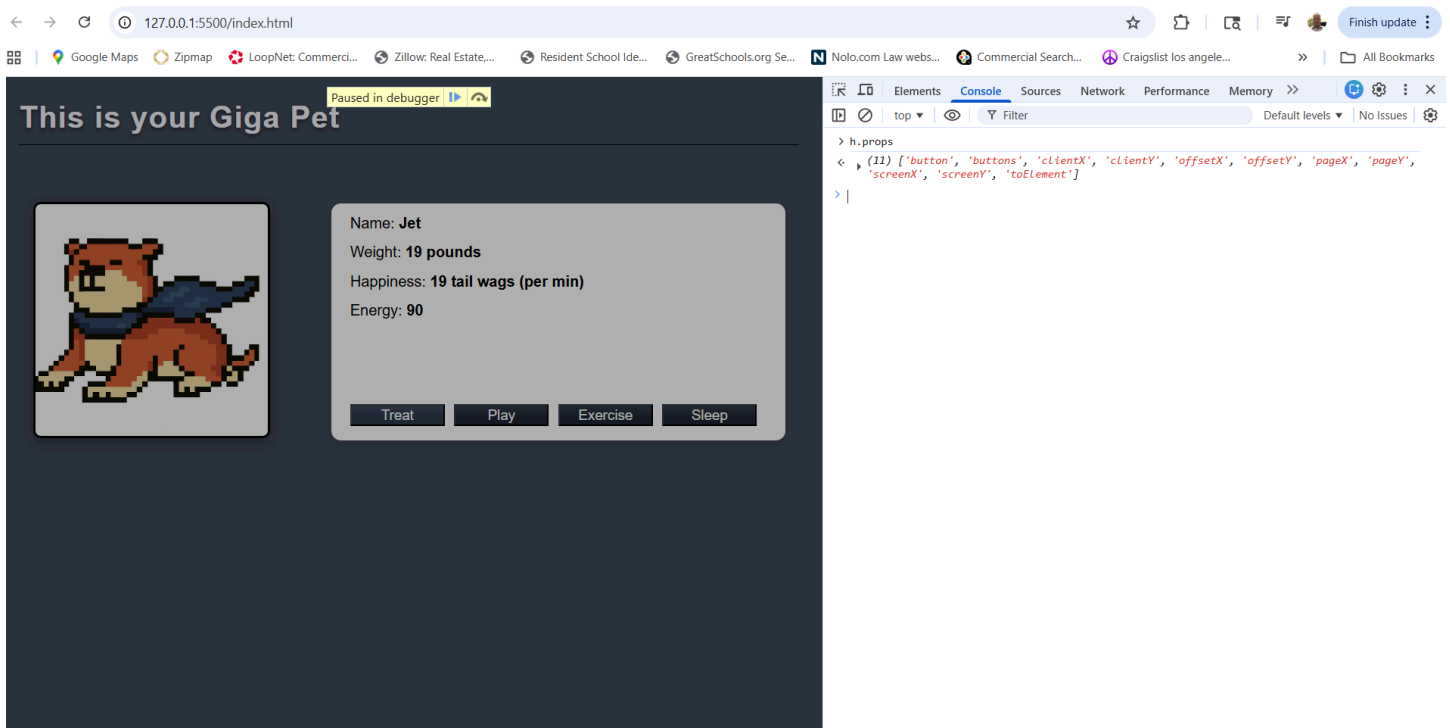
Line 3, Column 9111 Coverage: n/a

fix jquery-2.2.1.min.js:3
dispatch jquery-2.2.1.min.js:3
r.handle jquery-2.2.1.min.js:3

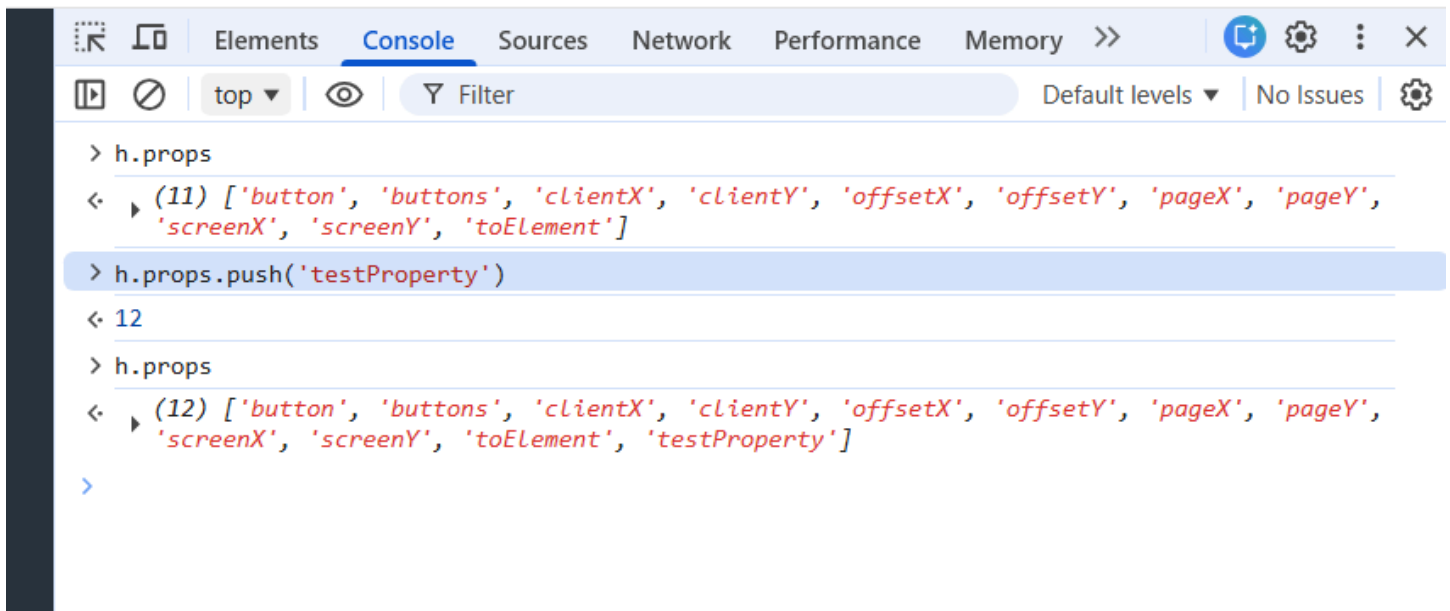
XHR/fetch Breakpoints
DOM Breakpoints
Global Listeners
Event Listener Breakpoints
Filter

Scope Watch
+ typeOf h: "object"

