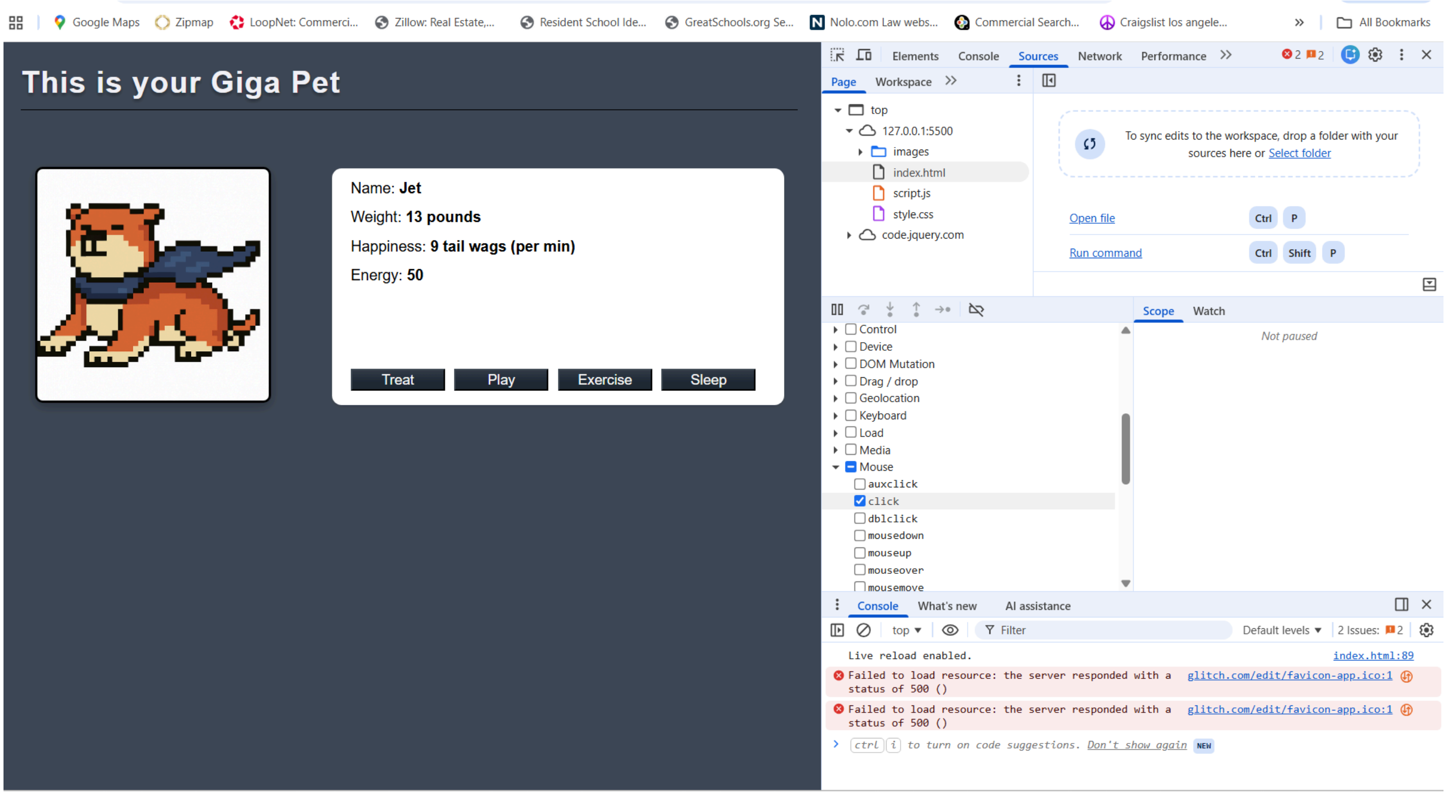
COMP 484 - HW10 Dev Tools
Spencer Levine
11/30/25



This is your Giga Pet

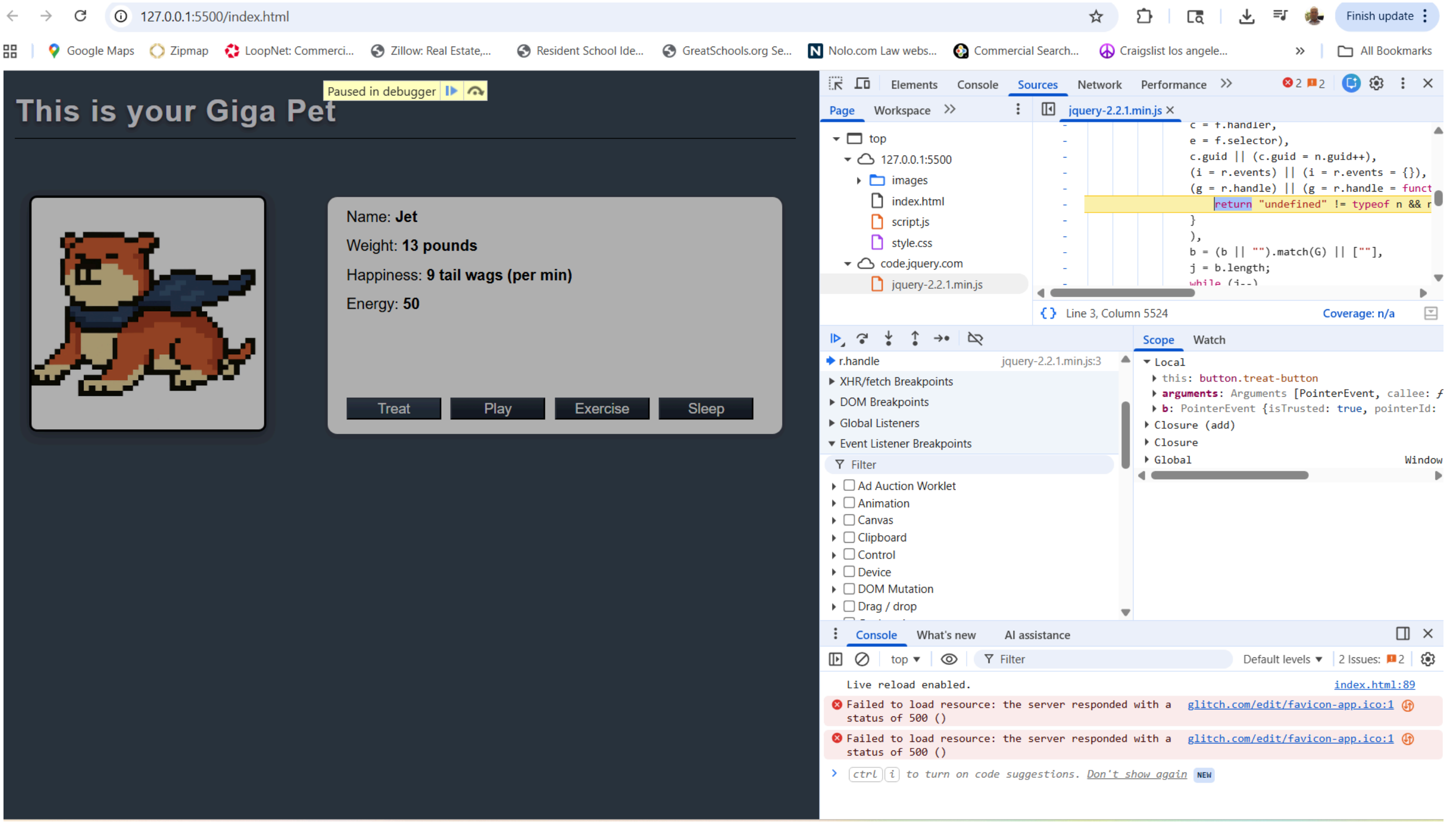
Name: **Jet**
Weight: **13 pounds**
Happiness: **9 tail wags (per min)**
Energy: **50**

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

☐ Control
☐ Device
☐ DOM Mutation
☐ Drag / drop
☐ Geolocation
☐ Keyboard
☐ Load
☐ Media
☐ Mouse
☐ auxclick
☑ click
☐ dblclick
☐ mousedown
☐ mouseup
☐ mouseover
☐ mousemove

```
Live reload enabled.                                                    index.html:89
Failed to load resource: the server responded with a   glitch.com/edit/favicon-app.ico:1
status of 500 ()
Failed to load resource: the server responded with a   glitch.com/edit/favicon-app.ico:1
status of 500 ()
> ctrl i to turn on code suggestions. Don't show again NEW
```

Event Listener Breakpoints > Mouse > Click



This is your Giga Pet

Name: **Jet**

Weight: **13 pounds**

Happiness: **9 tail wags (per min)**

Energy: **50**

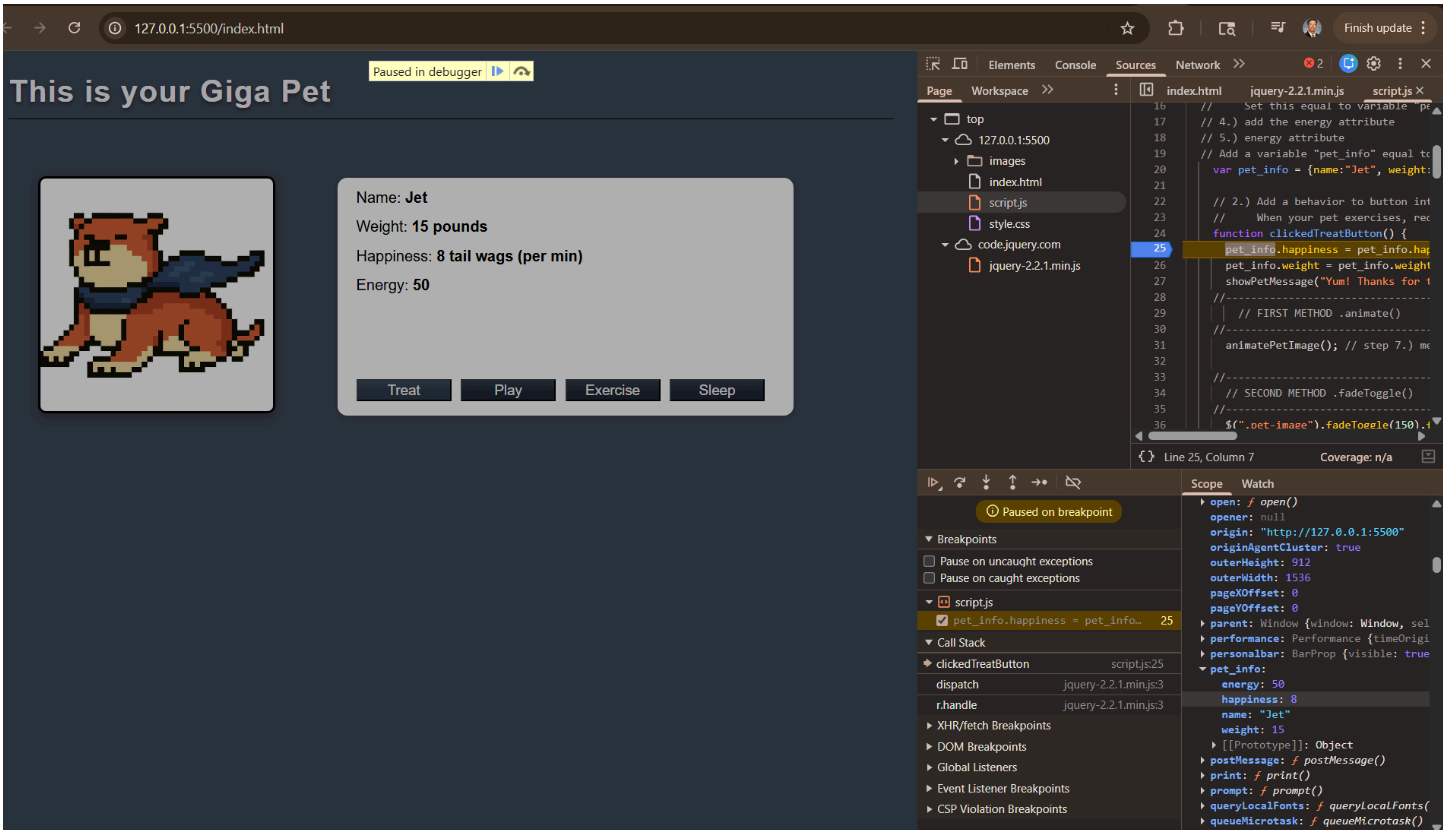
```
                    c = f.handler,
                    e = f.selector),
                    c.guid || (c.guid = n.guid++),
                    (i = r.events) || (i = r.events = {}),
                    (g = r.handle) || (g = r.handle = funct
                        return "undefined" != typeof n && r
                    }
                    ),
                    b = (b || "").match(G) || [""],
                    j = b.length;
                    while (j--)
```

Line 3, Column 5524   Coverage: n/a

```
▾ Local
  ▸ this: button.treat-button
  ▸ arguments: Arguments [PointerEvent, callee: ƒ
  ▸ b: PointerEvent {isTrusted: true, pointerId:
▸ Closure (add)
▸ Closure
▸ Global                                    Window
```

```
Live reload enabled.                                              index.html:89
Failed to load resource: the server responded with a    glitch.com/edit/favicon-app.ico:1
status of 500 ()
Failed to load resource: the server responded with a    glitch.com/edit/favicon-app.ico:1
status of 500 ()
> ctrl i to turn on code suggestions. Don't show again NEW
```

Click and program pauses at line of code. Blue highlight indicates line of code paused on.



