

# JavaScript Debugging

Sergio Tabares Hernández

Adrián Epifanio Rodríguez Hernández

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# 1. What is a debugger?

- ▶ Program used to test and run the target program under controlled conditions that permit the programmer monitoring the changes while it runs that may indicate malfunctioning code.



Visual Studio Code



# 1.1 Syntax or type errors

- These are always caught by the compiler, and reported via error messages. Typically, an error message clearly indicates the cause of error; for instance, the line number, the incorrect piece of code, and an explanation.

```
1 // Syntax error
2   for (let i = 0; < 10; i++) {
3     console.log(i);
4   }
5
6 // Type error
7   const test = 1;
8   test = 3;
9
```

## 1.2 Typos and other simple errors

- ▶ That have pass undetected by the type-checker or the other checks in the compiler. Once these are identified, they can easily be fixed. Passing parameters in incorrect order, or using the wrong element order in tuples.

$x + y * z$  instead of  $(x + y) * z$ ;

## 1.3 Reference errors

- Represents an error when a non-existent variable is referenced.

```
10 // Reference error
11 for(let i = 0; i < 10; i++) {
12     console.log(non_existing_variable);
13 }
14
```

## 1.4 Implementarion and logical errors

- It may be the case that logic in the high-level algorithm of a program is correct, but some low-level, concrete data structures are being manipulated incorrectly, breaking some internal representation invariants. If the algorithm is logically flawed, the programmer must re-think the algorithm. Fixing such problems is more difficult, especially if the program fails on just a few corner cases.

```
// Logical error in function n ^ n
function wrongRaisedTo(number) {
  let result = 1;
  for(let counter = 0; counter <= number; counter++) {
    result *= number;
  }
  return result;
}
let number = wrongRaisedTo(3);
console.log(number);
```

## 2. Strategies

1. Incremental and bottom-up program development
2. Instrument program with assertions
3. Use debuggers
4. Backtracking
5. Binary search
6. Problem simplification
7. Scientific method: form hypotheses
8. Bug clustering



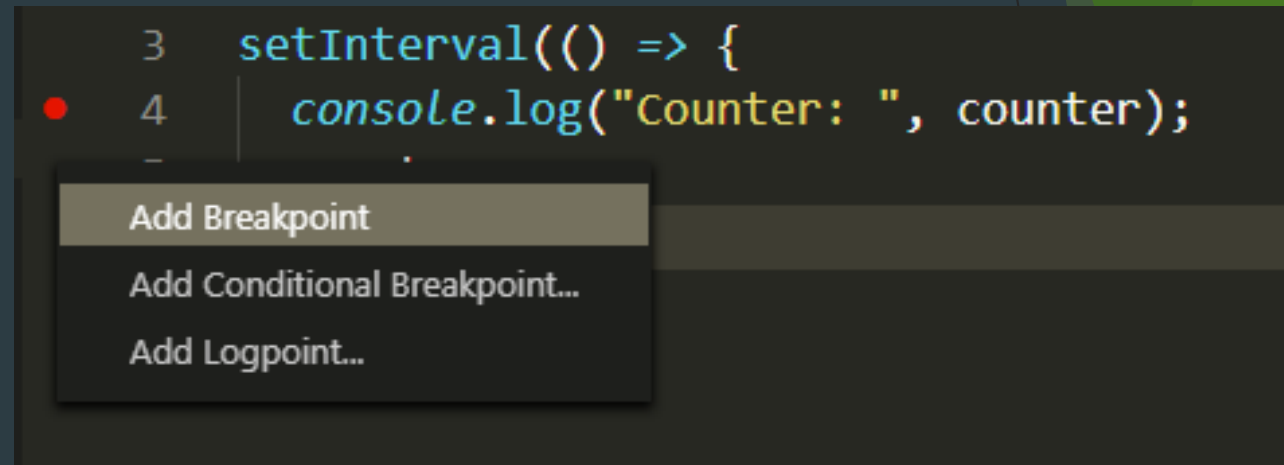
## 2.1 Strict mode

```
function canYouSpotTheProblem() {  
    "use strict";  
    for (counter = 0; counter < 10; counter++) {  
        console.log("Happy happy");  
    }  
}
```

```
canYouSpotTheProblem();  
// → ReferenceError: counter is not defined
```