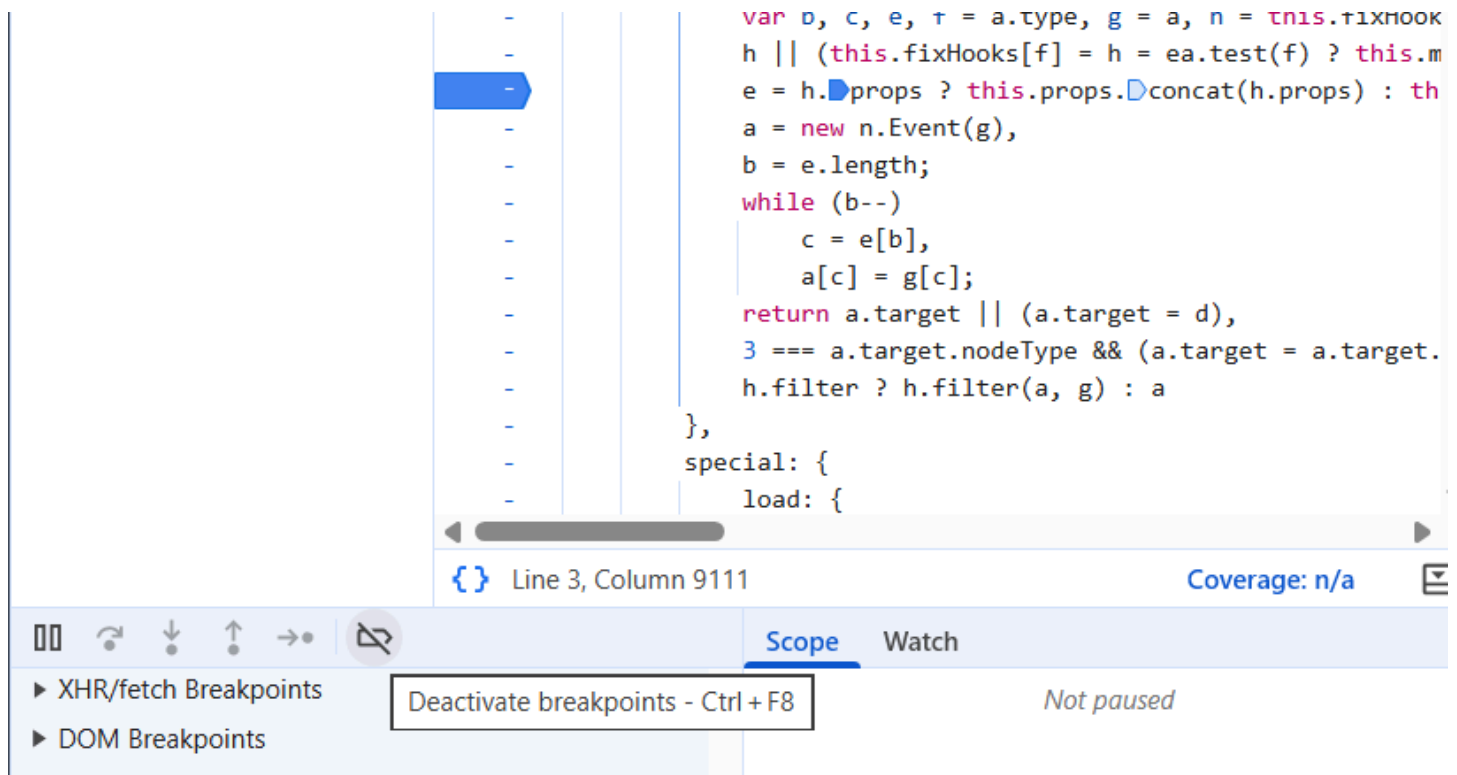
Watch section I entered typeOf(h) and returned "object"



In console window, h.props returned property values




In the console I entered the code `h.props.push('testProperty')`. It added that string to the end of the array.



Activate/Deactivate breakpoints

This is your Giga Pet



Name: Jet

Weight: 21 pounds

Happiness: 21 tail wags (per min)

Energy: 90

button.treat-button 100 x 22.8

TreatPlayExerciseSleep

Elements

<!DOCTYPE html>
<html>
<head>
</head>
<body>
<header>
</header>
<main>
<div class="giga-wrapper">
<!-- Wraps or groups pet image and dashboard together for styling and layout positioning -->
<section class="pet-image-container">
</section>
<section class="dashboard">
<div>
</div>
<div>
</div>
<div>
</div>
<div>
</div>
<!-- 5.) Add a new behavior that correlates with the new button you added. -->
You can add it below the happiness text in the html -->
<div id="pet-msg" aria-live="polite" style="opacity: 0;">Yum! Thanks for the treat!
</div>
<!-- 6.) adds a message area to step 6 -->
<div class="button-container">
<button class="treat-button"> Treat </button> == \$0
<button class="play-button"> Play </button>
</div>
</main>
</body>
</html>

html body main div.giga-wrapper section.dashboard div.button-container button.treat-button

Styles

element.style {
}
.button-container button:hover {
background-color: #2d3a4d;
transition: background-color 0.2s ease-in-out;
} style.css:141
.button-container button {
width: 100px;
margin-right: 10px;
text-align: center;
display: inline-block;
float: left;
font-size: 15px;
background-color: #1e2835;
border-color: #404853;
cursor: pointer;
} style.css:92