127.0.0.1:5500/index.html

Paused in debugger

This is your Giga Pet

Name: **Jet**

Weight: **15 pounds**

Happiness: **8 tail wags (per min)**

Energy: **50**

```
//      Set this equal to variable "pe
// 4.) add the energy attribute
// 5.) energy attribute
// Add a variable "pet_info" equal tc
  var pet_info = {name:"Jet", weight:

  // 2.) Add a behavior to button int
  //      When your pet exercises, rec
  function clickedTreatButton() {
    pet_info.happiness = pet_info.hap
    pet_info.weight = pet_info.weight
    showPetMessage("Yum! Thanks for t
  //-----------------------------------
    // FIRST METHOD .animate()
  //-----------------------------------
    animatePetImage(); // step 7.) me

  //-----------------------------------
    // SECOND METHOD .fadeToggle()
  //-----------------------------------
    $(".pet-image").fadeToggle(150).f
```

Line 25, Column 7 Coverage: n/a

Paused on breakpoint

Breakpoints

□ Pause on uncaught exceptions
□ Pause on caught exceptions

script.js

☑ pet_info.happiness = pet_info… 25

Call Stack

clickedTreatButton	script.js:25
dispatch	jquery-2.2.1.min.js:3
r.handle	jquery-2.2.1.min.js:3

XHR/fetch Breakpoints

DOM Breakpoints

Global Listeners

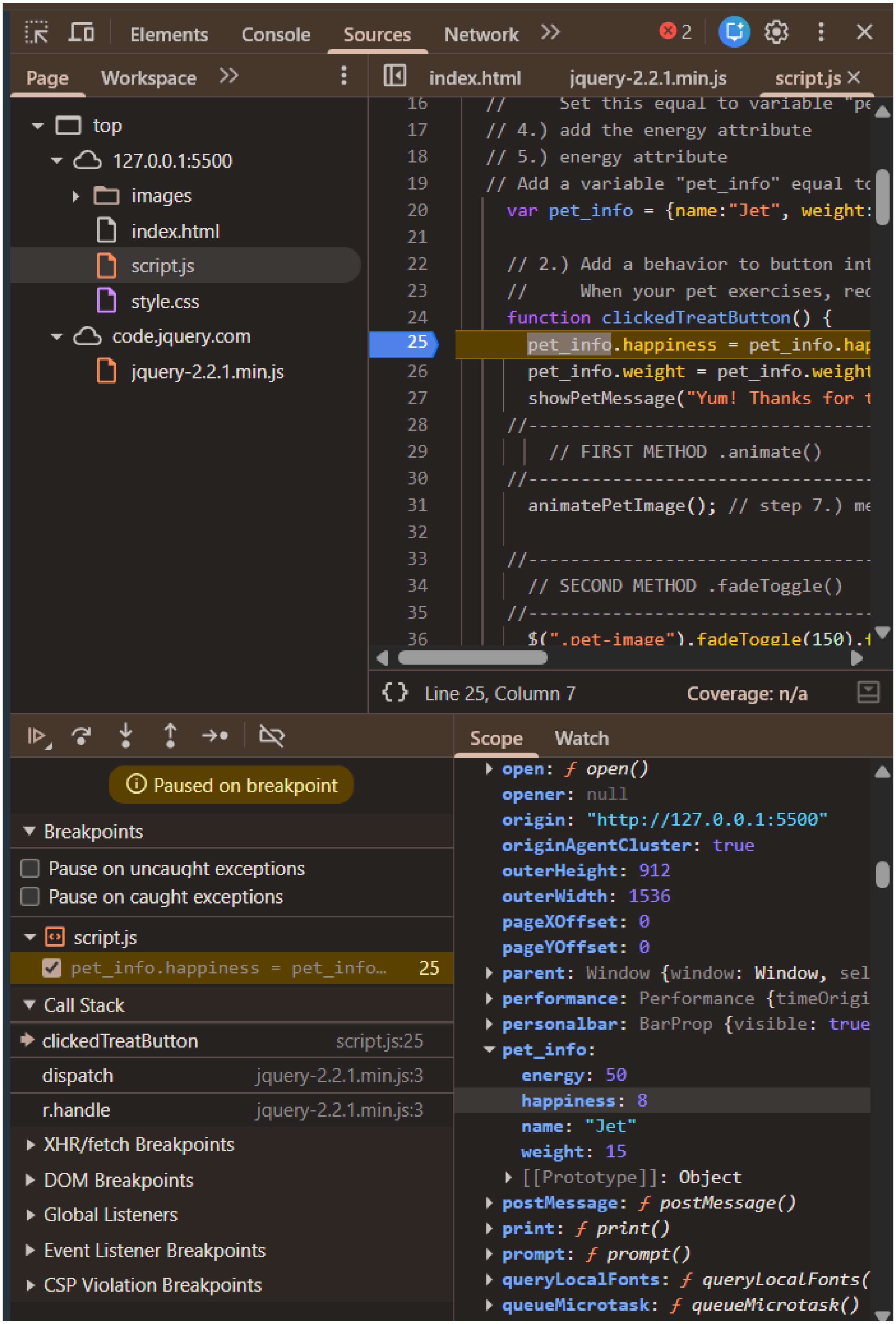
Event Listener Breakpoints

CSP Violation Breakpoints

Scope Watch

```
▸ open: ƒ open()
  opener: null
  origin: "http://127.0.0.1:5500"
  originAgentCluster: true
  outerHeight: 912
  outerWidth: 1536
  pageXOffset: 0
  pageYOffset: 0
▸ parent: Window {window: Window, sel
▸ performance: Performance {timeOrigi
▸ personalbar: BarProp {visible: true
▾ pet_info:
    energy: 50
    happiness: 8
    name: "Jet"
    weight: 15
  ▸ [[Prototype]]: Object
▸ postMessage: ƒ postMessage()
▸ print: ƒ print()
▸ prompt: ƒ prompt()
▸ queryLocalFonts: ƒ queryLocalFonts(
▸ queueMicrotask: ƒ queueMicrotask()
```

Set a breakpoint.



```
//     Set this equal to variable "pe
// 4.) add the energy attribute
// 5.) energy attribute
// Add a variable "pet_info" equal tc
  var pet_info = {name:"Jet", weight:

  // 2.) Add a behavior to button int
  //     When your pet exercises, rec
  function clickedTreatButton() {
    pet_info.happiness = pet_info.hap
    pet_info.weight = pet_info.weight
    showPetMessage("Yum! Thanks for t
  //--------------------------------
      // FIRST METHOD .animate()
  //--------------------------------
    animatePetImage(); // step 7.) me

  //--------------------------------
    // SECOND METHOD .fadeToggle()
  //--------------------------------
    $(".pet-image").fadeToggle(150).f
```

Line 25, Column 7 Coverage: n/a

Paused on breakpoint

□ Pause on uncaught exceptions
□ Pause on caught exceptions

script.js
☑ pet_info.happiness = pet_info… 25

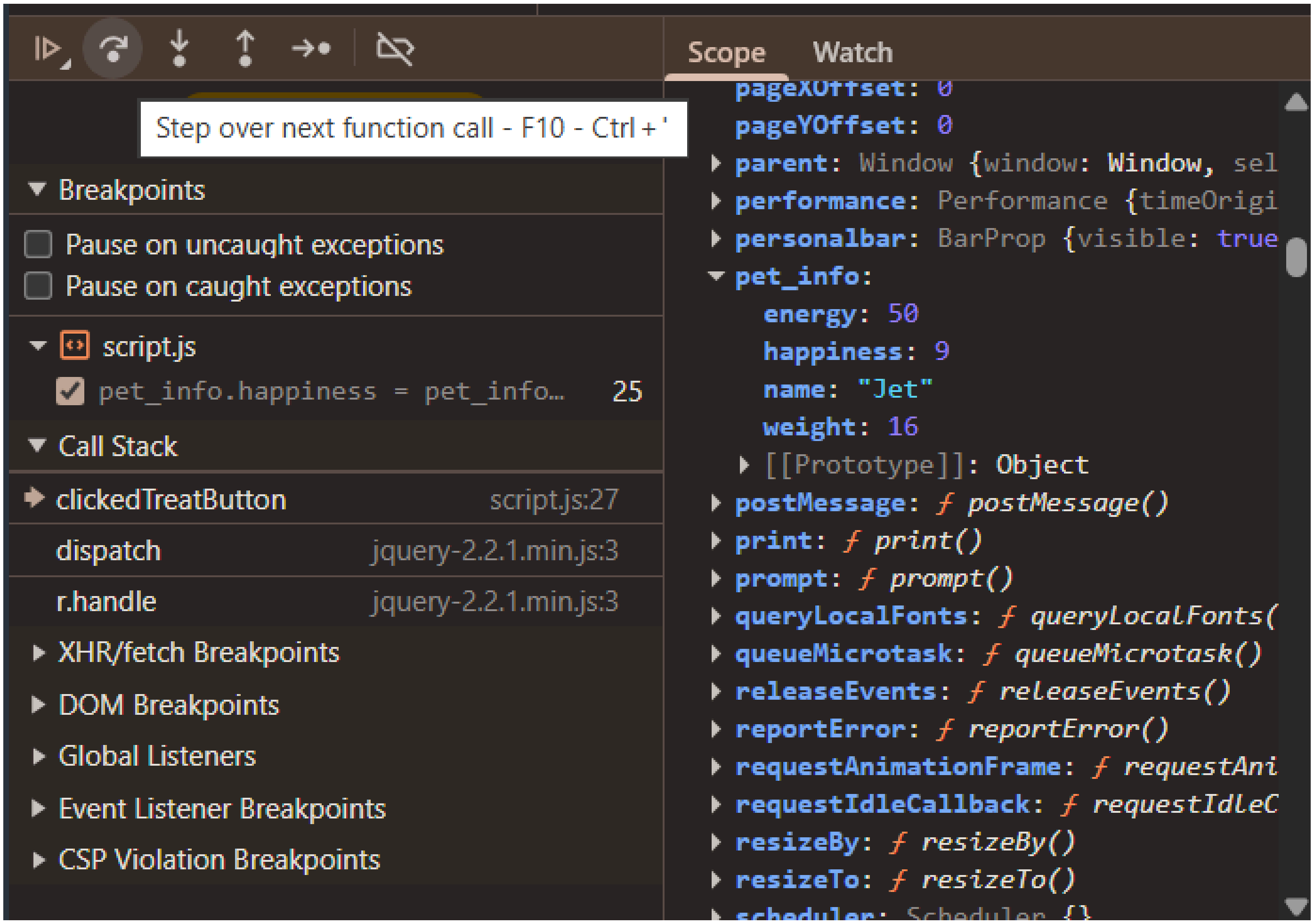
Call Stack

clickedTreatButton	script.js:25
dispatch	jquery-2.2.1.min.js:3
r.handle	jquery-2.2.1.min.js:3

```
▸ open: ƒ open()
  opener: null
  origin: "http://127.0.0.1:5500"
  originAgentCluster: true
  outerHeight: 912
  outerWidth: 1536
  pageXOffset: 0
  pageYOffset: 0
▸ parent: Window {window: Window, sel
▸ performance: Performance {timeOrigi
▸ personalbar: BarProp {visible: true
▾ pet_info:
    energy: 50
    happiness: 8
    name: "Jet"
    weight: 15
  ▸ [[Prototype]]: Object
▸ postMessage: ƒ postMessage()
▸ print: ƒ print()
▸ prompt: ƒ prompt()
▸ queryLocalFonts: ƒ queryLocalFonts(
▸ queueMicrotask: ƒ queueMicrotask()
```

Enlarged screenshot.

I used the DevTools Sources panel to set a breakpoint inside my clickedTreatButton() function in script.js. When I clicked the “Treat” button on my Giga Pet page, execution paused on that line.
This screenshot shows the breakpoint (blue marker), the code paused on the yellow line, and the Scope panel with the local variables. I am able to see the values of pet_info.happiness and pet_info.weight at the moment of the button click. pet_info.happiness = 8 and pet_info.weight = 15.



▼ Breakpoints

□ Pause on uncaught exceptions
□ Pause on caught exceptions

▼ script.js
☑ `pet_info.happiness = pet_info…` 25

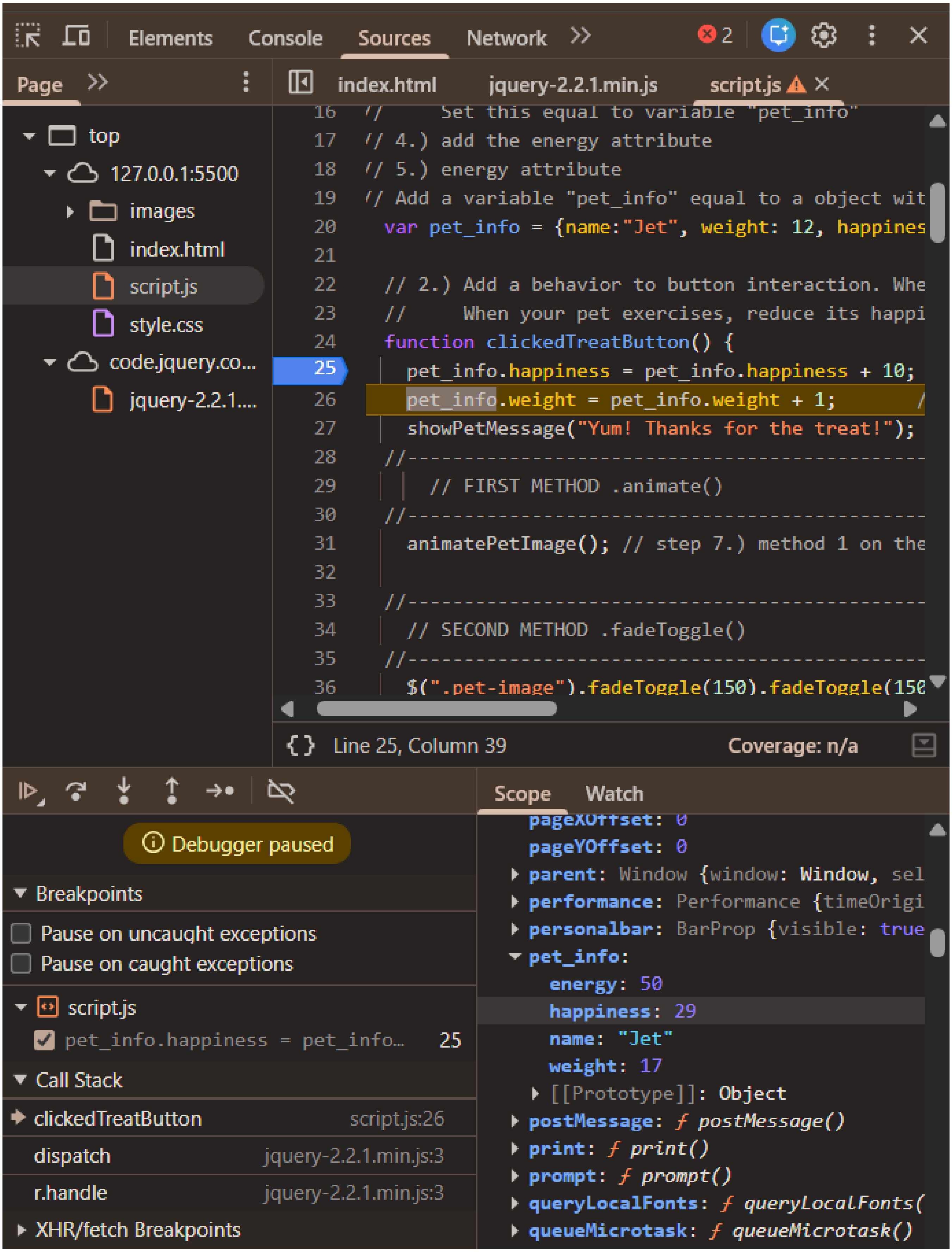
▼ Call Stack

clickedTreatButton	script.js:27
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
▶ CSP Violation Breakpoints

```
   pageXOffset: 0
   pageYOffset: 0
 ▶ parent: Window {window: Window, sel
 ▶ performance: Performance {timeOrigi
 ▶ personalbar: BarProp {visible: true
 ▼ pet_info:
     energy: 50
     happiness: 9
     name: "Jet"
     weight: 16
   ▶ [[Prototype]]: Object
 ▶ postMessage: ƒ postMessage()
 ▶ print: ƒ print()
 ▶ prompt: ƒ prompt()
 ▶ queryLocalFonts: ƒ queryLocalFonts(
 ▶ queueMicrotask: ƒ queueMicrotask()
 ▶ releaseEvents: ƒ releaseEvents()
 ▶ reportError: ƒ reportError()
 ▶ requestAnimationFrame: ƒ requestAni
 ▶ requestIdleCallback: ƒ requestIdleC
 ▶ resizeBy: ƒ resizeBy()
 ▶ resizeTo: ƒ resizeTo()
 ▶ scheduler: Scheduler {}
```

I clicked on the “Step over” button and the values of happiness and weight changed.