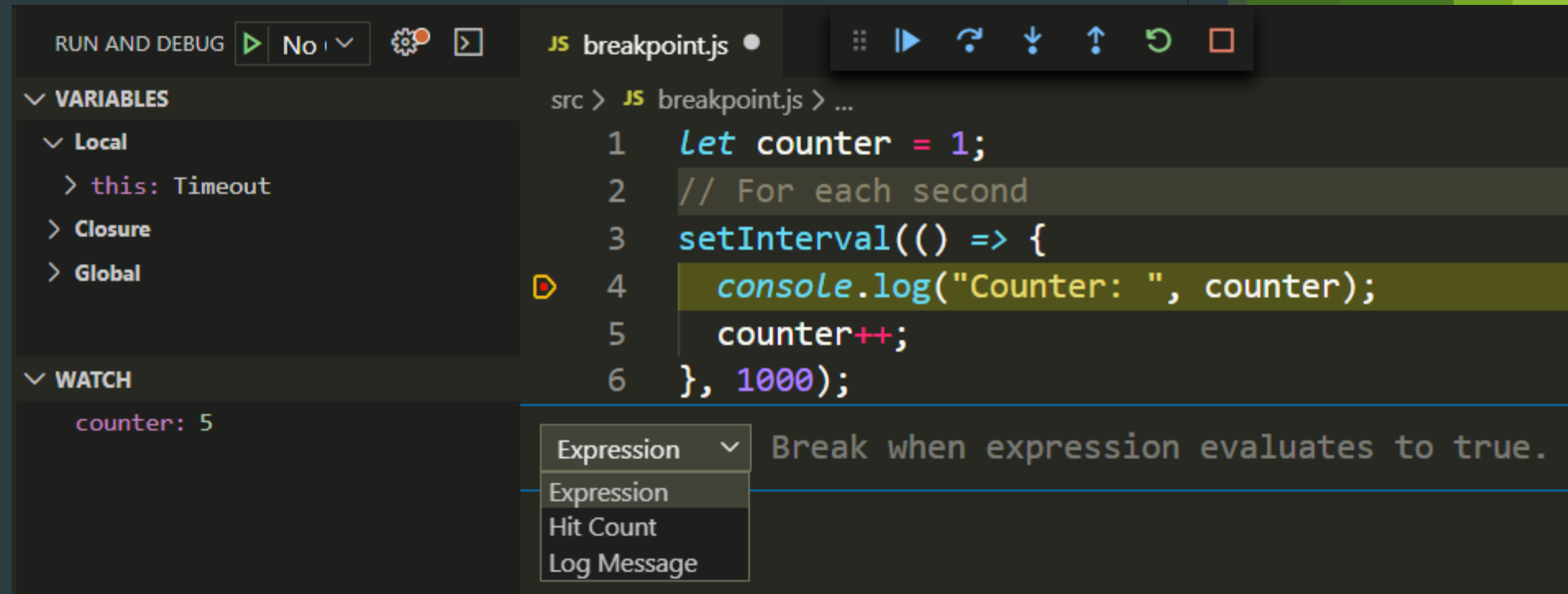
### 3. Breakpoints / Logpoints

- ▶ A line where the program prints a message or stops till the user clicks to continue the execution.
- ▶ They are used for controlling the variables while the program is running helping the programmer to find errors in the code.

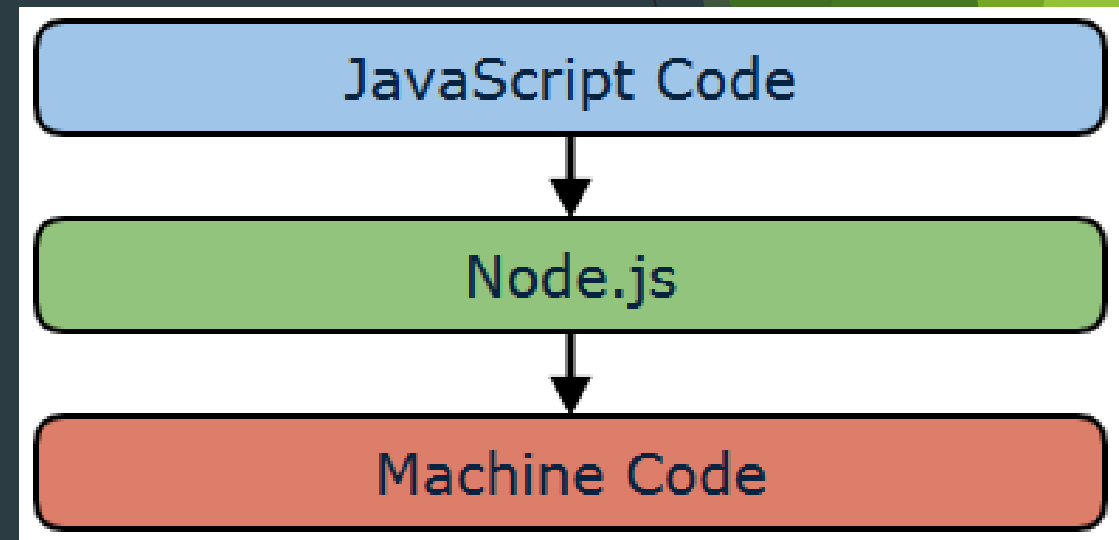


## 3.1 Breakpoints / Logpoints Types

- Normal
- Conditional
- Hit count
- Log message



## 4. Node.js



# 4.1 Stepping

- ▶ cont, c: Continue execution
- ▶ next, n: Step next
- ▶ step, s: Step in
- ▶ out, o: Step out
- ▶ pause: Pause running code

## 4.2 Execution control

- ▶ Run

- ▶ Restart

- ▶ Kill

```
debug> restart
< Debugger listening on ws://127.0.0.1:9229/8ac5a686-b062-4462-a18e-c2489a5c9a24
< For help, see: https://nodejs.org/en/docs/inspector
< Debugger attached.
Warning: script 'file:///home/sergio/Dropbox/Documentos/Curso%202019-2020%20-%203o%20ULL/Programac
i%C3%B3n%20de%20Aplicaciones%20Interactivas/Presentaci%C3%B3n/JavaScriptDebugger/src/chrome_test/t
estfile.js' was not loaded yet.
1 breakpoints restored.
Break on start in testfile.js:52
 50 }
 51
>52 main();
 53
debug> c
break in testfile.js:42
 40 }
 41 do {
>42     result = String(n % base) + result;
 43     n /= base;
 44 } while (n > 0);
debug> 
```