Inspect Treat button

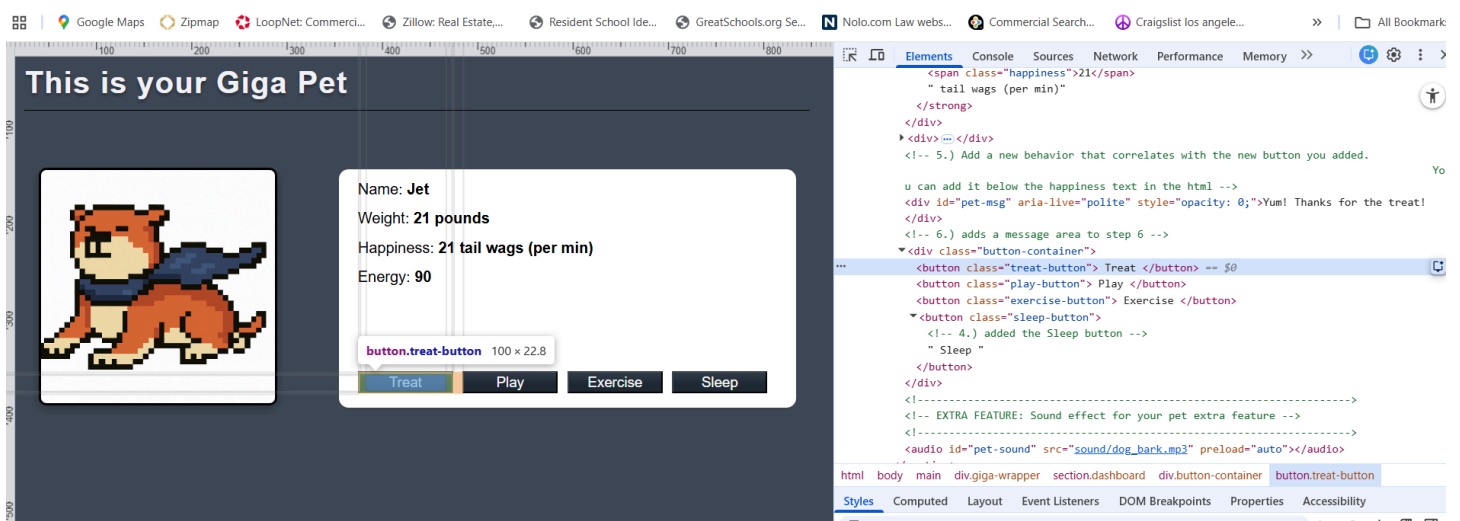
```

Elements Console Sources Network Performance Memory >>
<div> ... </div>
<div> ... </div>
<!-- 5.) Add a new behavior that correlates with the new button you added.

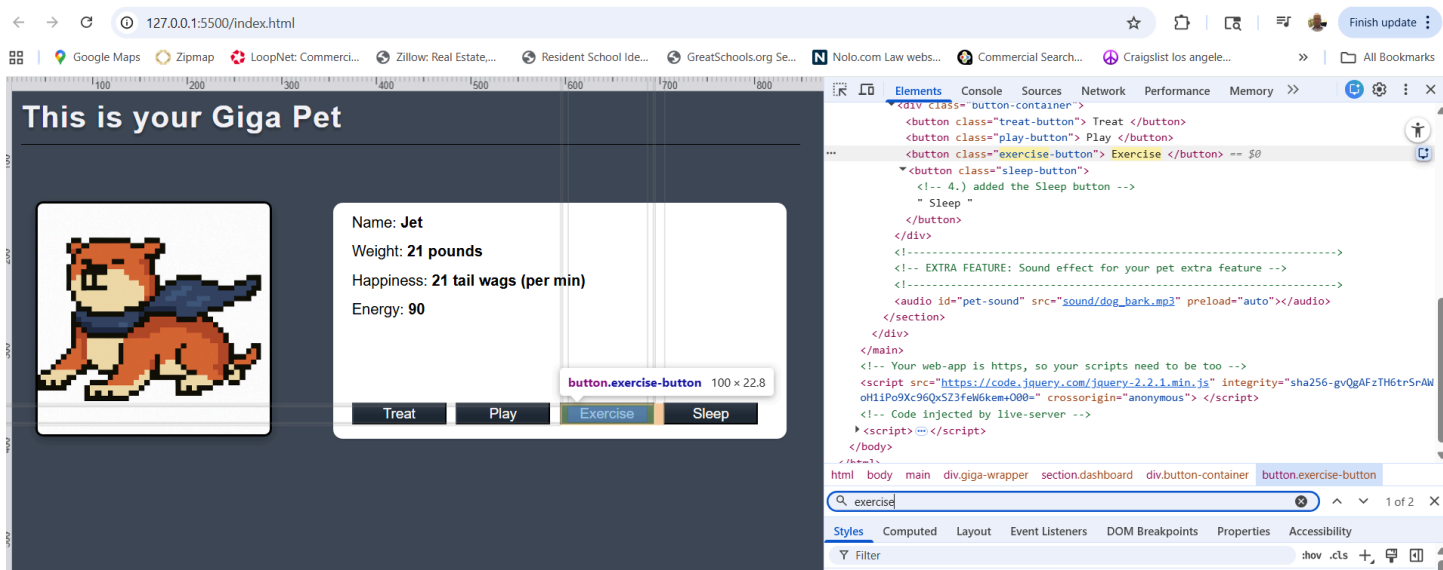
u can add it below the happiness text in the html -->
<div id="pet-msg" aria-live="polite" style="opacity: 0;">Yum! Thanks for the treat!
</div>
<!-- 6.) adds a message area to step 6 -->
<div class="button-container">
  <button class="treat-button"> Treat </button>
  <button class="play-button"> Play </button>
  <button class="exercise-button"> Exercise </button>
  ...
  <button class="sleep-button"> == $0
    <!-- 4.) added the Sleep button -->
    " Sleep "
  </button>
</div>
<!------->
<!-- EXTRA FEATURE: Sound effect for your pet extra feature -->
<!------->
<audio id="pet-sound" src="sound/dog_bark.mp3" preload="auto"></audio>
</section>
</div>
</main>
<!-- Your web app is https so your scripts need to be too -->
html body main div.giga-wrapper section.dashboard div.button-container button.sleep-button

```

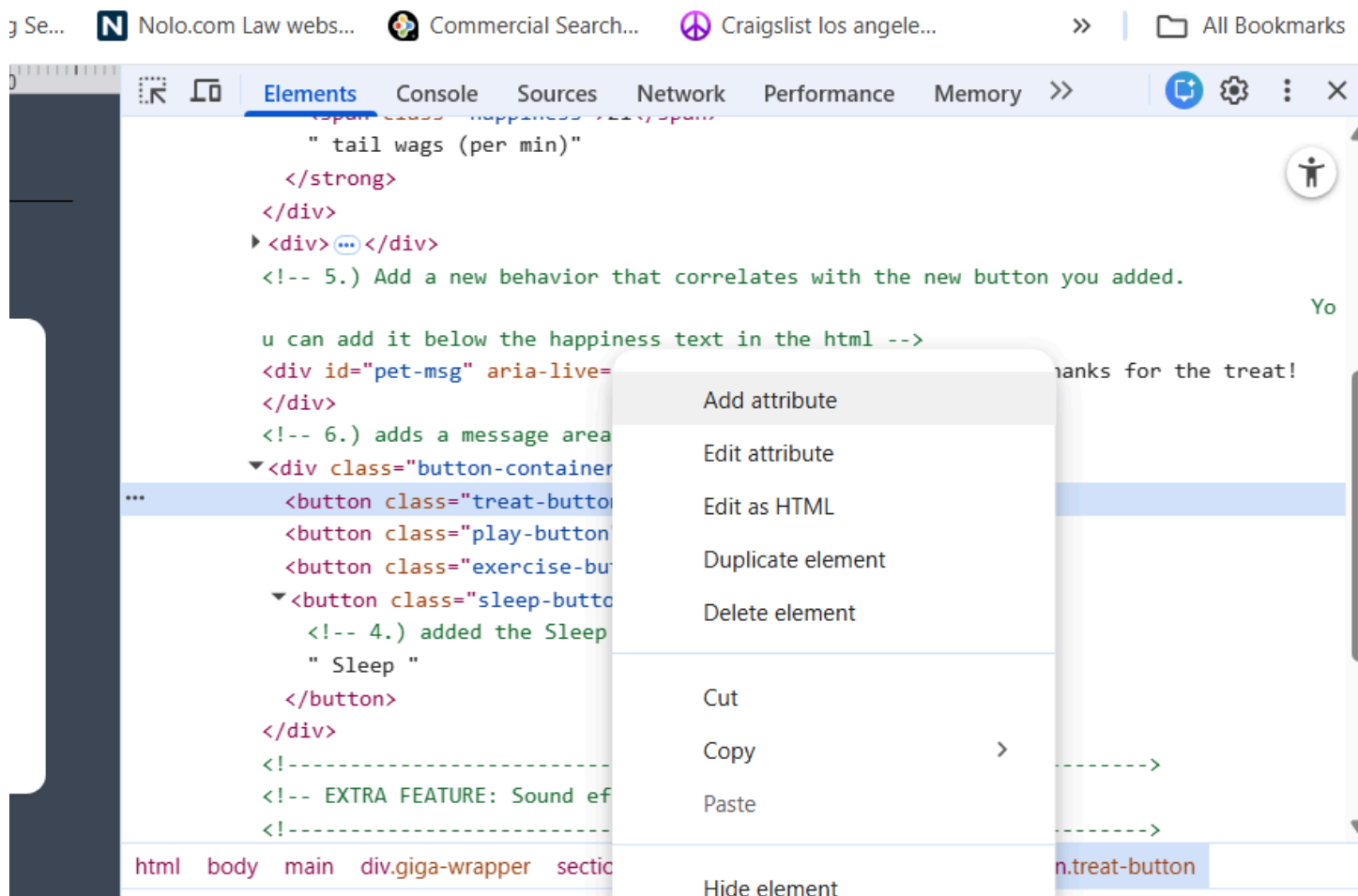
Right arrow key on keyboard the button node expands.