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

```
//     Set this equal to variable "pet_info"
// 4.) add the energy attribute
// 5.) energy attribute
// Add a variable "pet_info" equal to a object wit
  var pet_info = {name:"Jet", weight: 12, happines

  // 2.) Add a behavior to button interaction. Whe
  //     When your pet exercises, reduce its happi
  function clickedTreatButton() {
    pet_info.happiness = pet_info.happiness + 10;
    pet_info.weight = pet_info.weight + 1;      /
    showPetMessage("Yum! Thanks for the treat!");
  //---------------------------------------------------
      // FIRST METHOD .animate()
  //---------------------------------------------------
    animatePetImage(); // step 7.) method 1 on the

  //---------------------------------------------------
    // SECOND METHOD .fadeToggle()
  //---------------------------------------------------
    $(".pet-image").fadeToggle(150).fadeToggle(150
```

{ } Line 25, Column 39 Coverage: n/a

Debugger paused

Breakpoints

□ Pause on uncaught exceptions
□ Pause on caught exceptions

script.js

☑ pet_info.happiness = pet_info... 25

Call Stack

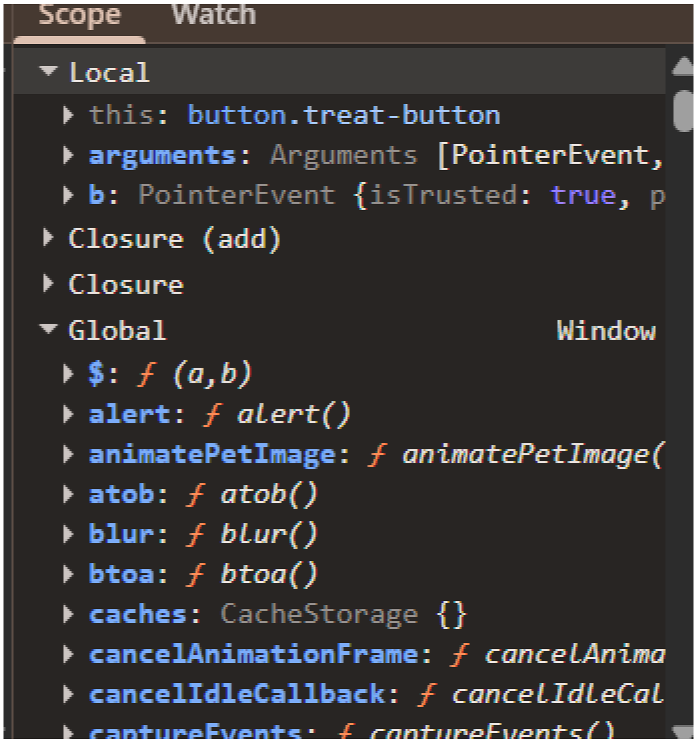
clickedTreatButton	script.js:26
dispatch	jquery-2.2.1.min.js:3
r.handle	jquery-2.2.1.min.js:3

XHR/fetch Breakpoints

Scope Watch

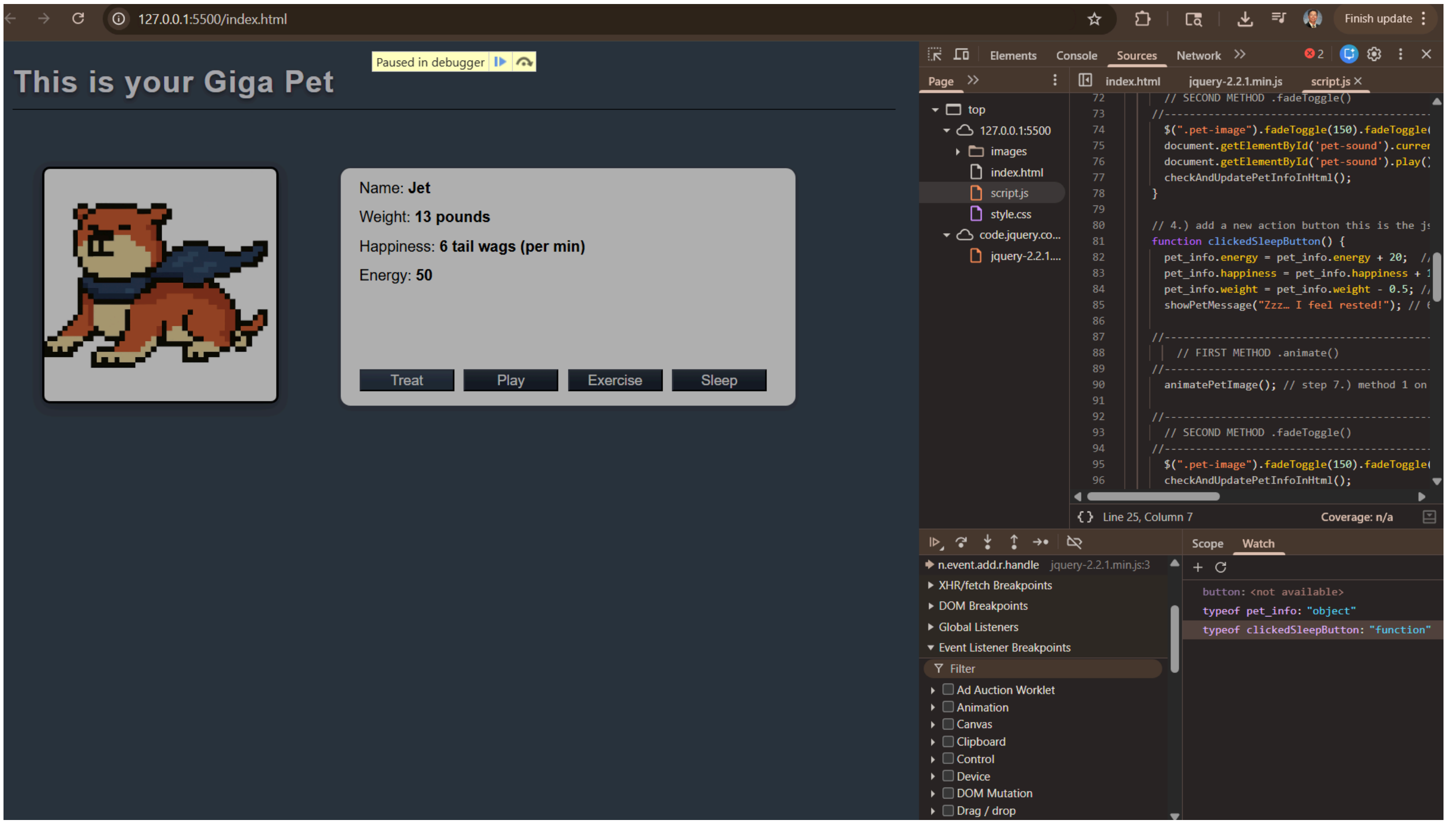
```
pageXOffset: 0
pageYOffset: 0
▸ parent: Window {window: Window, sel
▸ performance: Performance {timeOrigi
▸ personalbar: BarProp {visible: true
▾ pet_info:
    energy: 50
    happiness: 29
    name: "Jet"
    weight: 17
  ▸ [[Prototype]]: Object
▸ postMessage: ƒ postMessage()
▸ print: ƒ print()
▸ prompt: ƒ prompt()
▸ queryLocalFonts: ƒ queryLocalFonts(
▸ queueMicrotask: ƒ queueMicrotask()
```

Next I made changes to the JavaScript code in Sources script.js. I changed the line “pet_info.happiness = pet_info.happiness + 1” to “pet_info.happiness = pet_info.happiness + 10”. I then saved the changes to the script in DevTools with “Ctrl-S”. Now with each step through, the line adds 10 to the variable. You can see “pet_info = 29” in the screenshot above.



```
Scope    Watch
▼ Local
  ▶ this: button.treat-button
  ▶ arguments: Arguments [PointerEvent,
  ▶ b: PointerEvent {isTrusted: true, p
▶ Closure (add)
▶ Closure
▼ Global                          Window
  ▶ $: ƒ (a,b)
  ▶ alert: ƒ alert()
  ▶ animatePetImage: ƒ animatePetImage(
  ▶ atob: ƒ atob()
  ▶ blur: ƒ blur()
  ▶ btoa: ƒ btoa()
  ▶ caches: CacheStorage {}
  ▶ cancelAnimationFrame: ƒ cancelAnima
  ▶ cancelIdleCallback: ƒ cancelIdleCal
  ▶ captureEvents: ƒ captureEvents()
```

Scope panel shows all local and global variables



This is your Giga Pet

Name: **Jet**

Weight: **13 pounds**

Happiness: **6 tail wags (per min)**

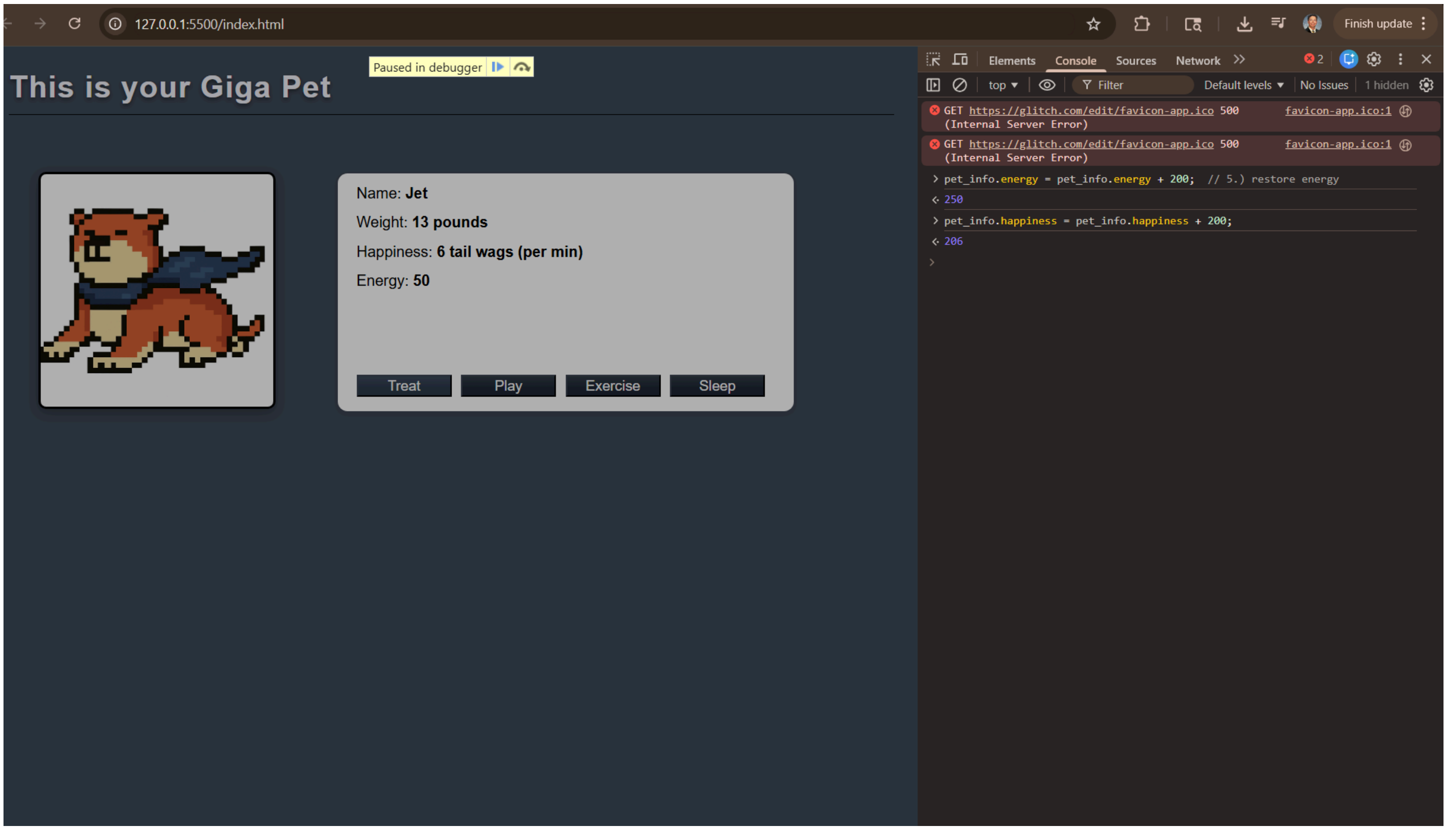
Energy: **50**

```
  // SECOND METHOD .fadeToggle()
//-----------------------------------------
  $(".pet-image").fadeToggle(150).fadeToggle(
  document.getElementById('pet-sound').currer
  document.getElementById('pet-sound').play()
  checkAndUpdatePetInfoInHtml();
}

// 4.) add a new action button this is the js
function clickedSleepButton() {
  pet_info.energy = pet_info.energy + 20;  //
  pet_info.happiness = pet_info.happiness + 1
  pet_info.weight = pet_info.weight - 0.5; //
  showPetMessage("Zzz… I feel rested!"); // 6

//-----------------------------------------
    // FIRST METHOD .animate()
//-----------------------------------------
  animatePetImage(); // step 7.) method 1 on

//-----------------------------------------
  // SECOND METHOD .fadeToggle()
//-----------------------------------------
  $(".pet-image").fadeToggle(150).fadeToggle(
  checkAndUpdatePetInfoInHtml();
```

Line 25, Column 7   Coverage: n/a

```
button: <not available>
typeof pet_info: "object"
typeof clickedSleepButton: "function"
```

Watch panel shows typeof pet_info returns “object”



This is your Giga Pet

Name: **Jet**

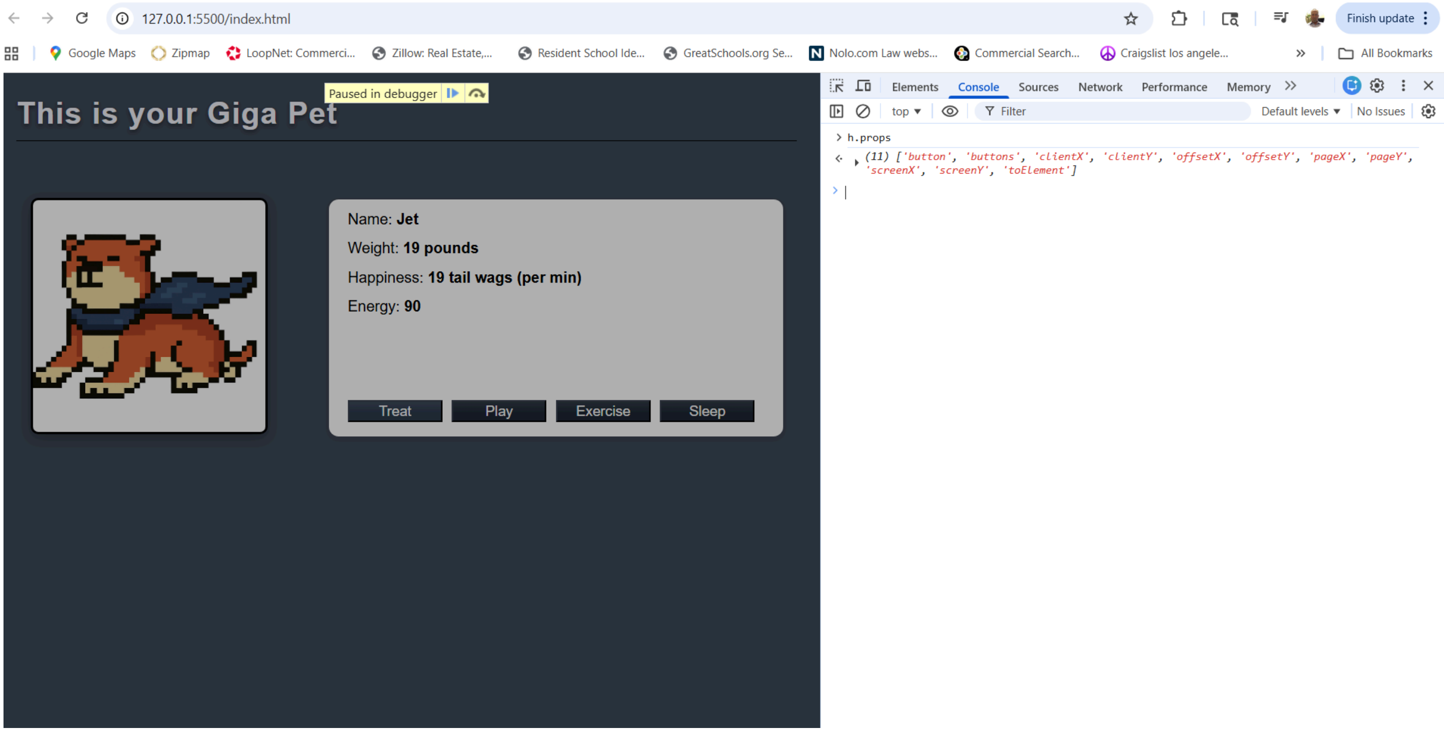
Weight: **13 pounds**

Happiness: **6 tail wags (per min)**

Energy: **50**

```
GET https://glitch.com/edit/favicon-app.ico 500        favicon-app.ico:1
(Internal Server Error)
GET https://glitch.com/edit/favicon-app.ico 500        favicon-app.ico:1
(Internal Server Error)
> pet_info.energy = pet_info.energy + 200;  // 5.) restore energy
<· 250
> pet_info.happiness = pet_info.happiness + 200;
<· 206
>
```

In Console panel I entered the line of code “pet_info.energy = pet_info.energy + 200;”. It returned the result 250.