## 4.3 Breakpoints

- ▶ `setBreakpoint(), sb()`
- ▶ `setBreakpoint(line), sb(line)`
- ▶ `setBreakpoint('fn()'), sb(...)`
- ▶ `setBreakpoint('script.js', 1), sb(...)`
- ▶ `clearBreakpoint('script.js', 1), cb(...)`

```
debug> list(10)
42     result = String(n % base) + result;
43     n /= base;
44 } while (n > 0);
45 return sign + result;
46 }
47
48 function main() {
49     console.log(numberToString(13, 10));
50 }
51
>52 main();
53
debug> sb(42)
37     if (n < 0) {
38         sign = "-";
39         n = -n;
40     }
41     do {
>42         result = String(n % base) + result;
43         n /= base;
44     } while (n > 0);
45     return sign + result;
46 }
47
debug> 
```

## 4.4 Information

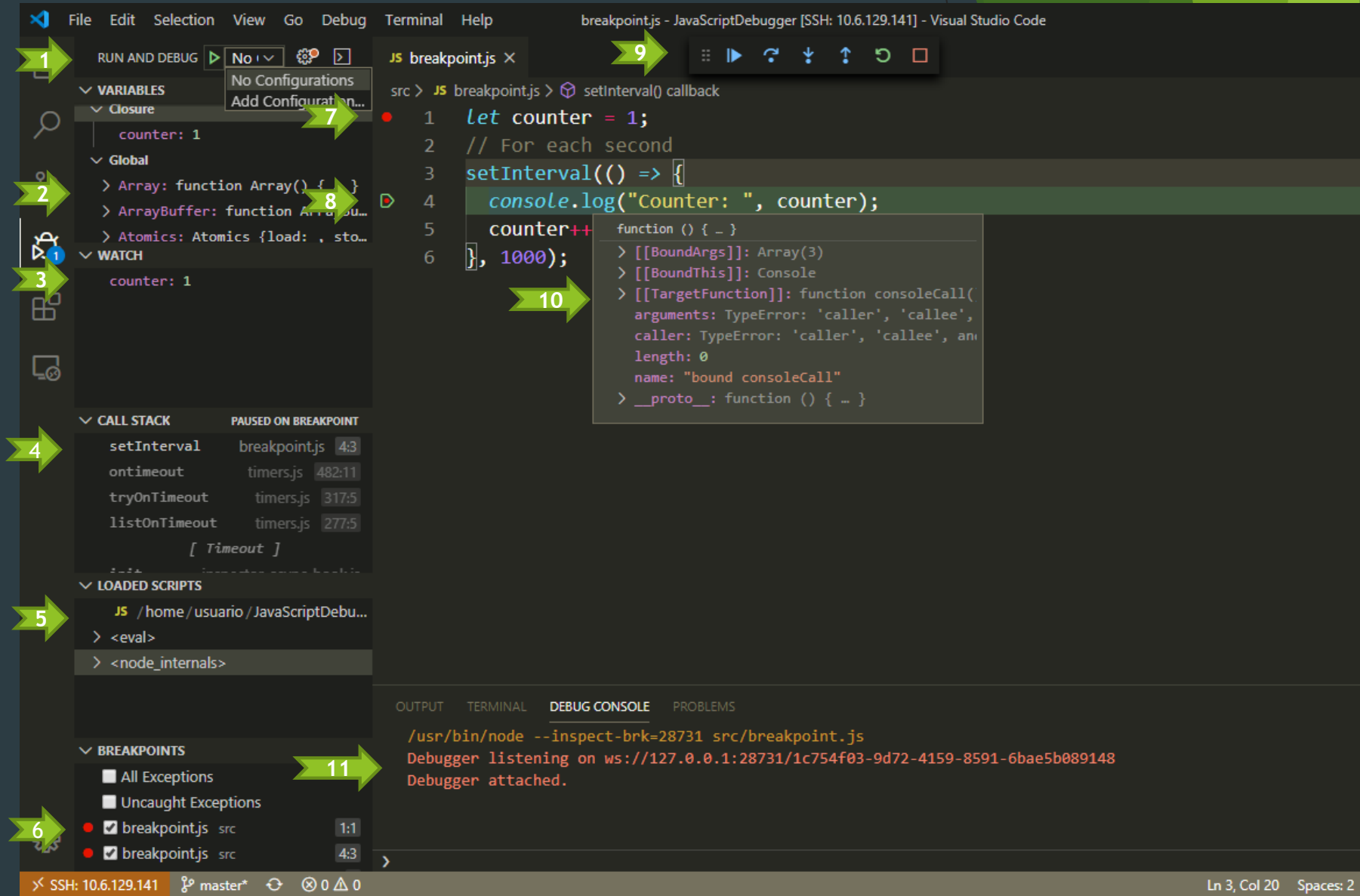
- ▶ backtrace, bt
- ▶ list(5)
- ▶ watch(expr)
- ▶ unwatch(expr)
- ▶ watchers
- ▶ repl
- ▶ exec expr

```
debug> list(5)
38     sign = "-";
39     n = -n;
40 }
41 do {
*42     result = String(n % base) + result;
>43     n /= base;
44 } while (n > 0);
45 return sign + result;
46 }
47
48 function main() {
debug> watch("n /= base")
debug> watchers
0: n /= base = 1.3
debug> 
```



# 5. Visual Studio Code

1. Debug selector
2. Navigator
3. Watch expresión
4. Stack traces
5. Debugging scripts
6. Breakpoints list
7. Breakpoint line
8. Program pointer
9. Debug Actions
10. Variable values
11. Debug console



# 5.1 Keyboard shortcuts

- ▶ Continue / Pause F5
- ▶ Step Over F10
- ▶ Step Into F11
- ▶ Step Out Shift + F11
- ▶ Restart Ctrl + Shift + F5
- ▶ Stop Shift + F5
- ▶ Add Breakpoint F9