Show rulers on hover set.



Searched elements, ctrl-f find the string “exercise” in the HTML.



Add/Edit attribute

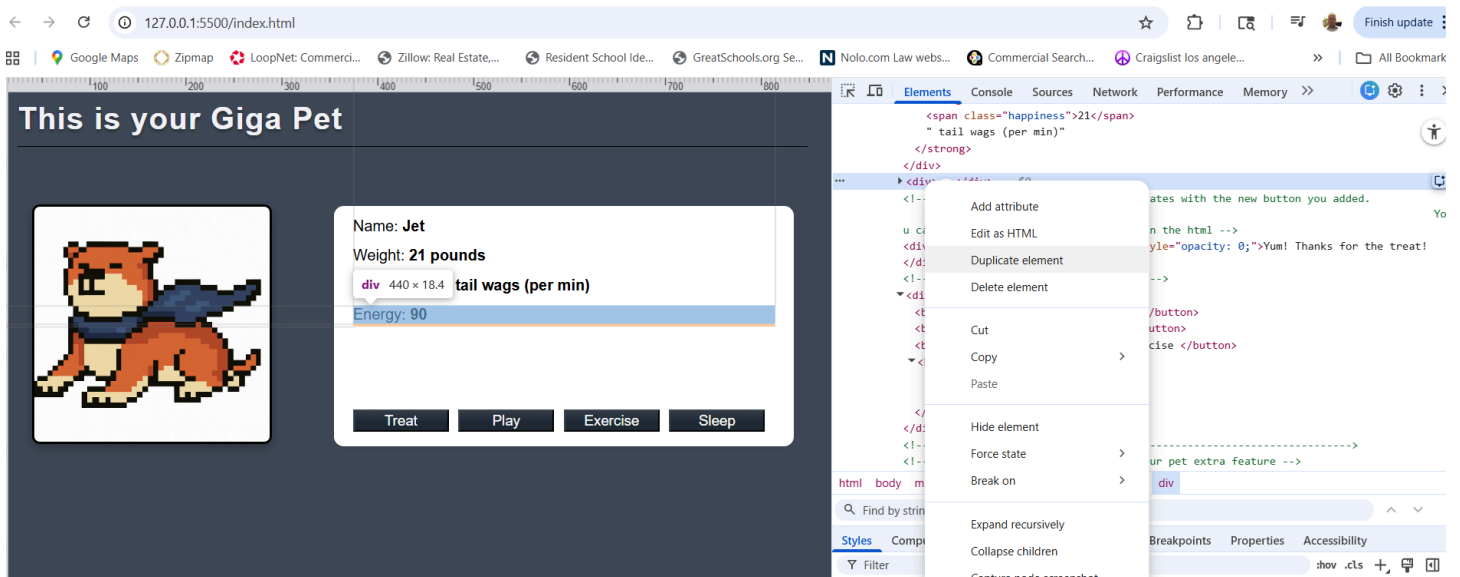
```

    <span class="happiness">21</span>
    " tail wags (per min)"
  </strong>
</div>
▶ <div>⋮</div>
<!-- 5.) Add a new behavior that correlates with the new button you added.

can add it below the happiness text in the html -->
<div id="pet-msg" aria-live="polite" style="opacity: 0;">Yum! Thanks for the treat!
</div>
<!-- 6.) adds a message area to step 6 -->
▶ <div class="button-container">
  <button class="treat-button">
    Treat
  </button>
  <button class="play-button"> Play </button>
  <button class="exercise-button"> Exercise </button>
  ▶ <button class="sleep-button">
    <!-- 4.) added the Sleep button -->
    " Sleep "
  </button>

```

Edit as HTML



Select Duplicate element

300400500600700800

a Pet

Name: Jet

Weight: 21 pounds

div 440 × 18.4

tail wags (per min)

Energy: 90

Energy: 90

Treat

Play

Exercise

Sleep

Elements

<span c

" tail

</div>

<div>...</d

<div>...</d

<!-- 5.) Ad

u can add i

<div id="pe

</div>

<!-- 6.) ad

<div class=

<button c

<button c

<button c

<button c

<!-- 4.