This is your Giga Pet

Name: **Jet**

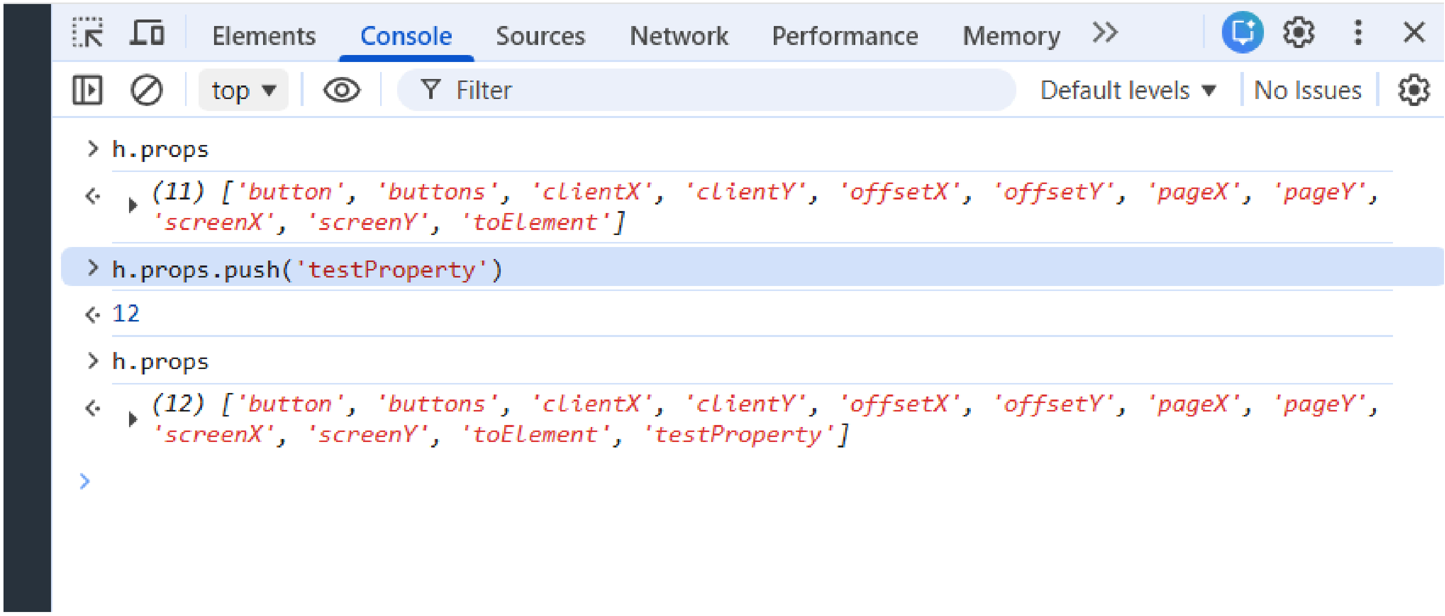
Weight: **19 pounds**

Happiness: **19 tail wags (per min)**

Energy: **90**

```
> h.props
<· ▸ (11) ['button', 'buttons', 'clientX', 'clientY', 'offsetX', 'offsetY', 'pageX', 'pageY',
  'screenX', 'screenY', 'toElement']
> |
```

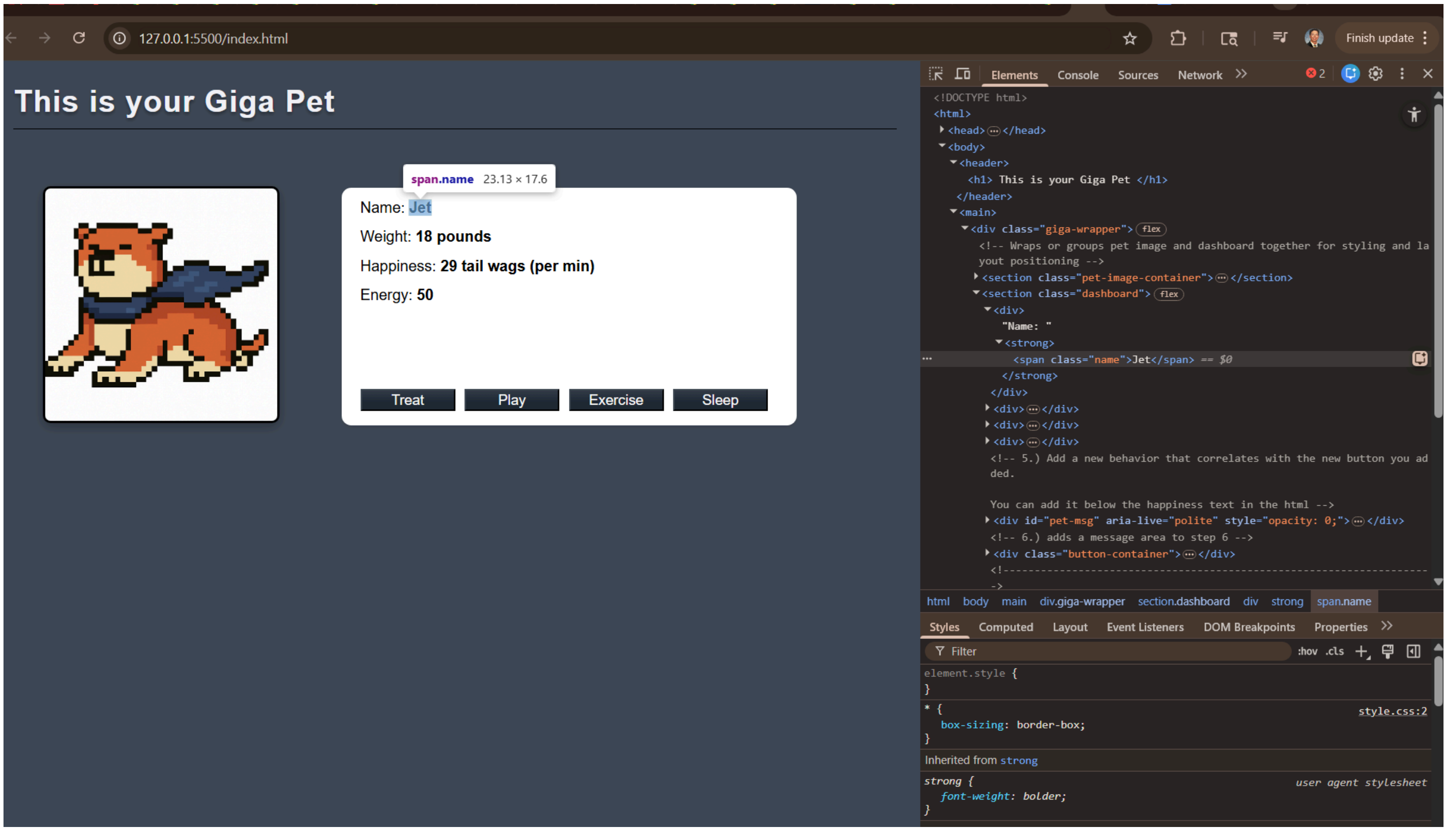
In console window, h.props returned property values



```
> h.props
<· ▸ (11) ['button', 'buttons', 'clientX', 'clientY', 'offsetX', 'offsetY', 'pageX', 'pageY',
  'screenX', 'screenY', 'toElement']
> h.props.push('testProperty')
<· 12
> h.props
<· ▸ (12) ['button', 'buttons', 'clientX', 'clientY', 'offsetX', 'offsetY', 'pageX', 'pageY',
  'screenX', 'screenY', 'toElement', 'testProperty']
>
```

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

—---
—---



This is your Giga Pet

Name: Jet
Weight: **18 pounds**
Happiness: **29 tail wags (per min)**
Energy: **50**

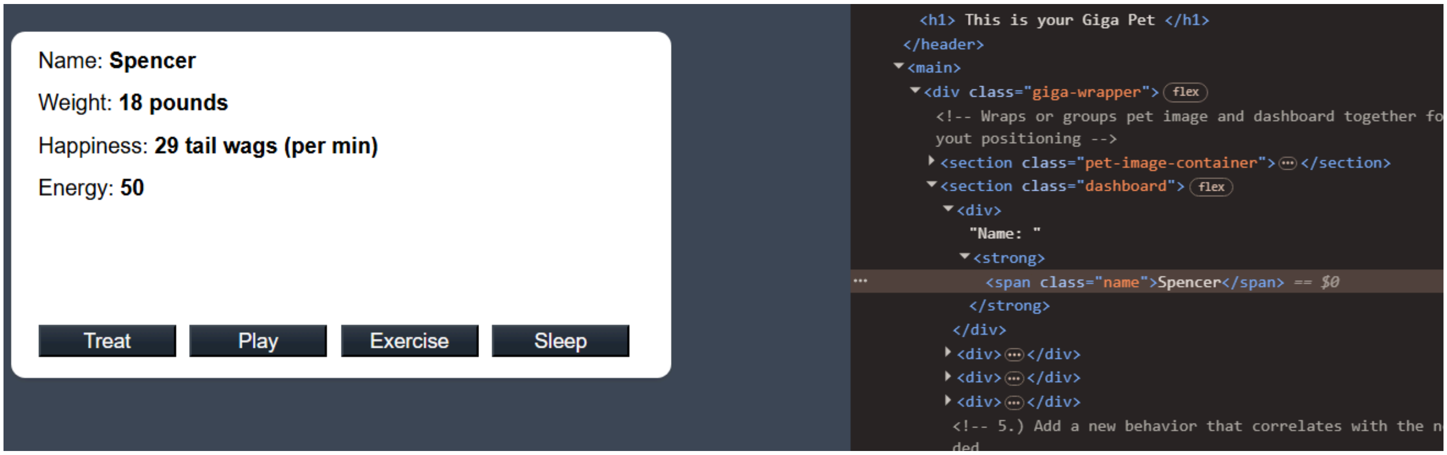
```
<!DOCTYPE html>
<html>
 ▶<head>…</head>
 ▼<body>
  ▼<header>
     <h1> This is your Giga Pet </h1>
   </header>
  ▼<main>
   ▼<div class="giga-wrapper"> flex
      <!-- Wraps or groups pet image and dashboard together for styling and la
      yout positioning -->
     ▶<section class="pet-image-container">…</section>
     ▼<section class="dashboard"> flex
       ▼<div>
          "Name: "
         ▼<strong>
…           <span class="name">Jet</span> == $0
          </strong>
        </div>
       ▶<div>…</div>
       ▶<div>…</div>
       ▶<div>…</div>
        <!-- 5.) Add a new behavior that correlates with the new button you ad
        ded.

        You can add it below the happiness text in the html -->
       ▶<div id="pet-msg" aria-live="polite" style="opacity: 0;">…</div>
        <!-- 6.) adds a message area to step 6 -->
       ▶<div class="button-container">…</div>
        <!-----------------------------------------------------------------
        ->
```

html body main div.giga-wrapper section.dashboard div strong span.name

Styles Computed Layout Event Listeners DOM Breakpoints Properties

```
element.style {
}
* {                                            style.css:2
  box-sizing: border-box;
}
Inherited from strong
strong {                                user agent stylesheet
  font-weight: bolder;
}
```

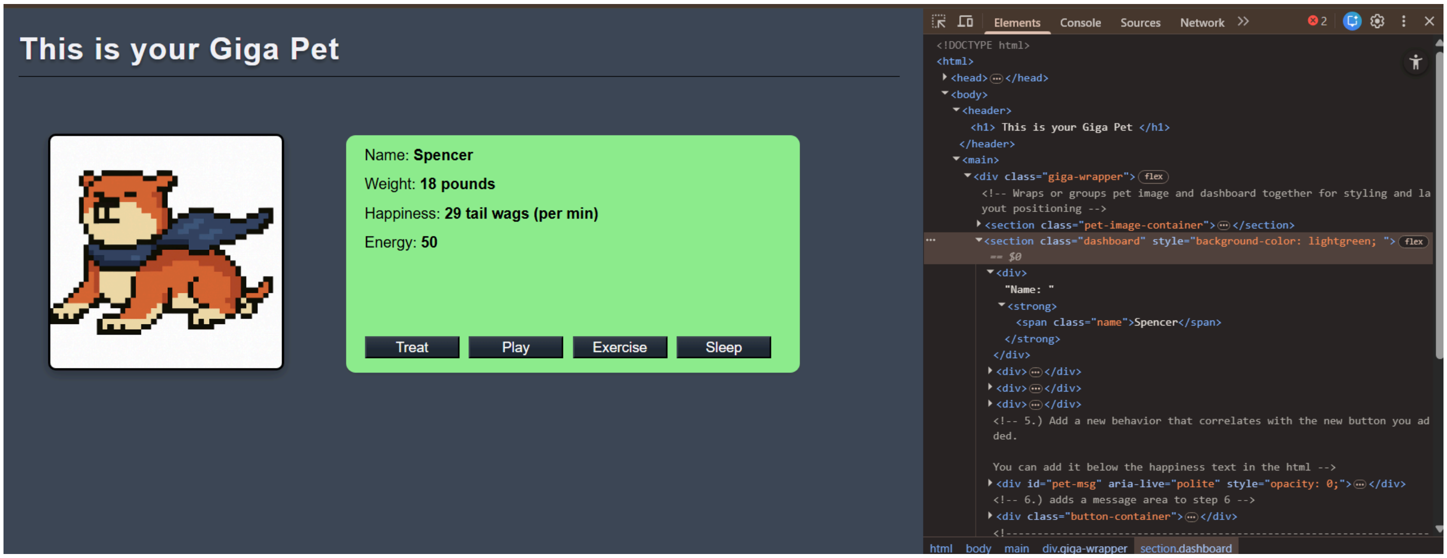
Inspect the text “Jet” in the HTML <span class="name">Jet</span>. I then changed the name to “Spencer”.



Name: **Spencer**
Weight: **18 pounds**
Happiness: **29 tail wags (per min)**
Energy: **50**

```
     <h1> This is your Giga Pet </h1>
   </header>
  ▼<main>
   ▼<div class="giga-wrapper"> flex
      <!-- Wraps or groups pet image and dashboard together fo
      yout positioning -->
     ▶<section class="pet-image-container">…</section>
     ▼<section class="dashboard"> flex
       ▼<div>
          "Name: "
         ▼<strong>
…           <span class="name">Spencer</span> == $0
          </strong>
        </div>
       ▶<div>…</div>
       ▶<div>…</div>
       ▶<div>…</div>
        <!-- 5.) Add a new behavior that correlates with the n
        ded
```

Now the Giga Pet's name is Spencer.