## 5.2 Variables

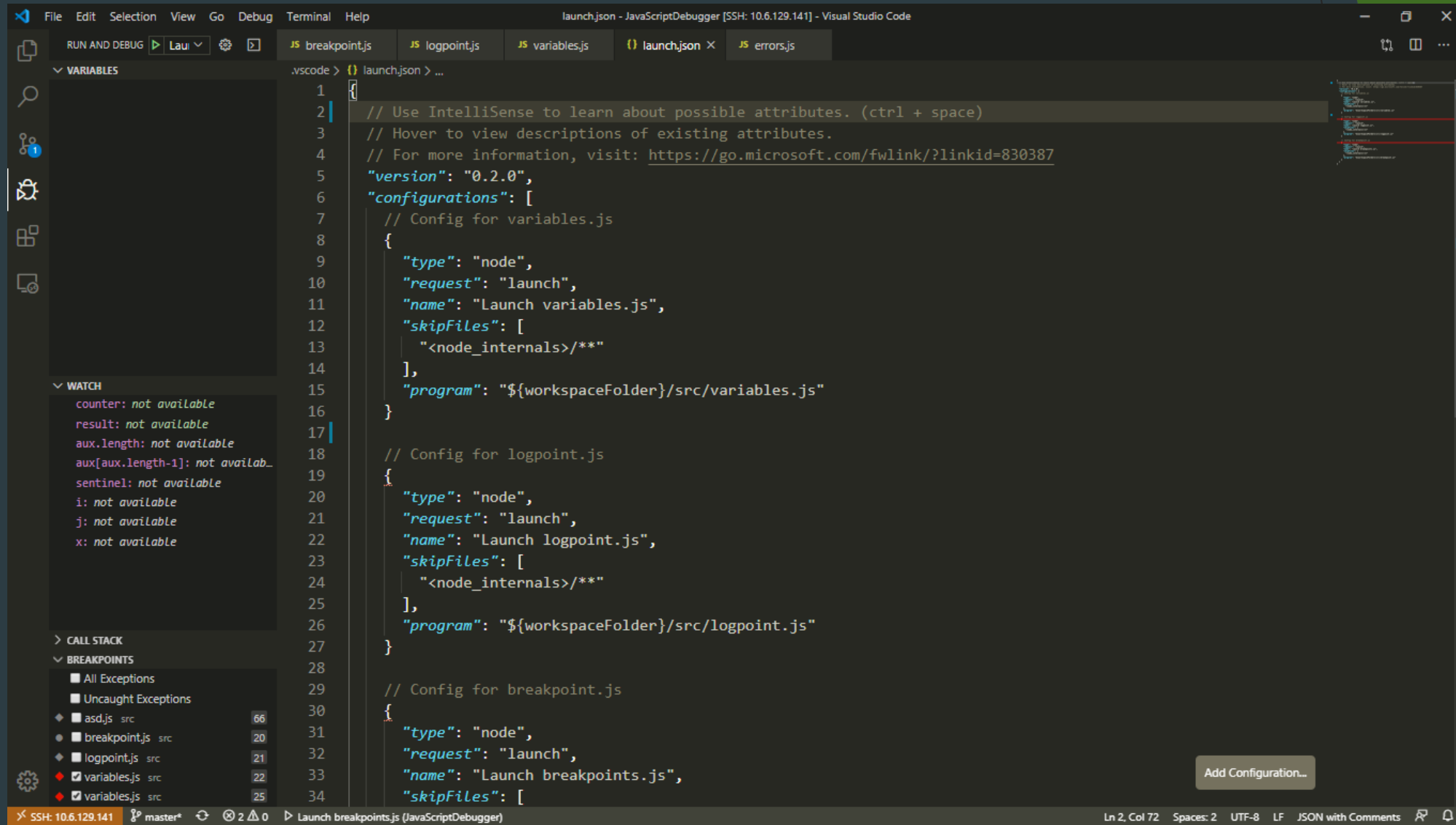
The image shows a VS Code editor with a JavaScript file named `variables.js` open. The editor is in the "RUN AND DEBUG" mode, and the code is paused on a breakpoint at line 27. The left sidebar shows the "VARIABLES" panel with a "Closure" scope containing variables: `base: 2`, `chrono: Timeout {_called: true, ...}`, `counter: 9`, `exponent: 5`, and `result: 16`. Below this is the "WATCH" panel showing `counter: 9` and `result: 16`. The "CALL STACK" panel shows the current call stack with `setInterval` at line 27:5. The main editor shows the following code:

```
14 */
15
16 // Counts seconds and raise base each 2 seconds till reach the exponent
17 function chronoRaiseTo(base, exponent) {
18     let counter = 1;
19     let result = 1;
20     let chrono = setInterval(() => {
21         if((counter % 2) === 0) {
22             result = result * base;
23             if(counter === (exponent * 2)) {
24                 clearInterval(chrono);
25             }
26         }
27         counter++;
28     }, 1000);
29 }
```


The bottom panel shows the "DEBUG CONSOLE" with the following output:

```
/usr/bin/node --inspect-brk=41299 src/variables.js
Debugger listening on ws://127.0.0.1:41299/a2a38906-51cf-47c6-8cea-69dfebd13ea0
Debugger attached.
→ counter
2
→ counter === 3
false
→ counter === 2
true
```

# 5.3 Launch.json



# 5.4 Node Debug



## Node Debug

ms-vscode.node-debug2 Built-in

Microsoft | 172,816 | ★★★★★ | Repository | License


Node.js debugging support

Disable ▾ Extension is enabled on 'SSH: 10.6.129.141'

[Details](#) [Contributions](#) [Changelog](#)

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### Node Debug

 Azure Pipelines never built

This extension is bundled with Visual Studio Code and together with **Node Debug (legacy)** forms the [Node.js](#) debugging experience.