" Sleep

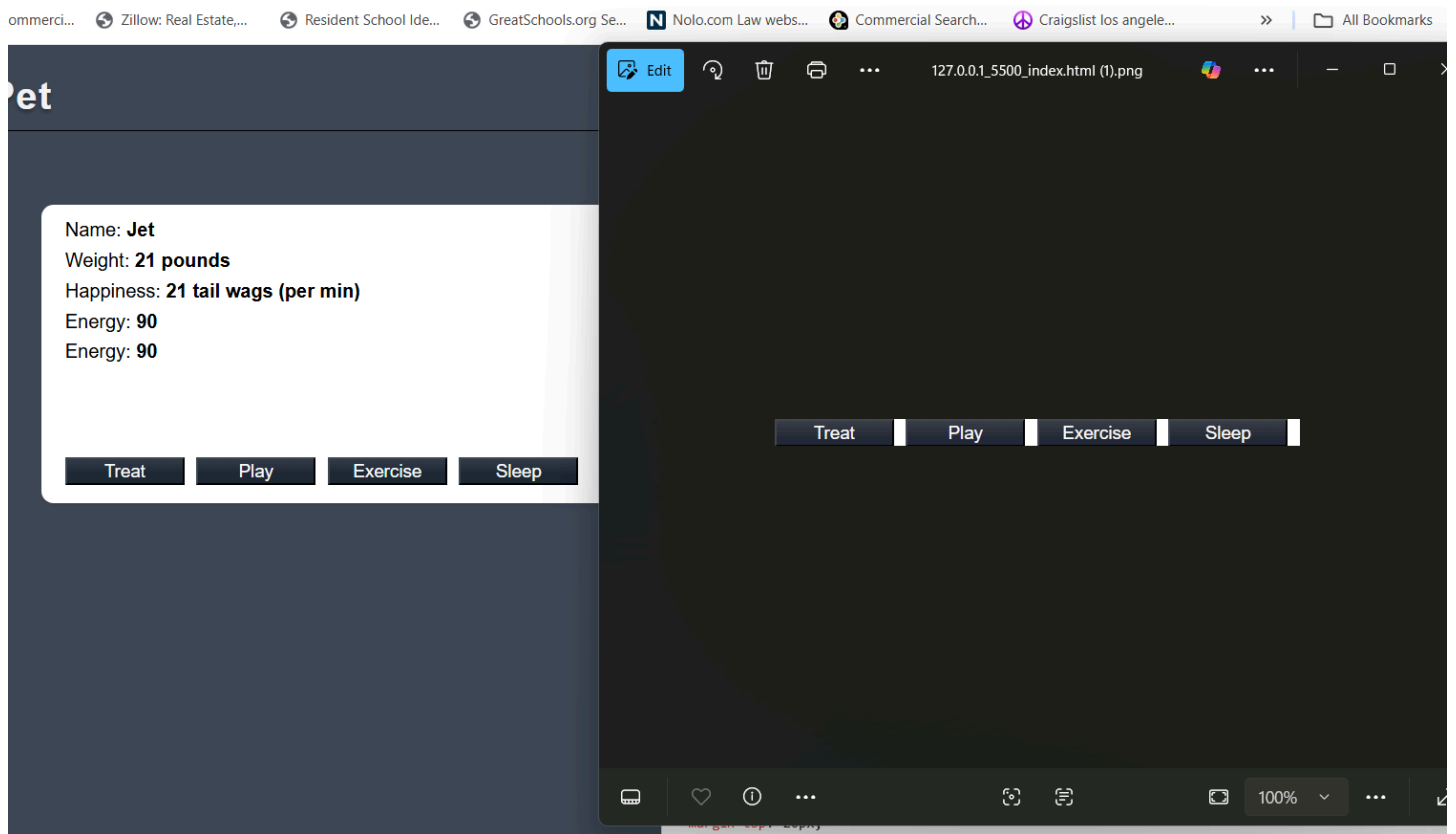
</button>

</div>

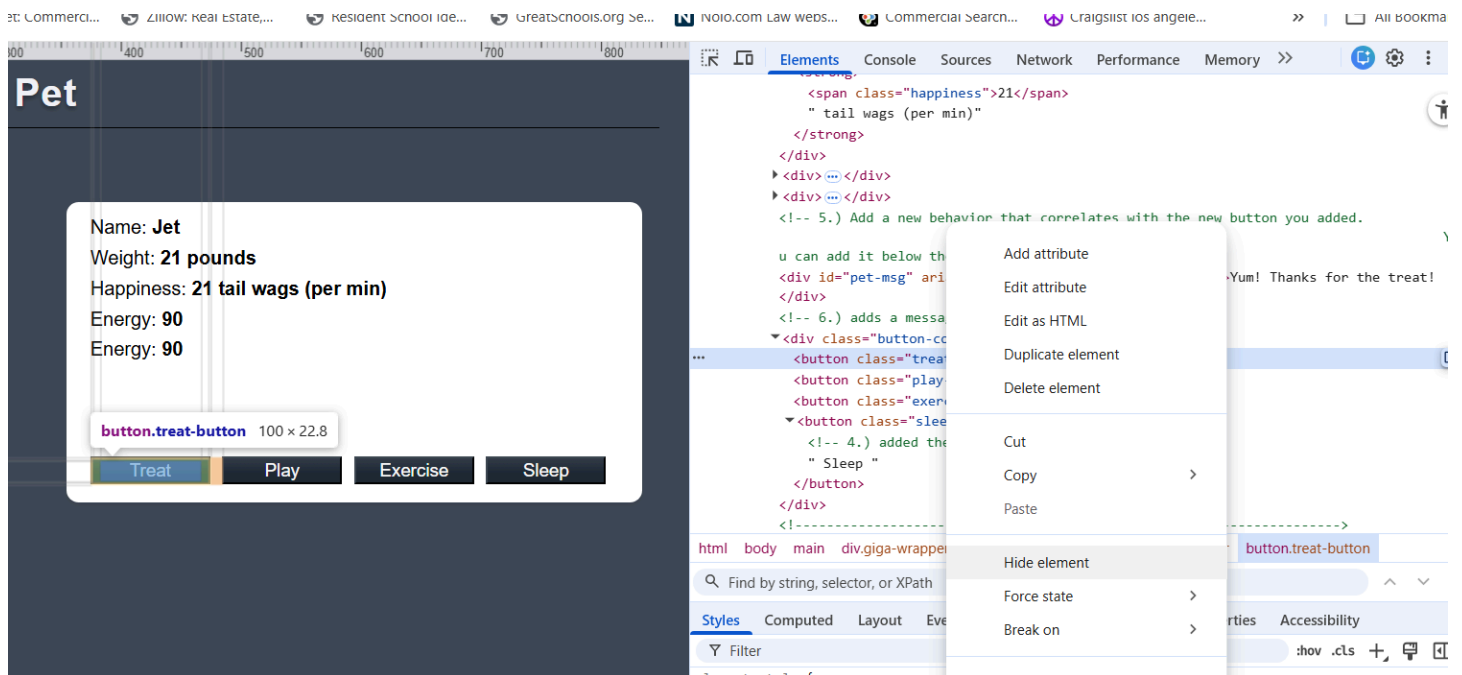
<!-------

html body main div.