This is your Giga Pet

Name: **Spencer**

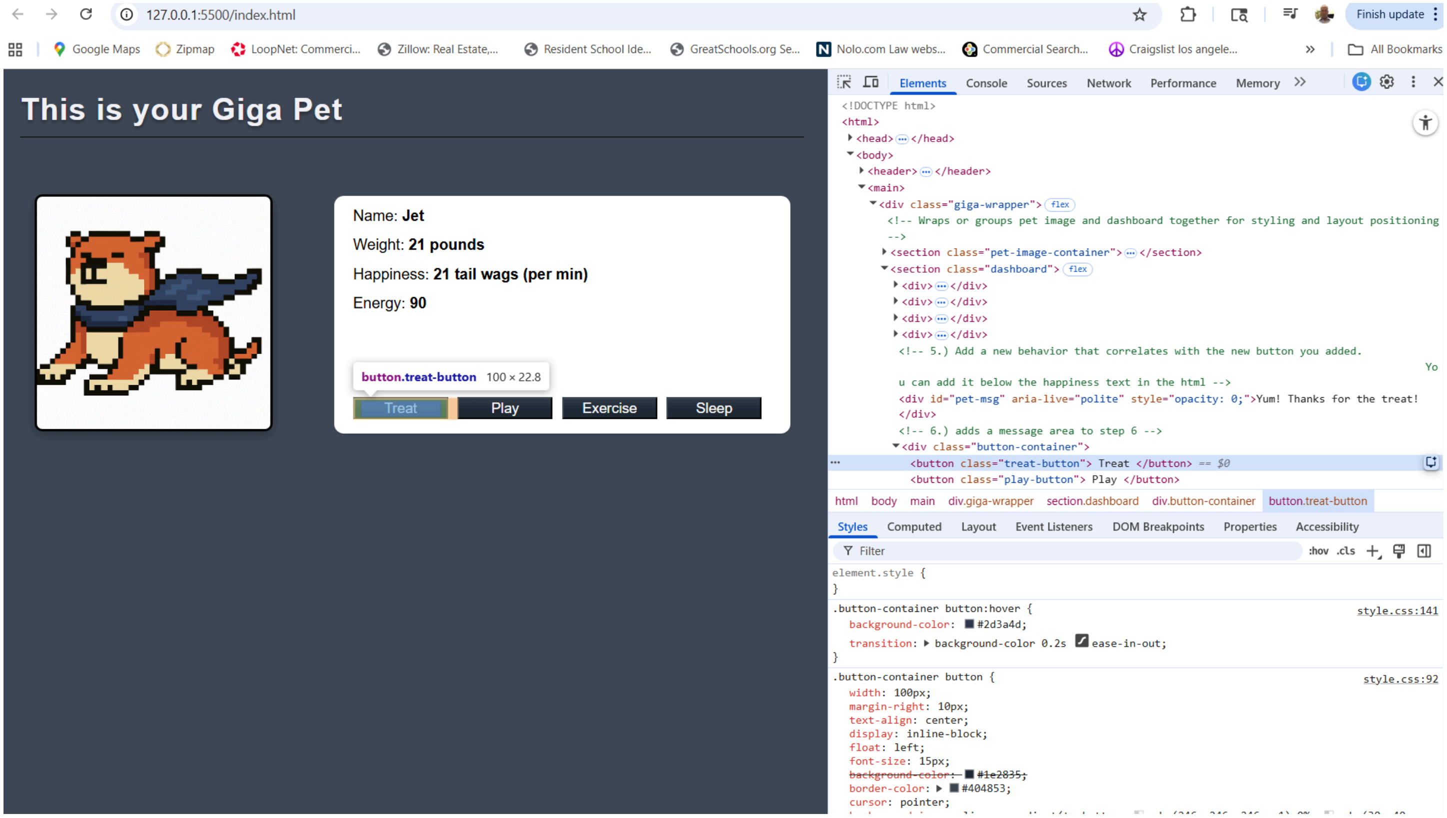
Weight: **18 pounds**

Happiness: **29 tail wags (per min)**

Energy: **50**

```
<!DOCTYPE html>
<html>
 <head> … </head>
 <body>
  <header>
   <h1> This is your Giga Pet </h1>
  </header>
  <main>
   <div class="giga-wrapper"> flex
    <!-- Wraps or groups pet image and dashboard together for styling and la
    yout positioning -->
    <section class="pet-image-container"> … </section>
    <section class="dashboard" style="background-color: lightgreen; "> flex
     == $0
     <div>
      "Name: "
      <strong>
       <span class="name">Spencer</span>
      </strong>
     </div>
     <div> … </div>
     <div> … </div>
     <div> … </div>
     <!-- 5.) Add a new behavior that correlates with the new button you ad
     ded.

     You can add it below the happiness text in the html -->
     <div id="pet-msg" aria-live="polite" style="opacity: 0;"> … </div>
     <!-- 6.) adds a message area to step 6 -->
     <div class="button-container"> … </div>
```

I inspected the <section class="dashboard" style="background-color: lightgreen; "> and changed the background-color: lightgreen.



This is your Giga Pet

Name: **Jet**

Weight: **21 pounds**

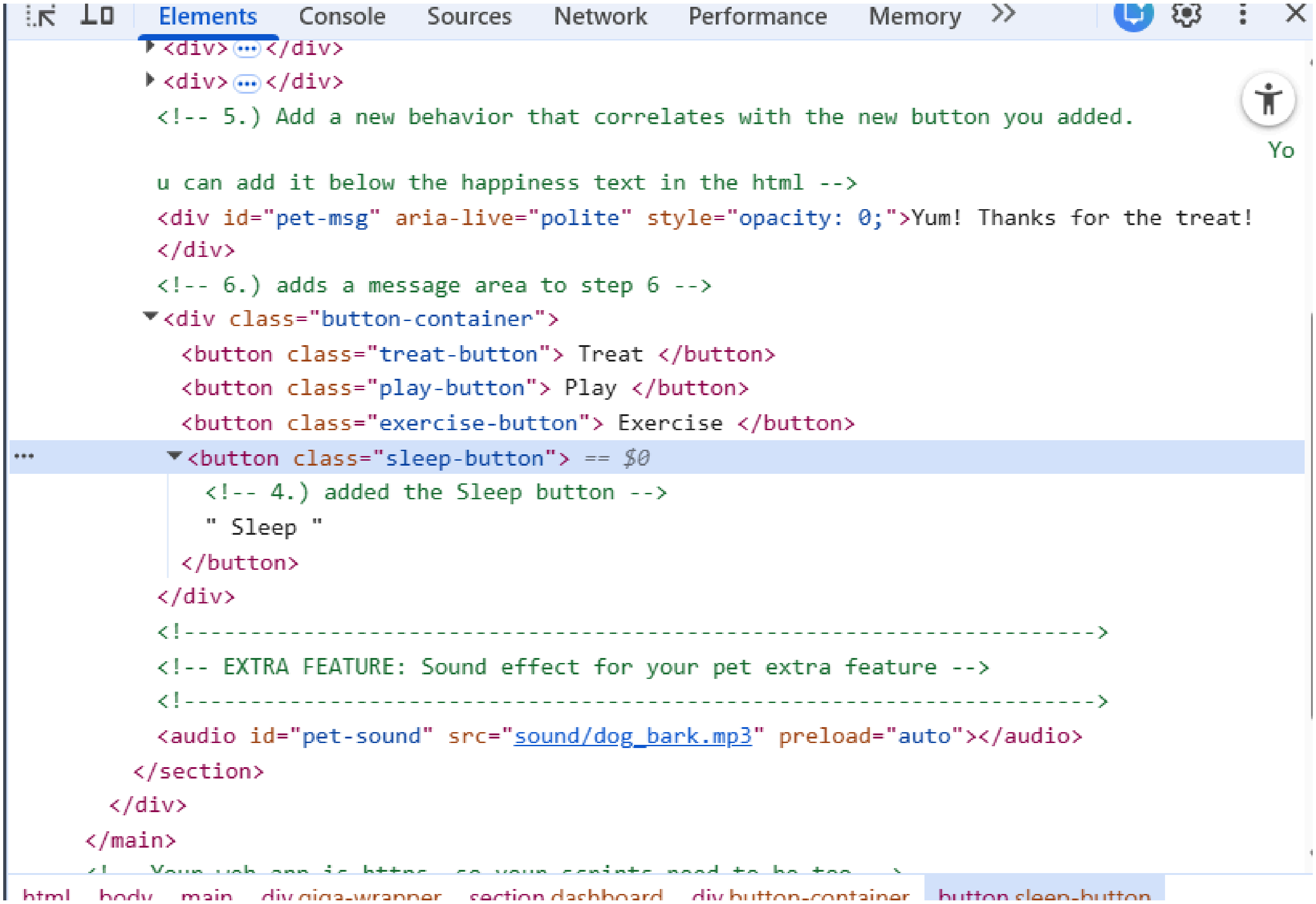
Happiness: **21 tail wags (per min)**

Energy: **90**

```
<!DOCTYPE html>
<html>
 <head> … </head>
 <body>
  <header> … </header>
  <main>
   <div class="giga-wrapper"> flex
    <!-- Wraps or groups pet image and dashboard together for styling and layout positioning
    -->
    <section class="pet-image-container"> … </section>
    <section class="dashboard"> flex
     <div> … </div>
     <div> … </div>
     <div> … </div>
     <div> … </div>
     <!-- 5.) Add a new behavior that correlates with the new button you added.
                                                                                  Yo
     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> == $0
      <button class="play-button"> Play </button>
```

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

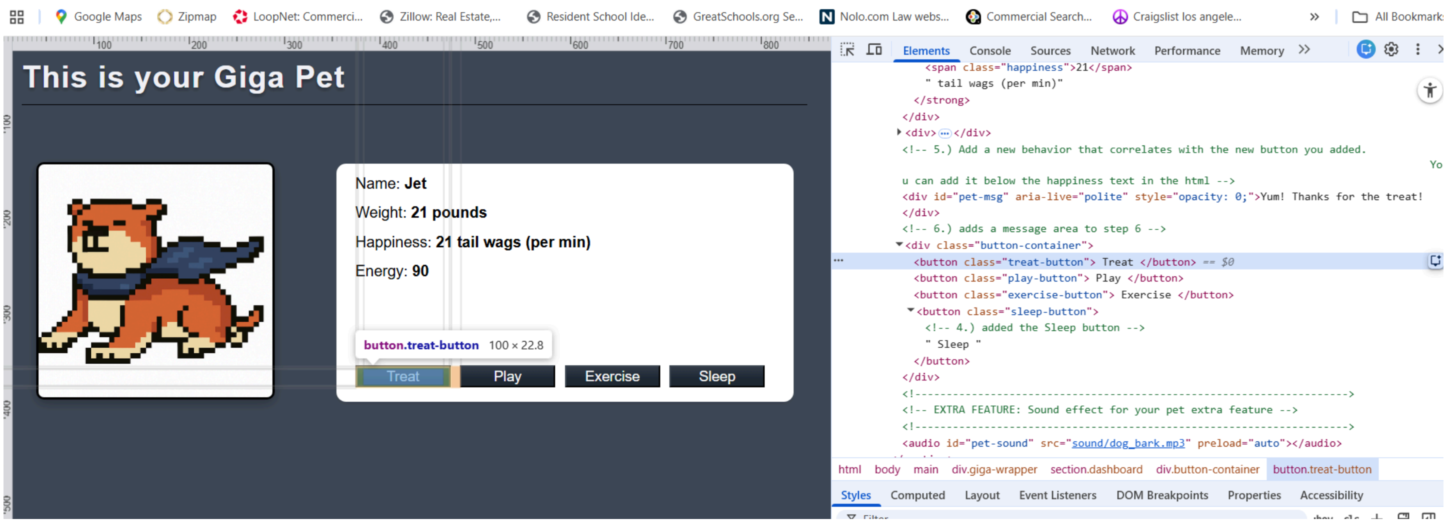
Inspect Treat button



```
      ▸<div>…</div>
      ▸<div>…</div>
       <!-- 5.) Add a new behavior that correlates with the new button you added.
                                                                                  Yo
       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.



This is your Giga Pet

Name: **Jet**

Weight: **21 pounds**

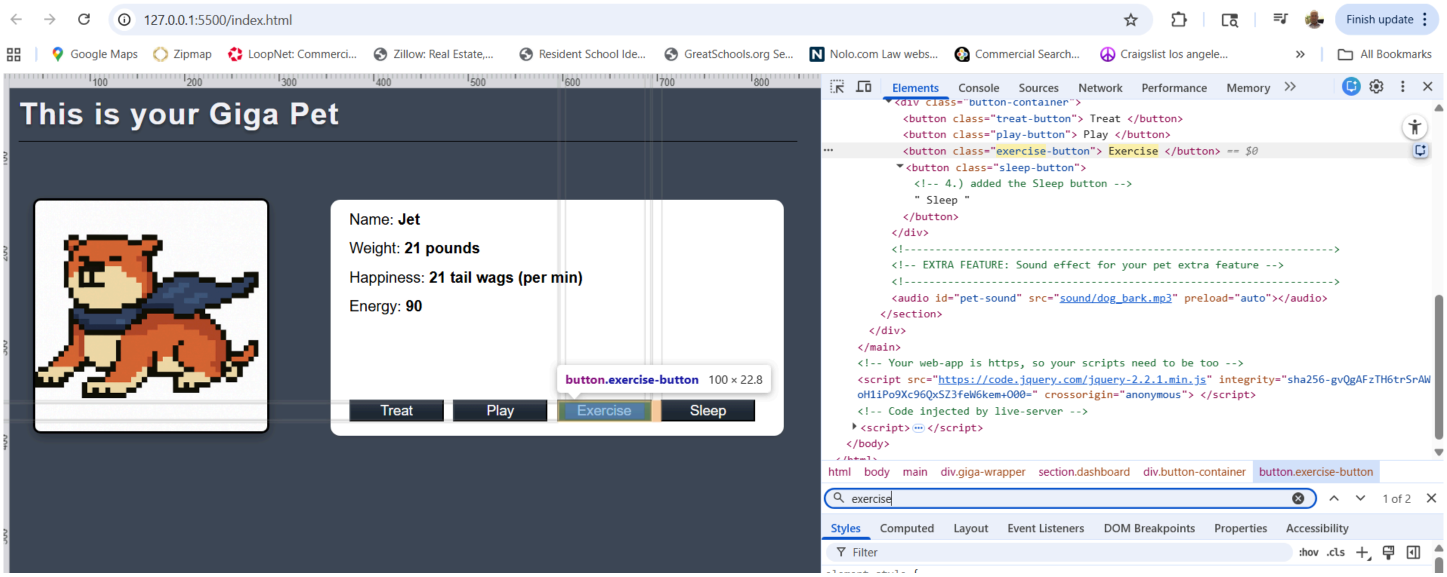
Happiness: **21 tail wags (per min)**

Energy: **90**