**Node Debug** is the debugger for Node.js versions  $\geq 8.0$ .

See a general overview of debugging in VS Code [here](#).

Documentation for Node.js specific debugging can be found [here](#).


Please submit bugs and feature requests to the [VS Code repository](#).

### License

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# 5.5 Debugger for Chrome



## Debugger for Chrome


Microsoft | 5,077,909 | ★★★★★ | Repository | License

Debug your JavaScript code in the Chrome browser, or any other target that supports the Chrome Debugger protocol.

[Disable](#) [Uninstall](#) This extension is enabled globally.

This extension is recommended based on the files you recently opened. [Ignore Recommendation](#)

[Details](#) [Contributions](#) [Changelog](#)



### VS Code - Debugger for Chrome

Debug your JavaScript code running in Google Chrome from VS Code.

[Azure Pipelines](#) [never built](#) [Debugger for Chrome](#) [v4.12.6](#) [chat](#) [on gitter](#)

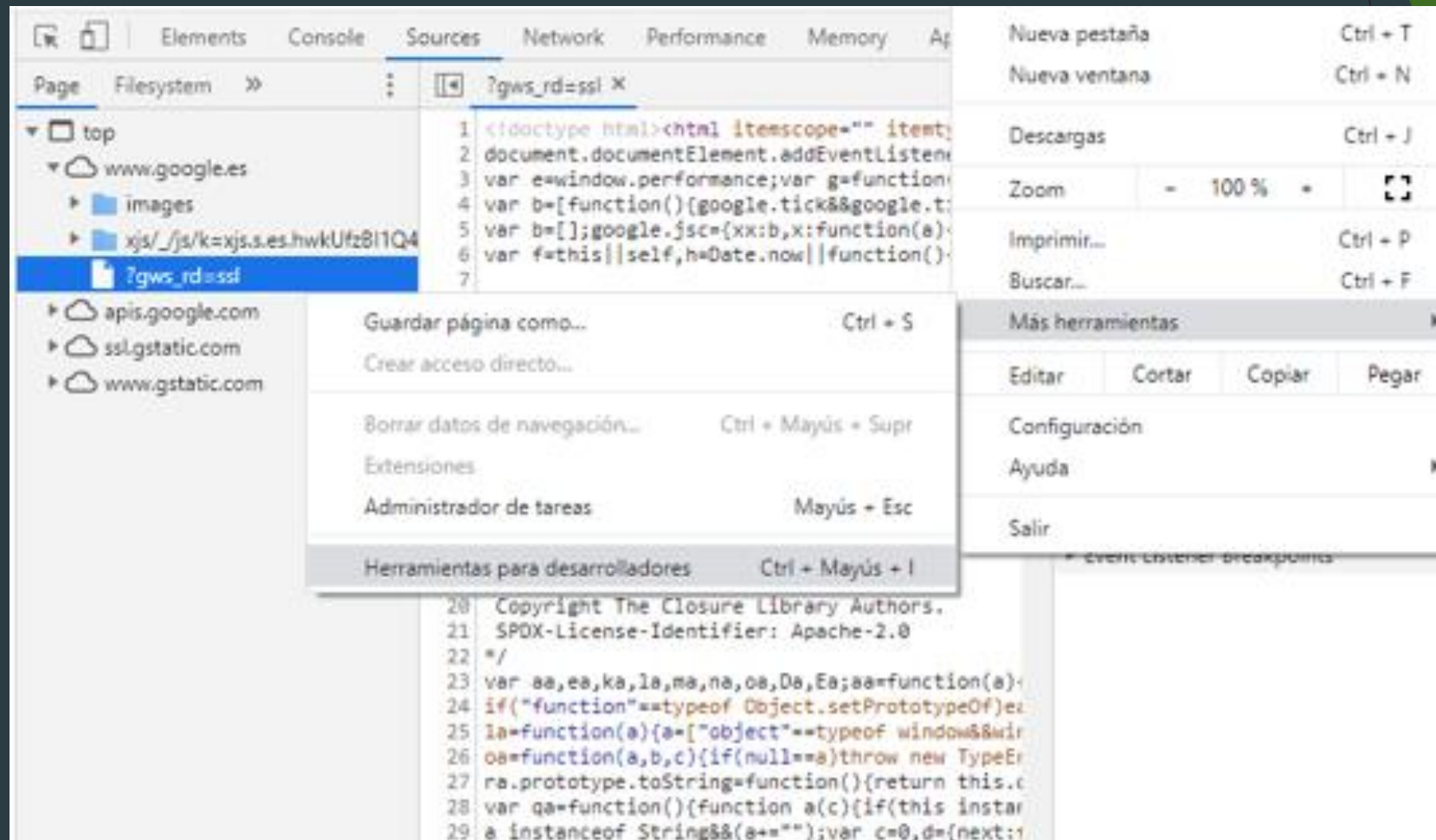
A VS Code extension to debug your JavaScript code in the Google Chrome browser, or other targets that support the [Chrome DevTools Protocol](#).

## 6. Chrome and DevTools

- ▶ Chrome DevTools is a set of web developer tools built directly into the Google Chrome browser. DevTools can help you edit pages on-the-fly and diagnose problems quickly, which ultimately helps you build better websites, faster.