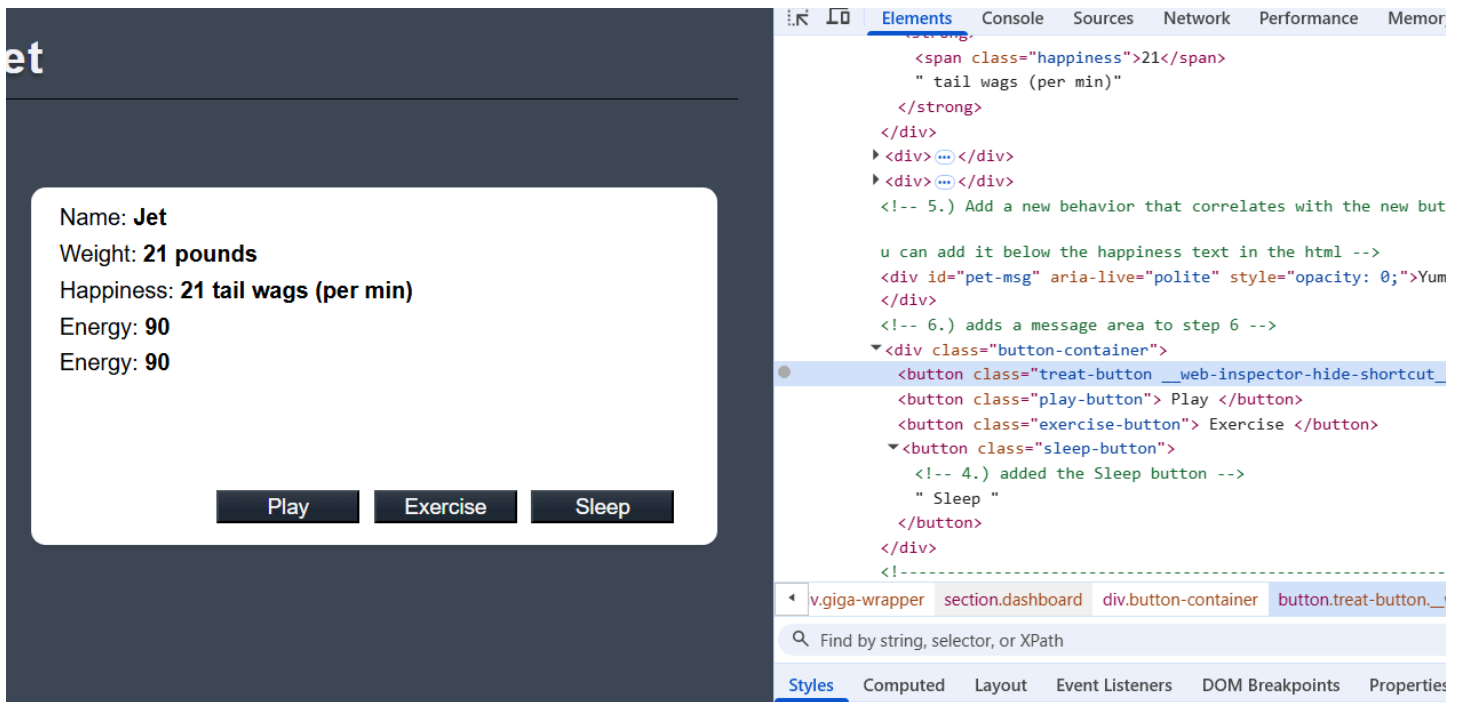
Element has been duplicated.