```
         <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.
                                                                                  Yo
     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> == $0
       <button class="play-button"> Play </button>
       <button class="exercise-button"> Exercise </button>
      ▾<button class="sleep-button">
         <!-- 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>
```

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

Show rulers on hover set.



Name: **Jet**

Weight: **21 pounds**

Happiness: **21 tail wags (per min)**

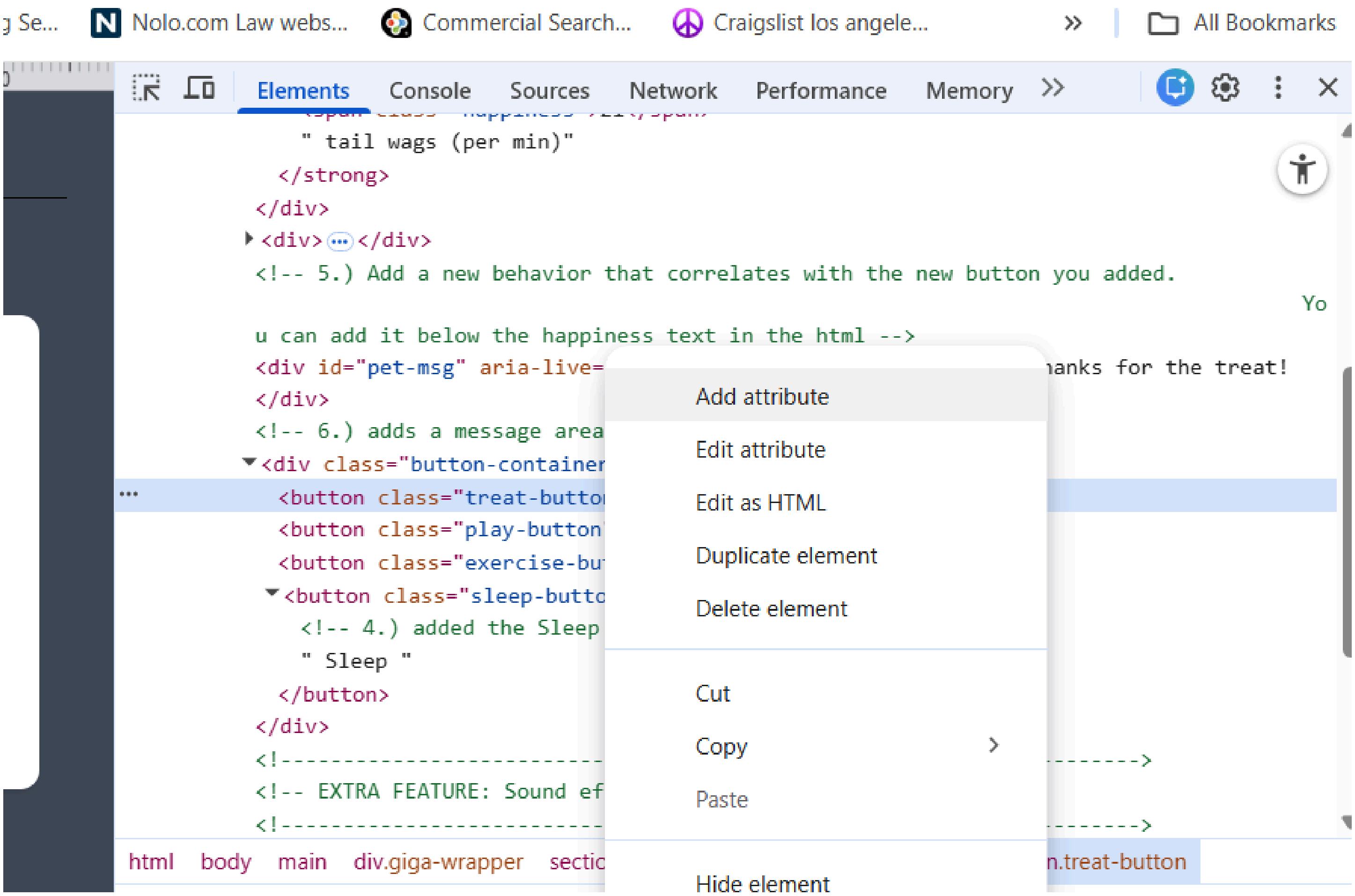
Energy: **90**

```
<div class="button-container">
  <button class="treat-button"> Treat </button>
  <button class="play-button"> Play </button>
  <button class="exercise-button"> Exercise </button> == $0
  <button class="sleep-button">
    <!-- 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 -->
<script src="https://code.jquery.com/jquery-2.2.1.min.js" integrity="sha256-gvQgAFzTH6trSrAW
oH1iPo9Xc96QxSZ3feW6kem+OOO=" crossorigin="anonymous"> </script>
<!-- Code injected by live-server -->
<script>…</script>
</body>
</html>
```

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

exercise

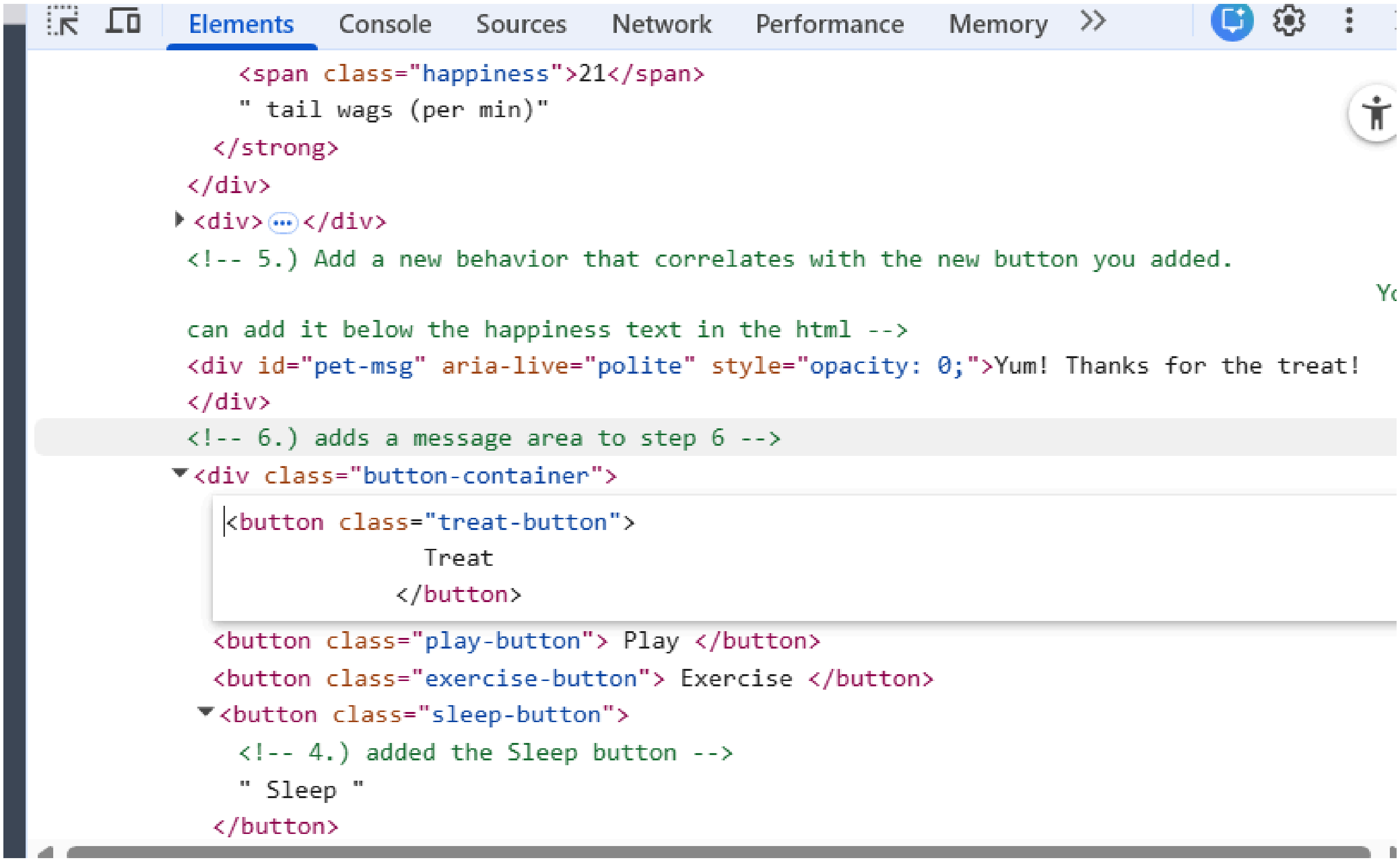
Searched elements, ctrl-f find the string “exercise” in the HTML.



```
      " tail wags (per min)"
    </strong>
  </div>
  <div>…</div>
  <!-- 5.) Add a new behavior that correlates with the new button you added.
                                                                                     Yo
  u can add it below the happiness text in the html -->
  <div id="pet-msg" aria-live=                                   anks for the treat!
  </div>
  <!-- 6.) adds a message area
  <div class="button-container
    <button class="treat-butto
    <button class="play-button
    <button class="exercise-bu
    <button class="sleep-butto
      <!-- 4.) added the Sleep
      " Sleep "
    </button>
  </div>
  <!---------------------------                                   -------->
  <!-- EXTRA FEATURE: Sound ef
  <!---------------------------                                   -------->
```

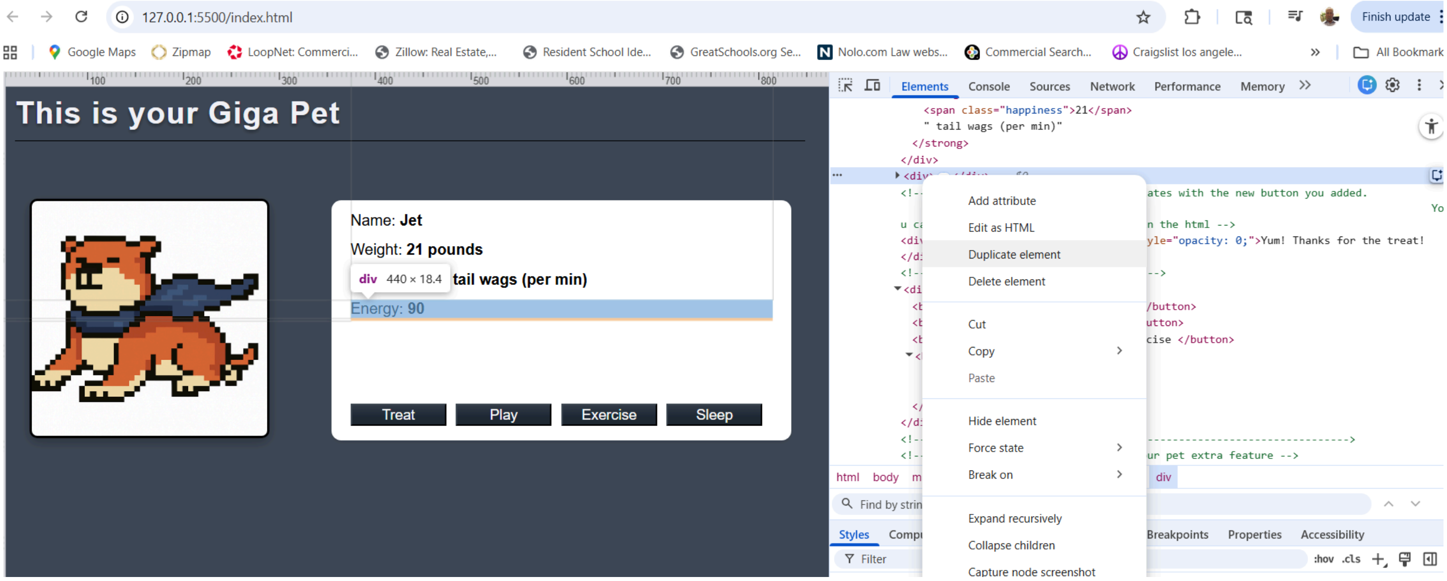
html body main div.giga-wrapper sectio n.treat-button

Add/Edit attribute

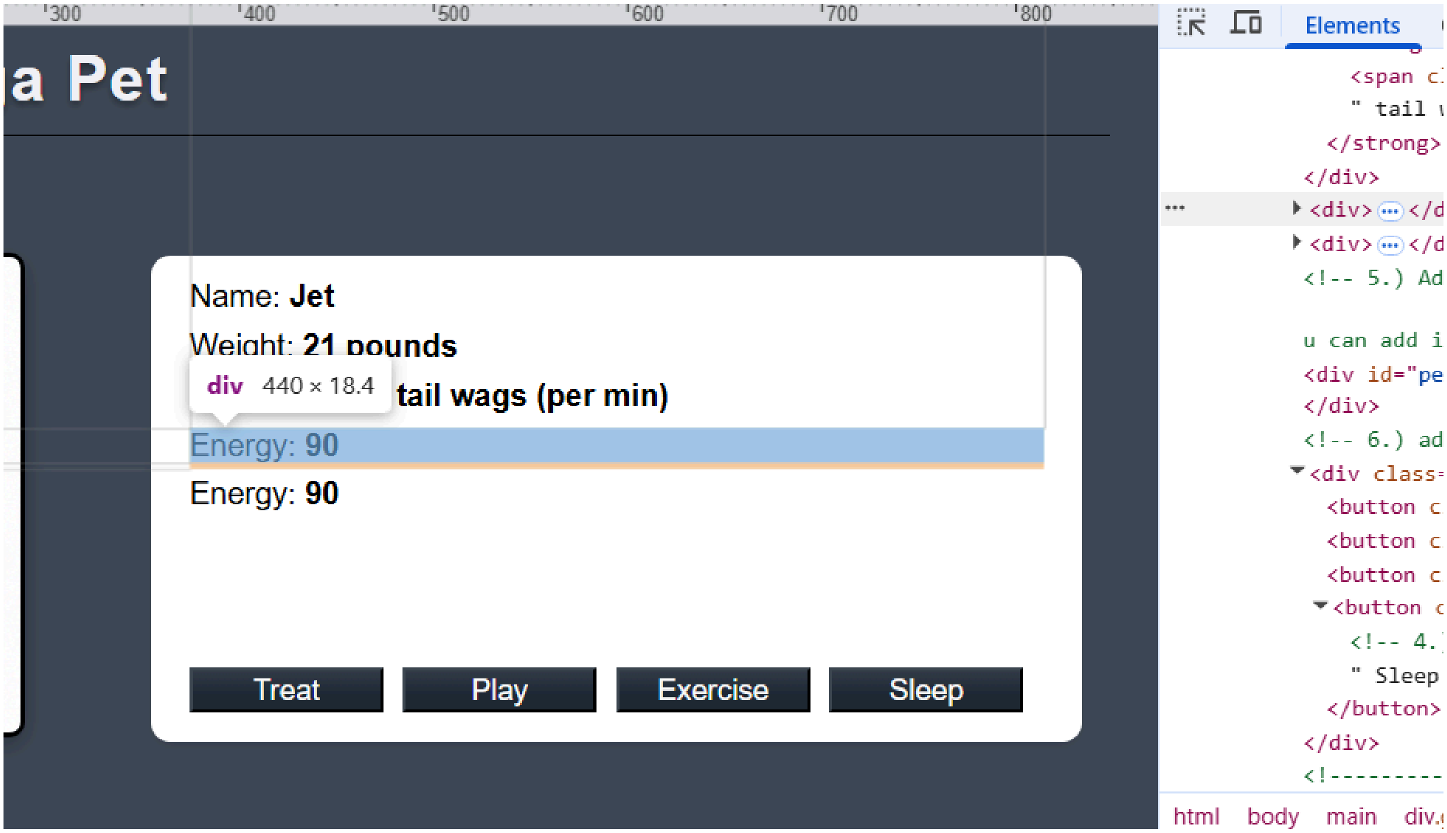


```
      <span class="happiness">21</span>
      " tail wags (per min)"
    </strong>
  </div>
▶<div>…</div>
  <!-- 5.) Add a new behavior that correlates with the new button you added.
                                                                                   Yo
  can add it below the happiness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