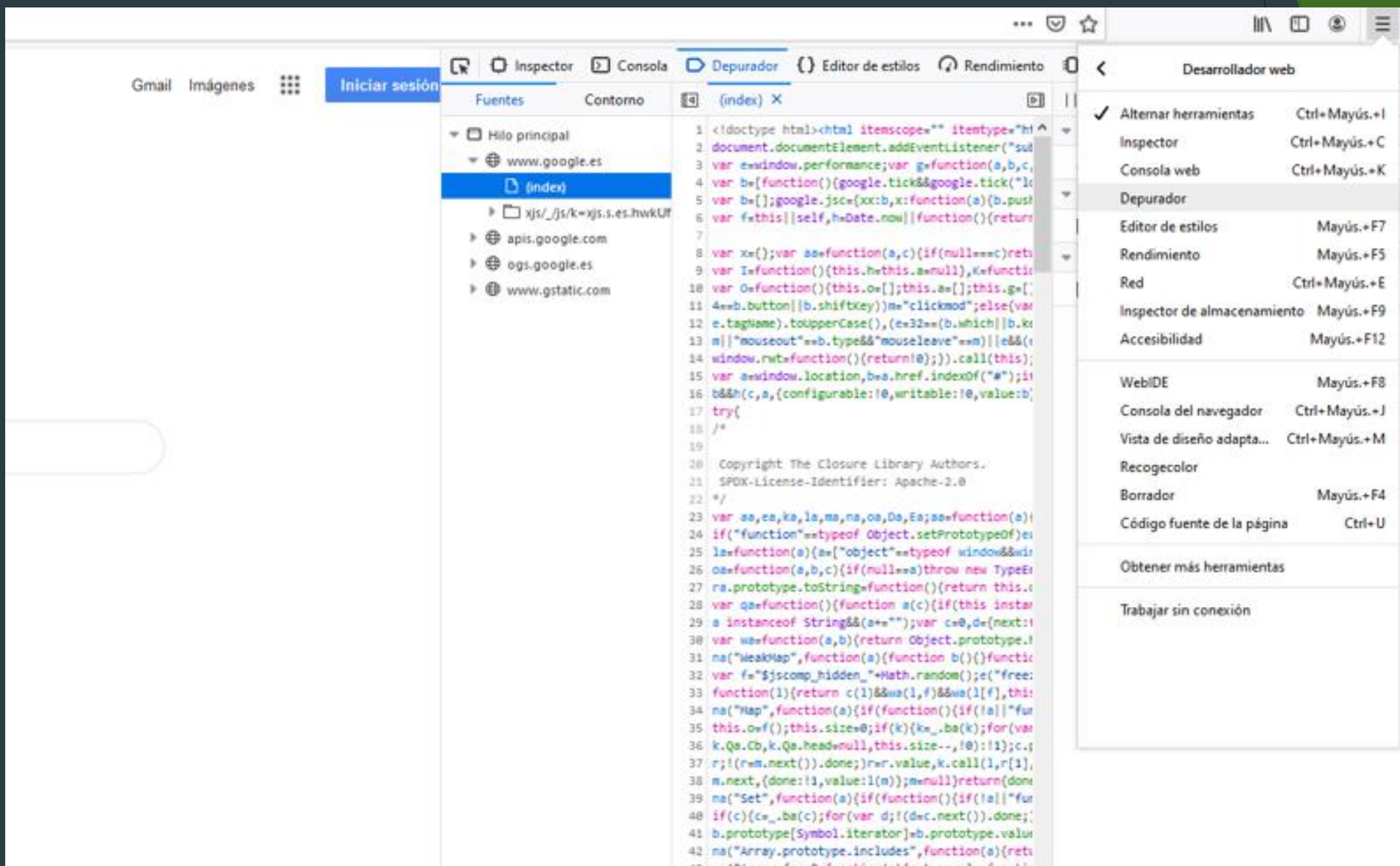


# 6.1 Chrome and Dev Tools

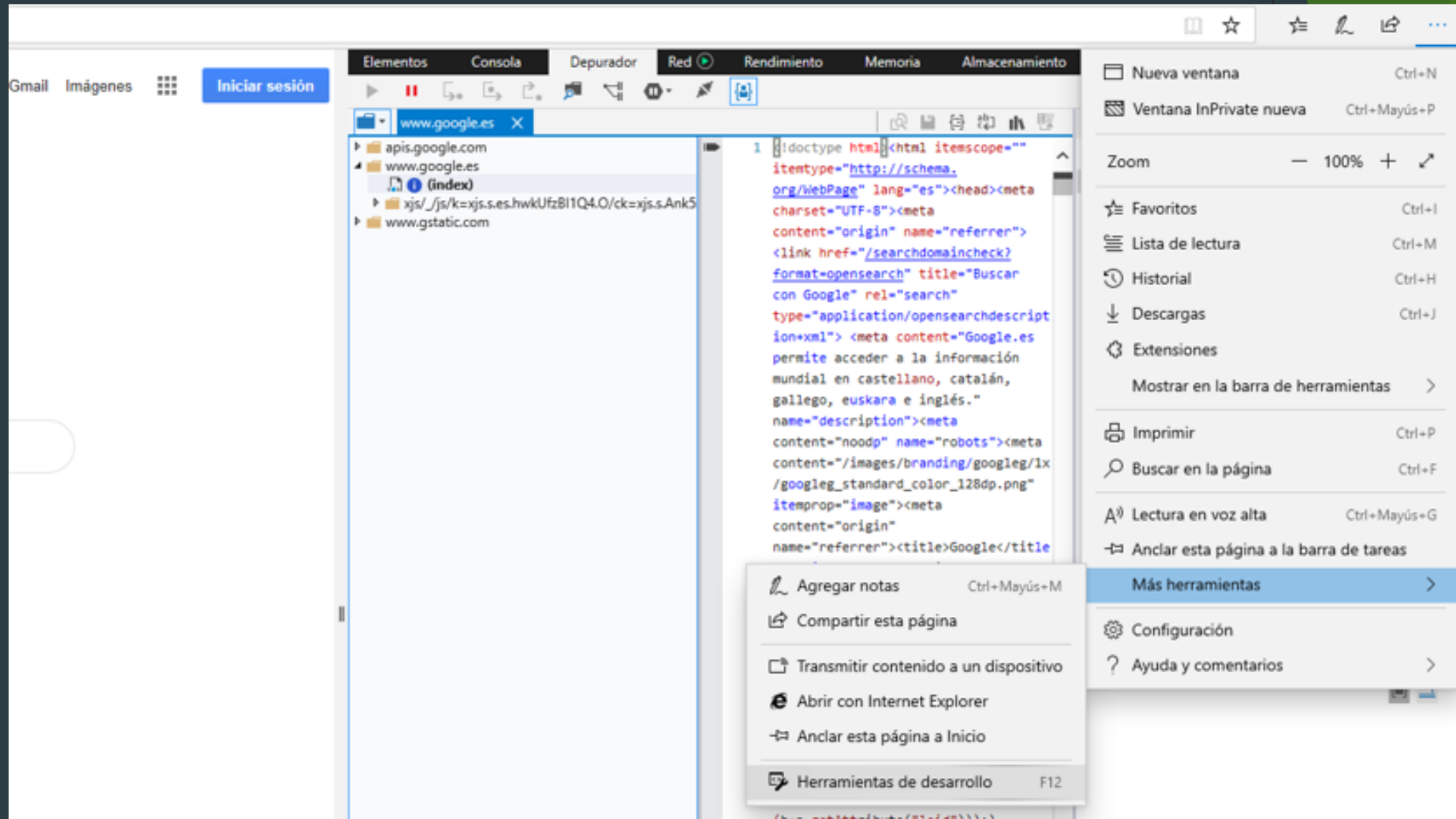




## 6.2 Firefox



## 6.3 Microsoft Edge



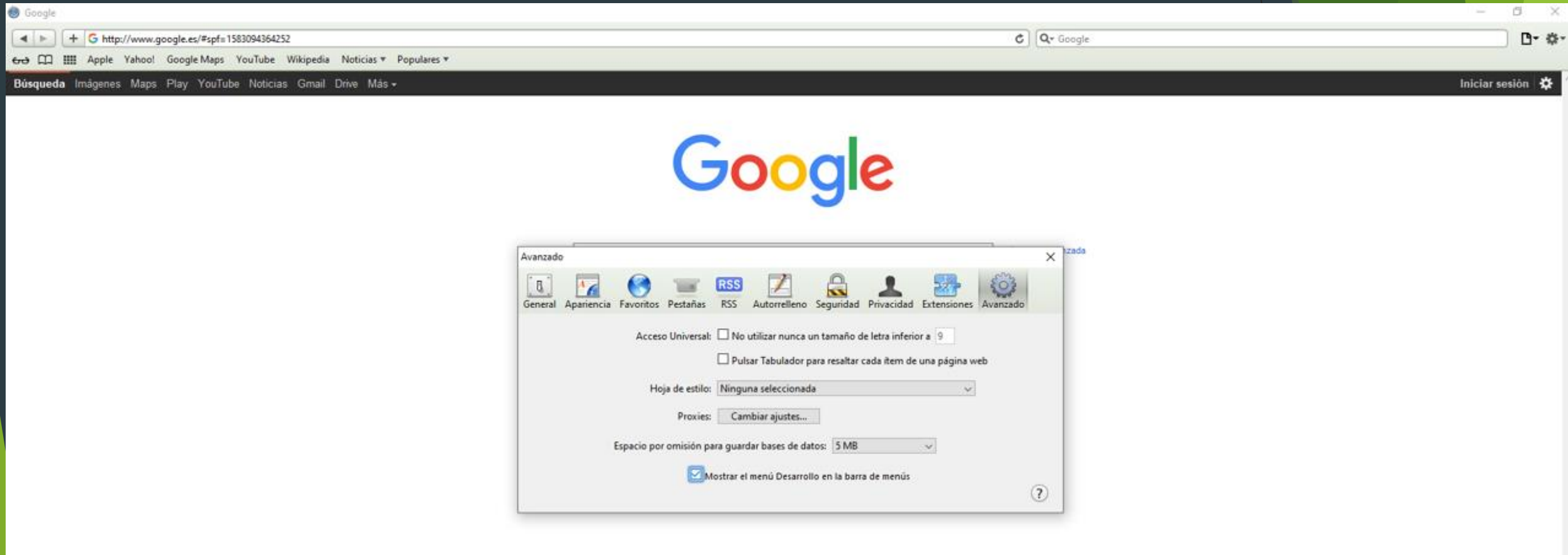
## 6.4 Opera

The screenshot displays the Opera web browser interface. On the left, the 'Menü' (Menu) is open, showing options like 'Nueva pestaña' (Ctrl+T), 'Nueva ventana' (Ctrl+N), 'Nueva ventana privada' (Ctrl+Shift+N), 'Página', 'Escala' (100%), 'Buscar...' (Ctrl+F), 'Instantánea' (Ctrl+Shift+S), 'Historial', 'Descargas' (Ctrl+J), 'Marcadores', 'Extensiones', 'Noticias', 'Sincronizar...', 'Desarrollo' (Ctrl+Shift+I), 'Configuración' (Alt+P), 'Ayuda', 'Actualizar y recuperar...', and 'Salir' (Ctrl+Shift+X). The 'Desarrollo' (Development) menu is expanded, showing 'Herramientas de desarrollo' (Ctrl+Shift+I), 'Origen de página' (Ctrl+U), and 'Administrador de tareas' (Shift+Esc).