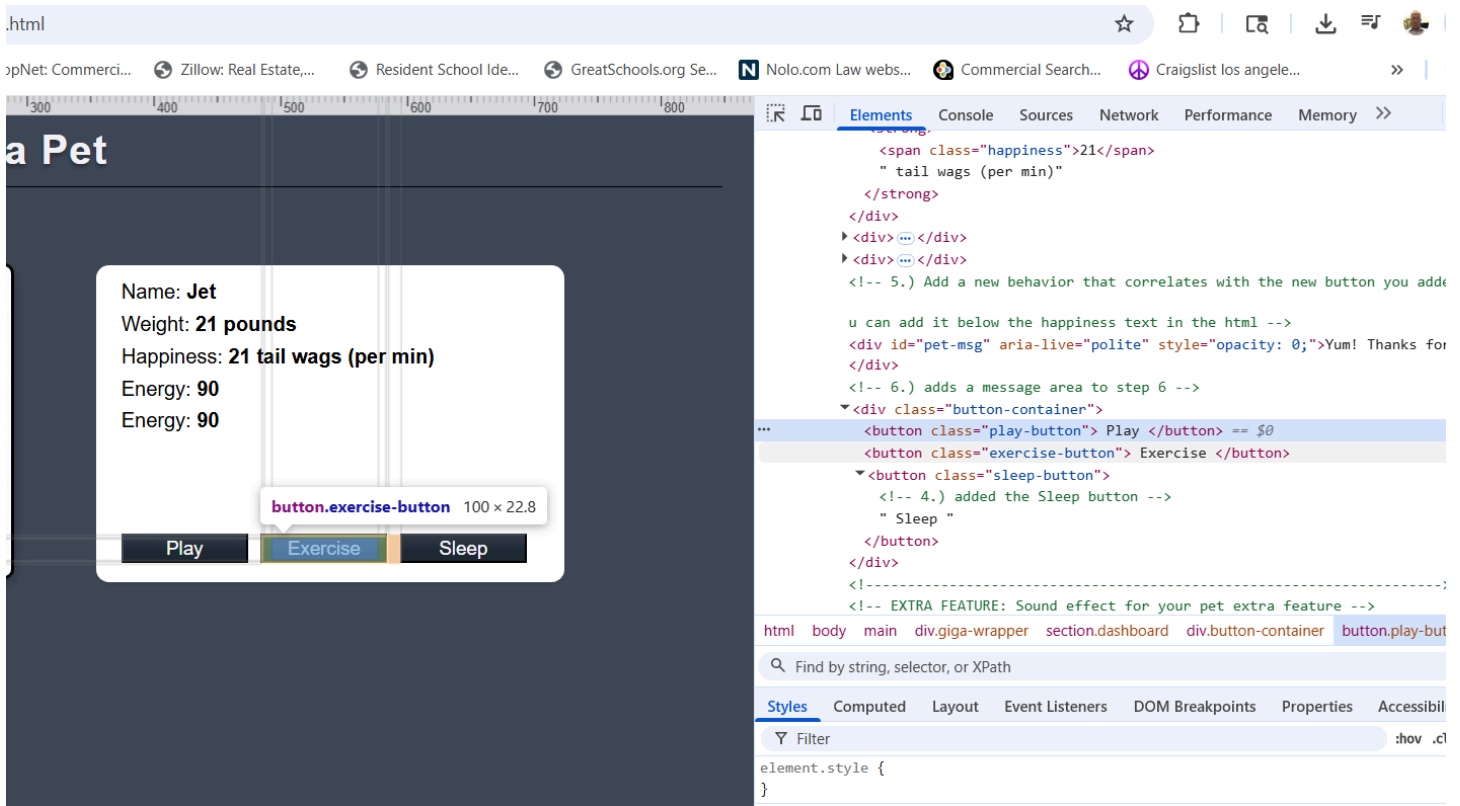
Capture node screenshot



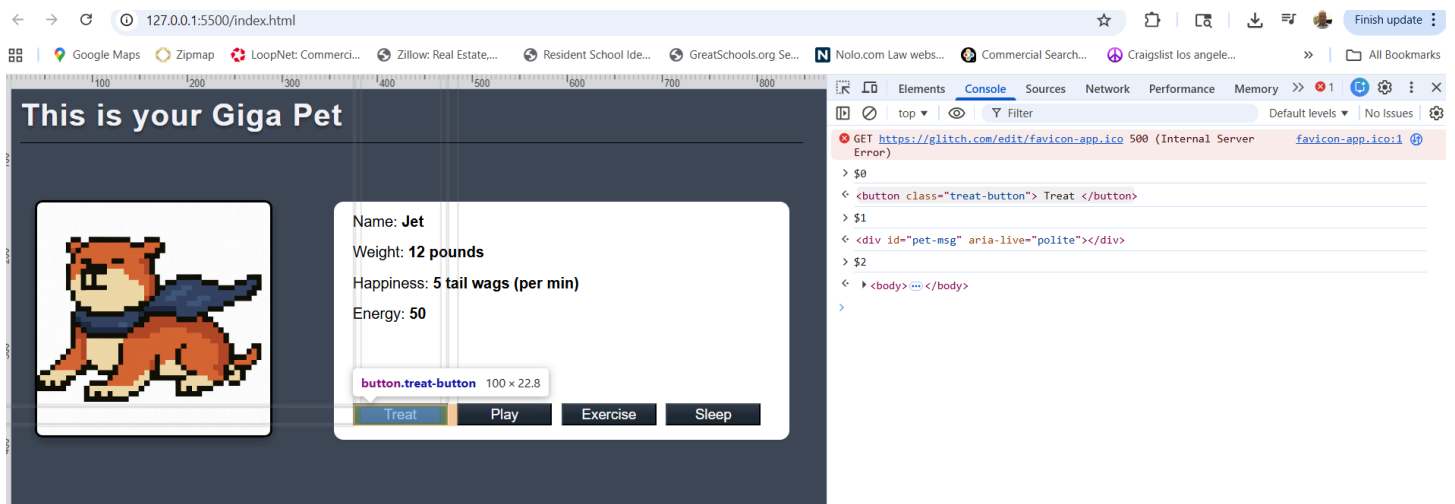
Hide element



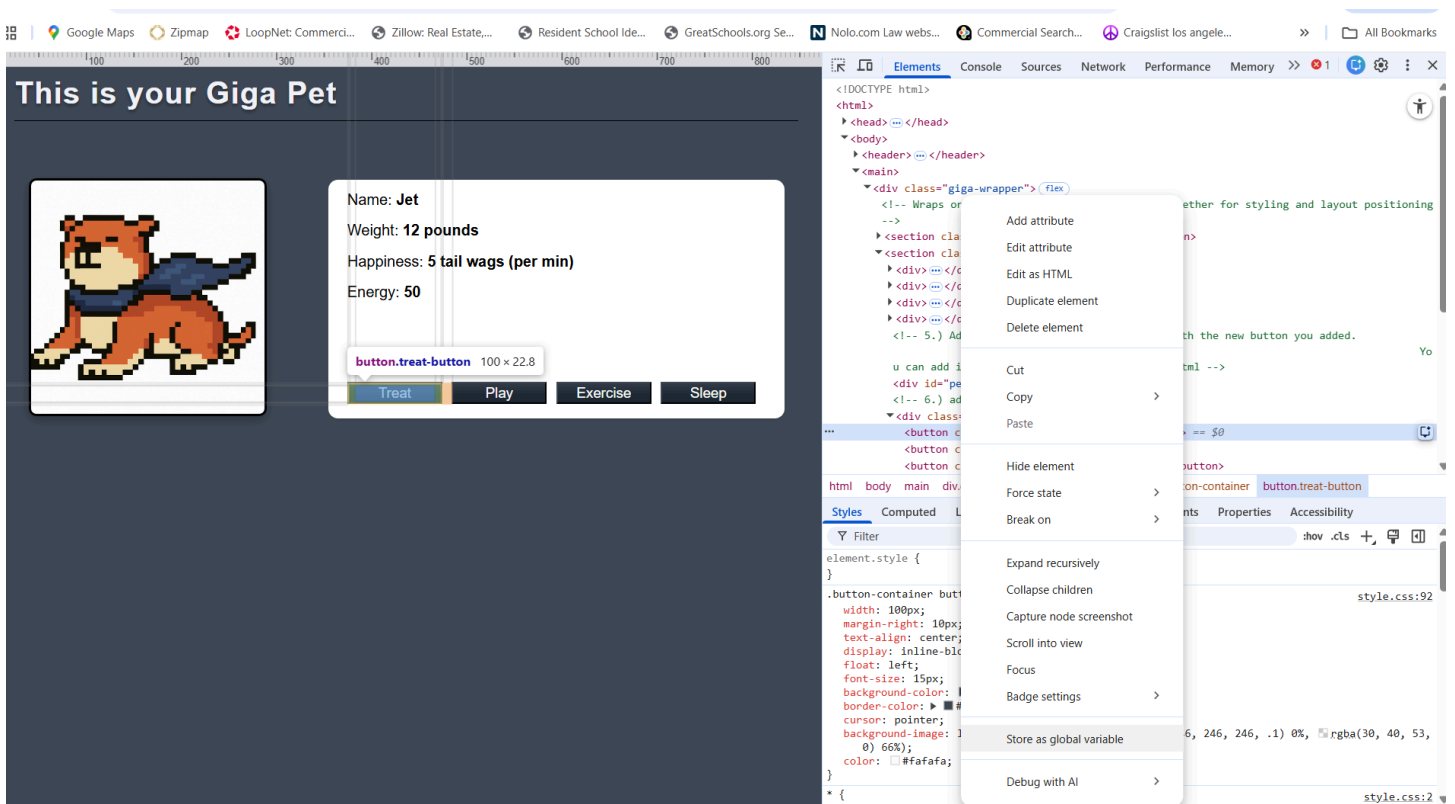
Element is hidden in DOM



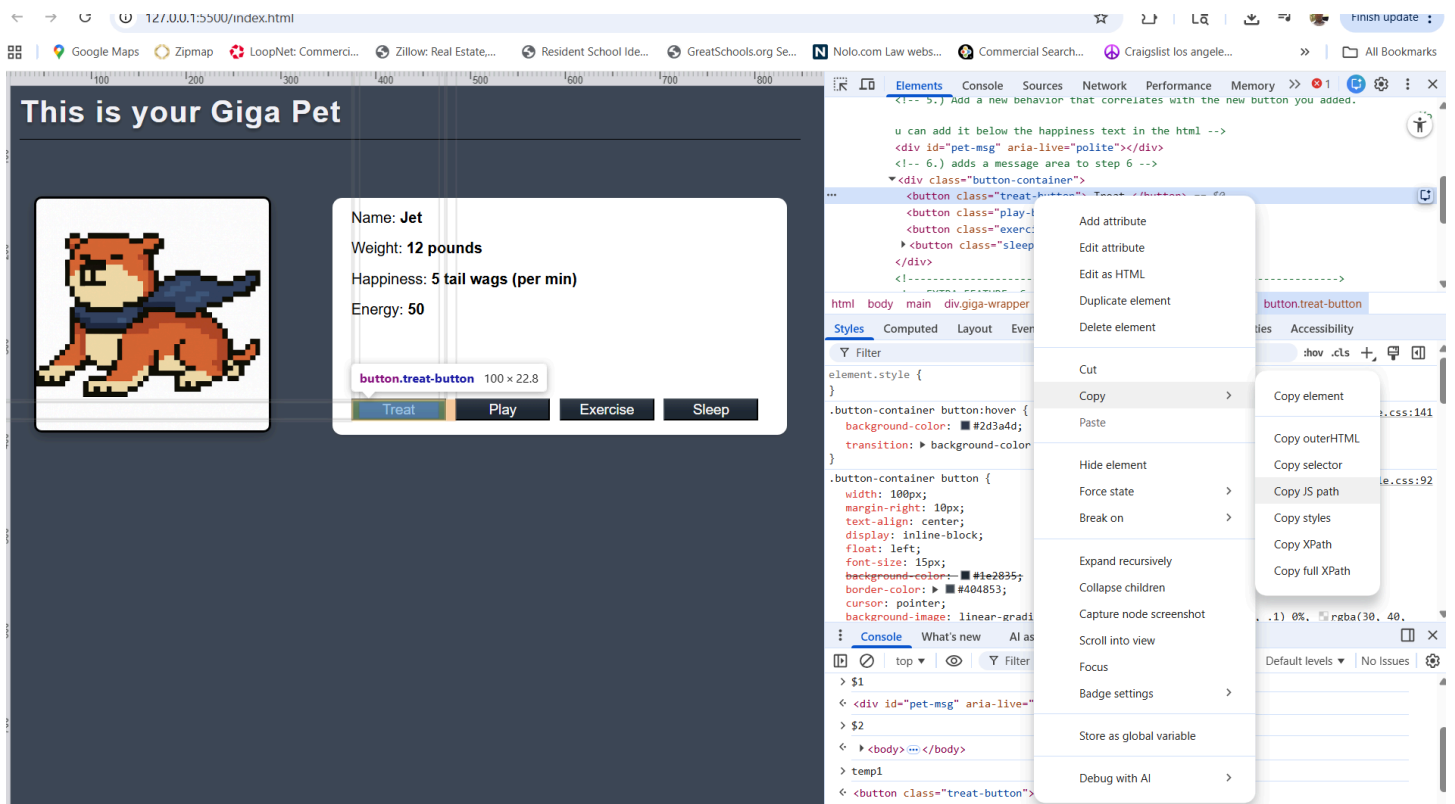
Delete element



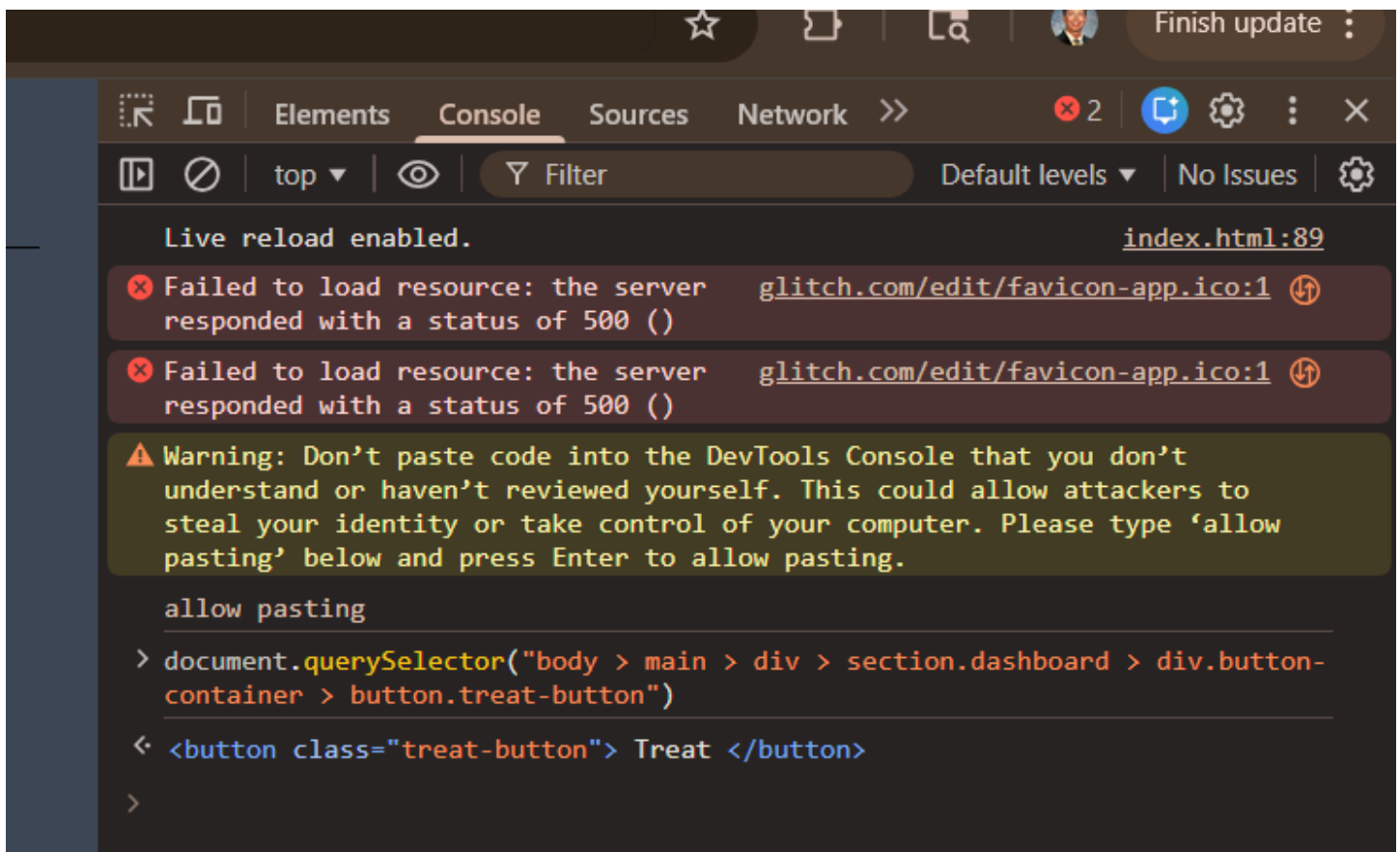
In console \$0 shows currently selected node



Store as global variable



Copy > Copy JS path



Paste JS path into console.

HTML versus the DOM

This section quickly explains the difference between HTML and the DOM.

When you use a web browser to request a page like `https://example.com`, the server returns an HTML document:

```
<!doctype html>
<html>
  <head>
    <title>Hello, world!</title>
  </head>
  <body>
    <h1>Hello, world!</h1>
    <p>This is a hypertext document on the World Wide Web.</p>
    <script src="/script.js" async></script>
  </body>
</html>
```

The browser parses the HTML and creates a tree of objects:

```
html
  head
    title
  body
    h1
    p
    script
```