Name: **Jet**

Weight: **21 pounds**

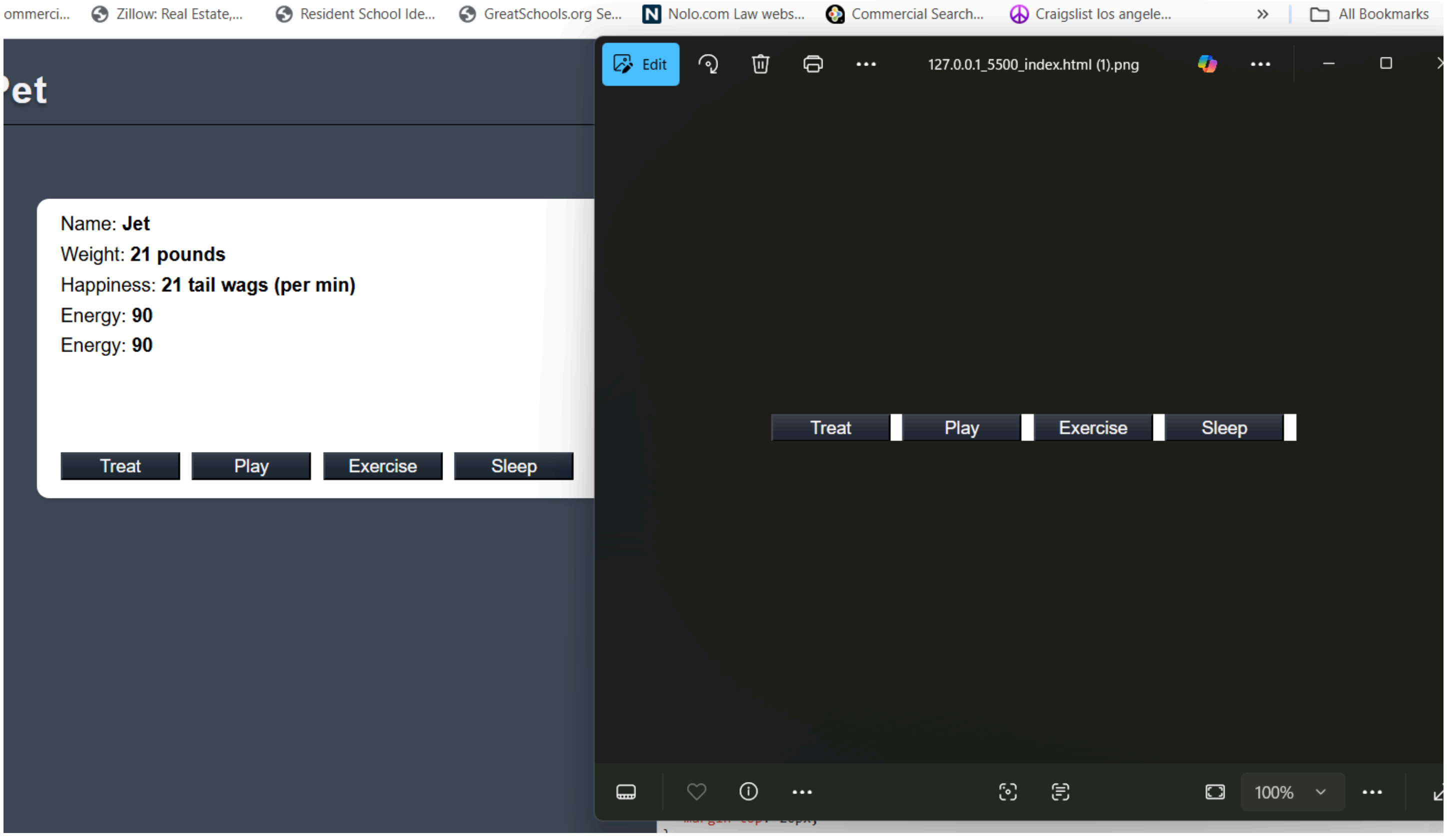
tail wags (per min)

Energy: **90**

Energy: **90**

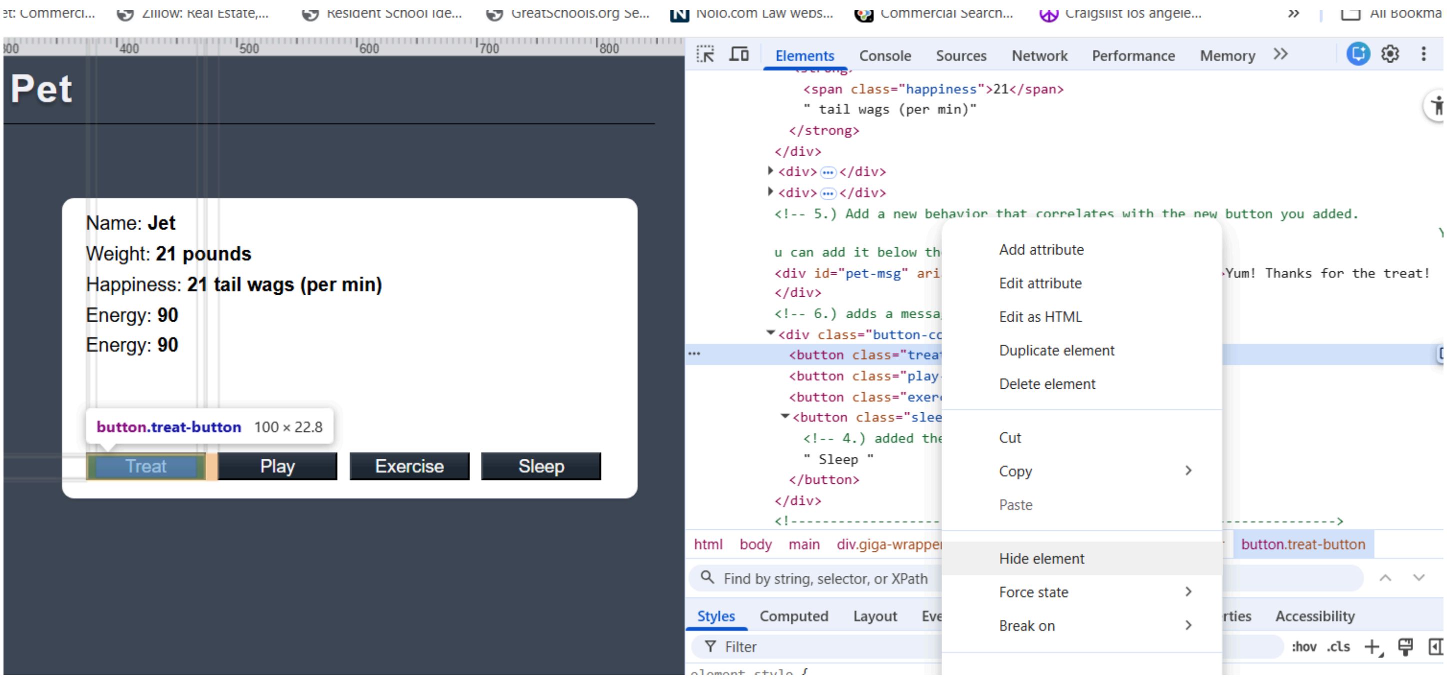
```
        <span c
        " tail 
      </strong>
    </div>
  ▸ <div> … </d
  ▸ <div> … </d
    <!-- 5.) Ad

    u can add i
    <div id="pe
    </div>
    <!-- 6.) ad
  ▾ <div class=
      <button c
      <button c
      <button c
    ▾ <button c
        <!-- 4.
        " Sleep
      </button>
    </div>
    <!---------
```

Element has been duplicated.



Name: **Jet**
Weight: **21 pounds**
Happiness: **21 tail wags (per min)**
Energy: **90**
Energy: **90**

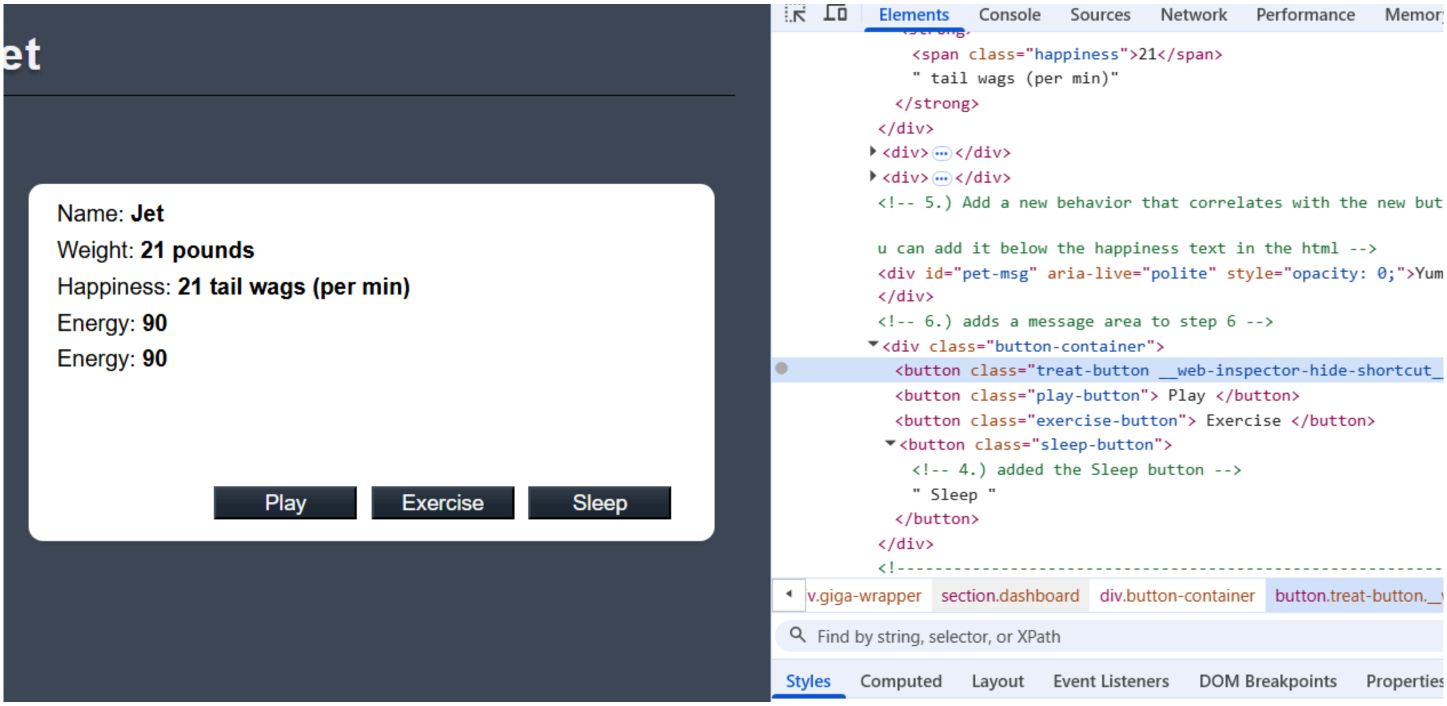
Capture node screenshot



Name: **Jet**
Weight: **21 pounds**
Happiness: **21 tail wags (per min)**
Energy: **90**
Energy: **90**

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

u can add it below th
  <div id="pet-msg" ari                                   Yum! Thanks for the treat!
  </div>
  <!-- 6.) adds a messa
 ▾<div class="button-co
    <button class="treat
    <button class="play
    <button class="exer
   ▾<button class="slee
      <!-- 4.) added the
      " Sleep "
    </button>
  </div>
  <!-------------------                              ---------------->
```

Hide element

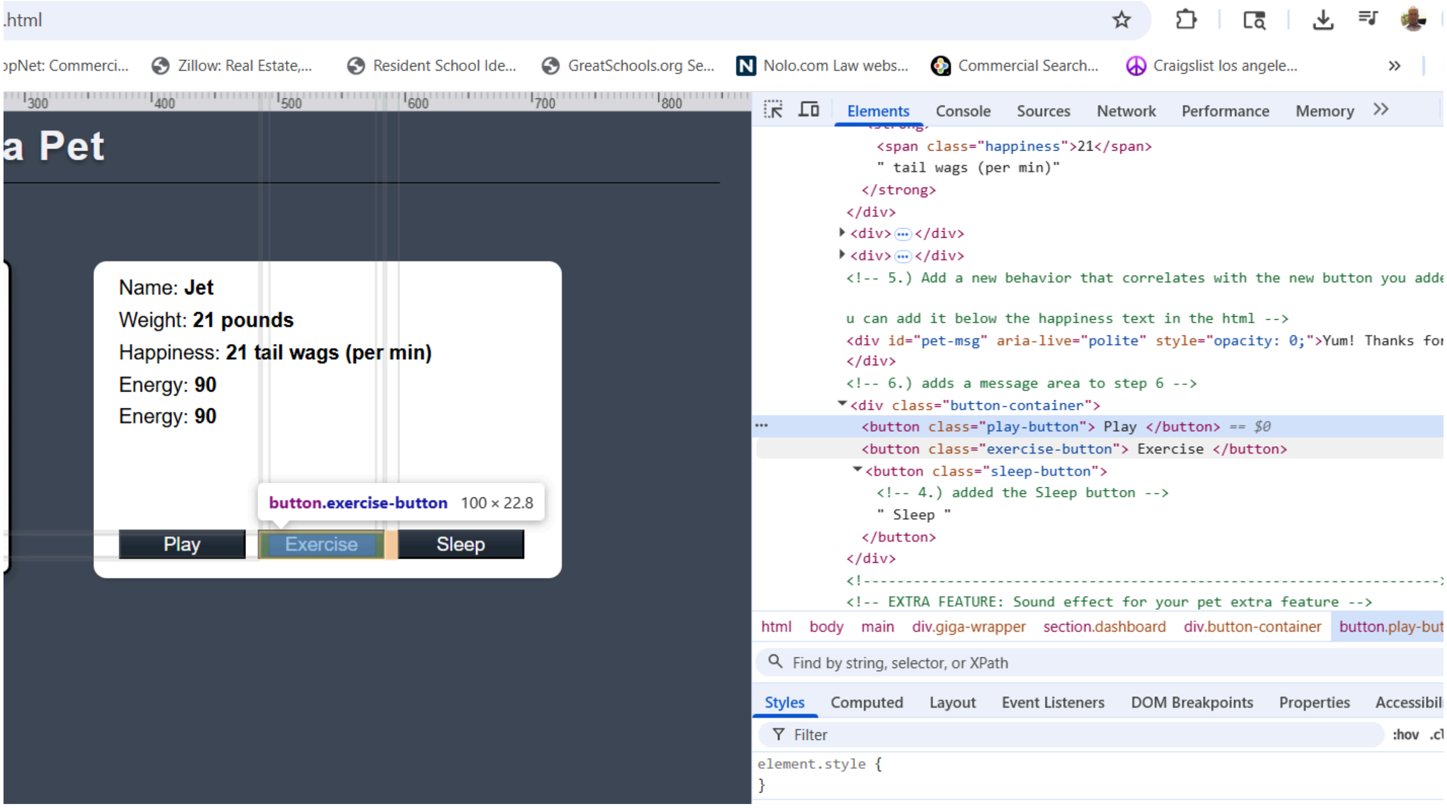


Name: **Jet**
Weight: **21 pounds**
Happiness: **21 tail wags (per min)**
Energy: **90**
Energy: **90**

Play Exercise Sleep

```
      <span class="happiness">21</span>
      " tail wags (per min)"
    </strong>
  </div>
 ▸<div>…</div>
 ▸<div>…</div>
  <!-- 5.) Add a new behavior that correlates with the new but