The main content area shows the Google homepage with the search bar and the text 'Buscar con Google' and 'Voy a tener suerte'. Below the search bar, it says 'Ofrecido por Google en: català galego euskara'.

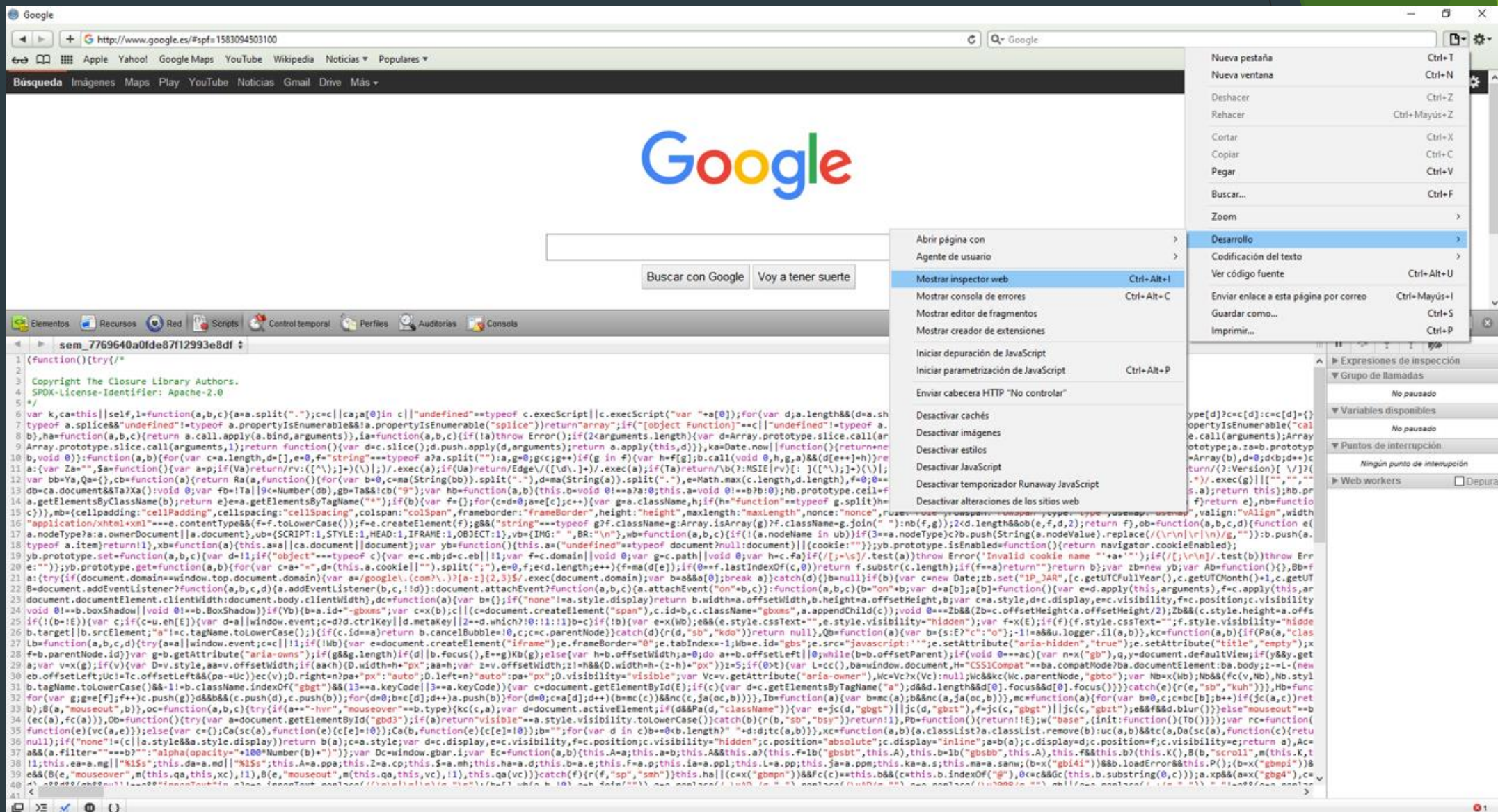
On the right, the 'Elements' panel is open, showing the HTML structure of the page. The 'Sources' panel is also open, displaying the JavaScript code for the page. The code includes a comment 'Pretty-print this minified file?' and a list of breakpoints.

## 6.5 Safari





## 6.5.2 Safari



# Bibliography

- ▶ Debugger definition
- ▶ Strategies
- ▶ Visual Studio Code
- ▶ Using Nodejs in Visual Studio Code

- ▶ [Debugging a chat in VSC](#)
- ▶ [Tutorial and Install Nodejs in VSC](#)
- ▶ [Node.js](#)
- ▶ [Google Dev Tools](#)

# Github

- ▶ This presentation with all the examples used on it are available in our public repository at github:

<https://github.com/ULL-ESIT-INF-PAI-2019-2020/2019-2020-pai-trabajo-debugging-adrian-rodriguez-sergio-tabares>



# Contact

- ▶ Sergio Tabares Hernández: [alu0101124896@ull.edu.es](mailto:alu0101124896@ull.edu.es)
- ▶ Adrián Epifanio Rodríguez Hernández: [alu0101158280@ull.edu.es](mailto:alu0101158280@ull.edu.es)

**Thanks you for your  
attention, if you have any  
question please let us to  
know it.**