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

Element is hidden in DOM



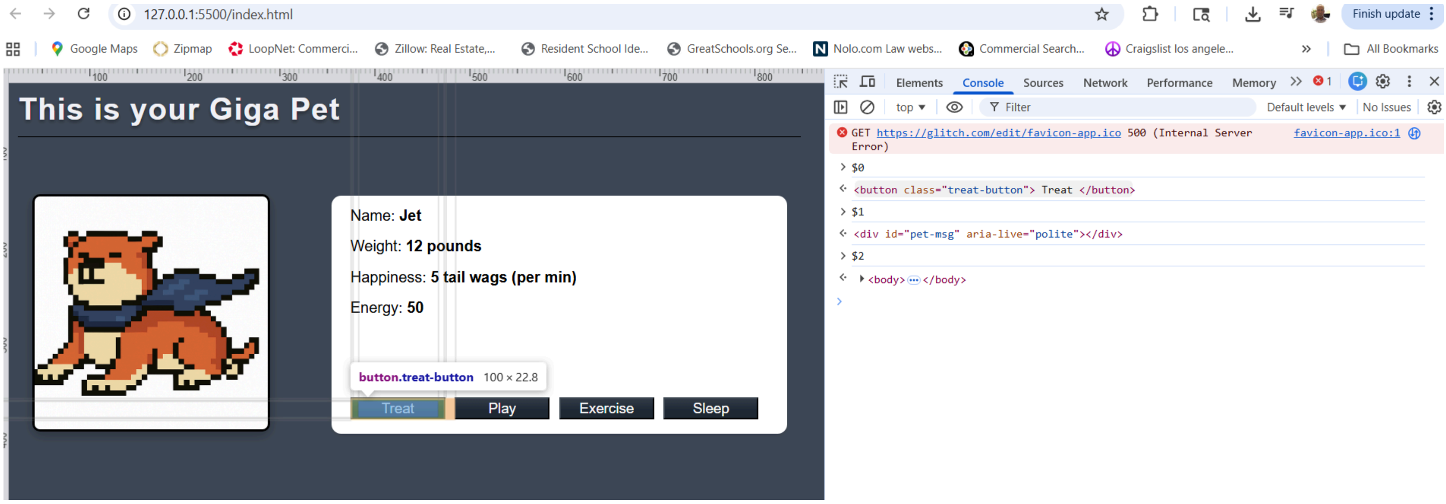
Name: **Jet**
Weight: **21 pounds**
Happiness: **21 tail wags (per min)**
Energy: **90**
Energy: **90**

Play Exercise Sleep

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

  u can add it below the happiness text in the html -->
  <div id="pet-msg" aria-live="polite" style="opacity: 0;">Yum! Thanks for
  </div>
  <!-- 6.) adds a message area to step 6 -->
 ▾<div class="button-container">
    <button class="play-button"> Play </button> == $0
    <button class="exercise-button"> Exercise </button>
   ▾<button class="sleep-button">
      <!-- 4.) added the Sleep button -->
      " Sleep "
    </button>
  </div>
  <!-----------------------------------------------------------
  <!-- EXTRA FEATURE: Sound effect for your pet extra feature -->
```

```
element.style {
}
```

Delete element

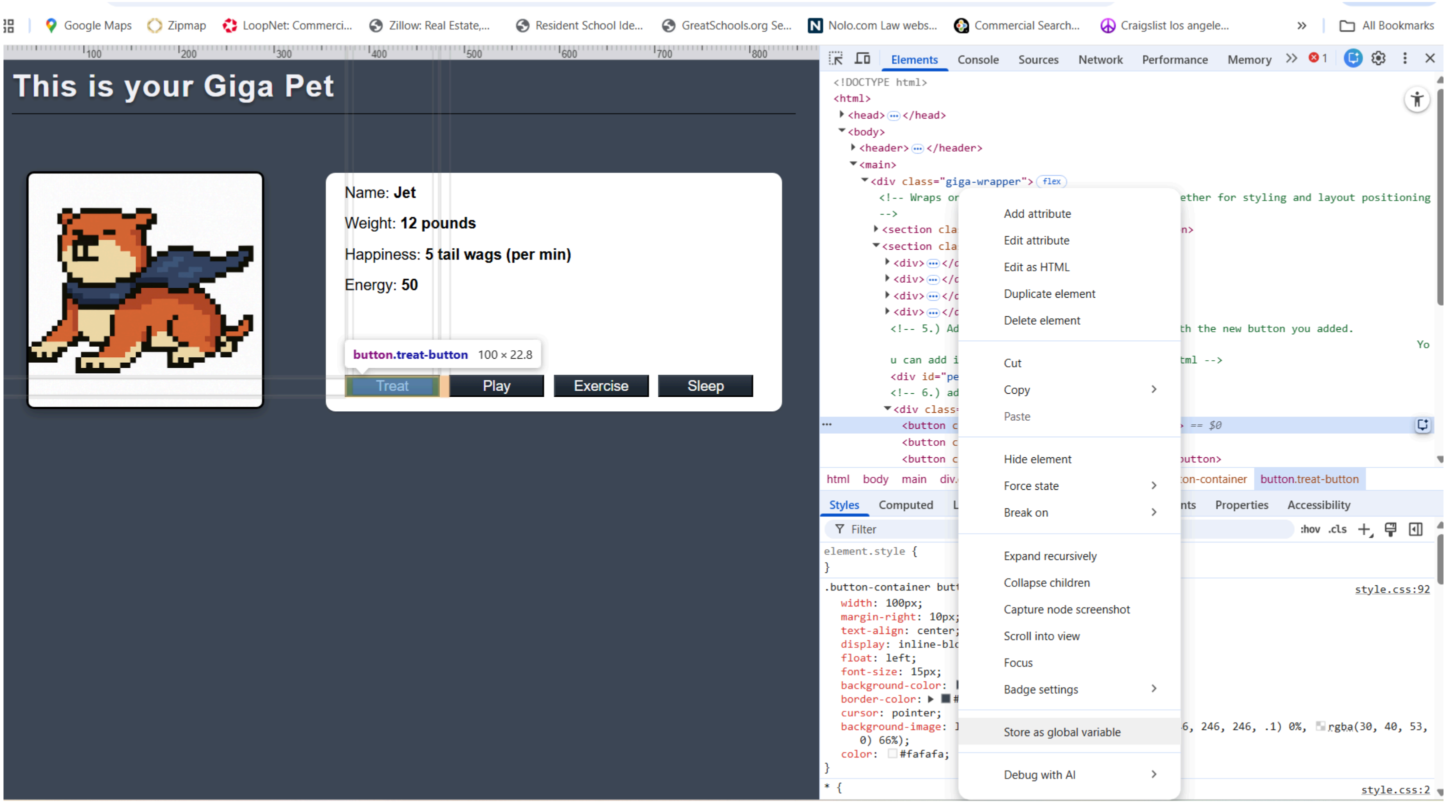


This is your Giga Pet

Name: **Jet**
Weight: **12 pounds**
Happiness: **5 tail wags (per min)**
Energy: **50**

```
GET https://glitch.com/edit/favicon-app.ico 500 (Internal Server      favicon-app.ico:1
Error)
> $0
< <button class="treat-button"> Treat </button>
> $1
< <div id="pet-msg" aria-live="polite"></div>
> $2
< ▸<body> … </body>
>
```

In console $0 shows currently selected node



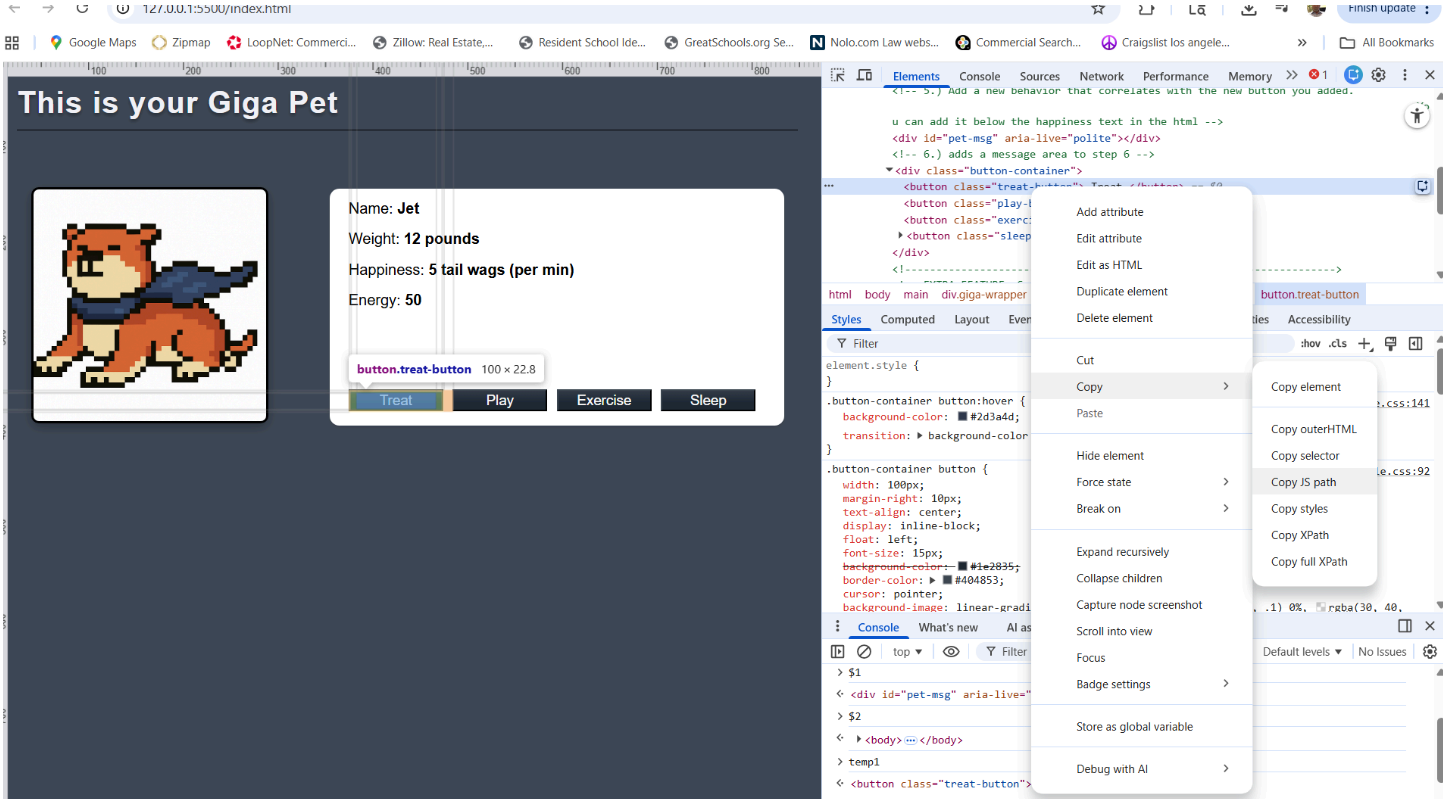
This is your Giga Pet

Name: **Jet**
Weight: **12 pounds**
Happiness: **5 tail wags (per min)**
Energy: **50**

```
<!DOCTYPE html>
<html>
 ▸<head> … </head>
 ▾<body>
   ▸<header> … </header>
   ▾<main>
     ▾<div class="giga-wrapper"> flex
        <!-- Wraps or                      ether for styling and layout positioning
        -->
       ▸<section cla                       n>
       ▾<section cla
         ▸<div> … </d
         ▸<div> … </d
         ▸<div> … </d
         ▸<div> … </d
          <!-- 5.) Ad                      th the new button you added.
                                                                          Yo
          u can add i                      tml -->
          <div id="pe
          <!-- 6.) ad
         ▾<div class
            <button c                      > == $0
            <button c
            <button c                      utton>
```

```
element.style {
}
.button-container butt                                        style.css:92
    width: 100px;
    margin-right: 10px;
    text-align: center;
    display: inline-blo
    float: left;
    font-size: 15px;
    background-color:
    border-color: ▸ #
    cursor: pointer;
    background-image: l                  6, 246, 246, .1) 0%, rgba(30, 40, 53,
      0) 66%);
    color: #fafafa;
}
* {                                                            style.css:2
```

Store as global variable



This is your Giga Pet

Name: **Jet**

Weight: **12 pounds**

Happiness: **5 tail wags (per min)**

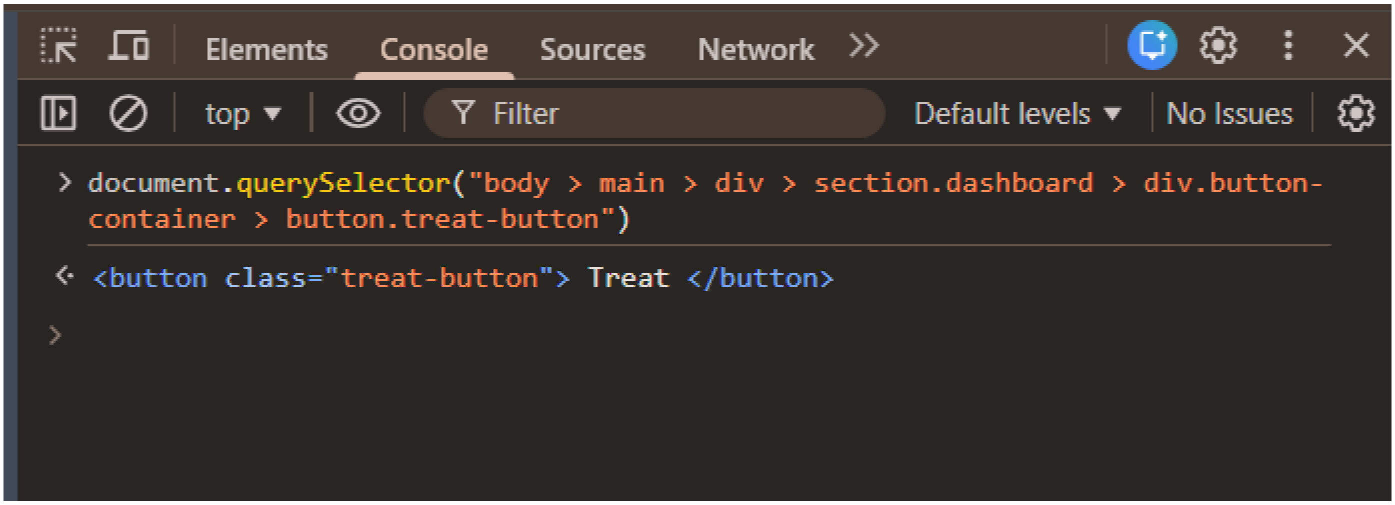
Energy: **50**

```
<!-- 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"></div>
<!-- 6.) adds a message area to step 6 -->
▾<div class="button-container">
  <button class="treat-button"> Treat </button> == $0
  <button class="play-b
  <button class="exerc
 ▸<button class="sleep
</div>
<!-------------------                  ------------->
```

```
element.style {
}
.button-container button:hover {                    .css:141
  background-color: ■ #2d3a4d;
  transition: ▸ background-color
}
.button-container button {                          e.css:92
  width: 100px;
  margin-right: 10px;
  text-align: center;
  display: inline-block;
  float: left;
  font-size: 15px;
  ~~background-color: ■ #1e2835;~~
  border-color: ▸ ■ #404853;
  cursor: pointer;
  background-image: linear-gradi              , .1) 0%, rgba(30, 40,
```

```
> $1
<· <div id="pet-msg" aria-live="
> $2
<· ▸<body> ··· </body>
> temp1
<· <button class="treat-button">
```

Copy > Copy JS path



```
> document.querySelector("body > main > div > section.dashboard > div.button-
  container > button.treat-button")
<· <button class="treat-button"> Treat </button>
>
```

Paste JS path into console displays that HTML.

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
```