

JavaScript Debugging

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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.

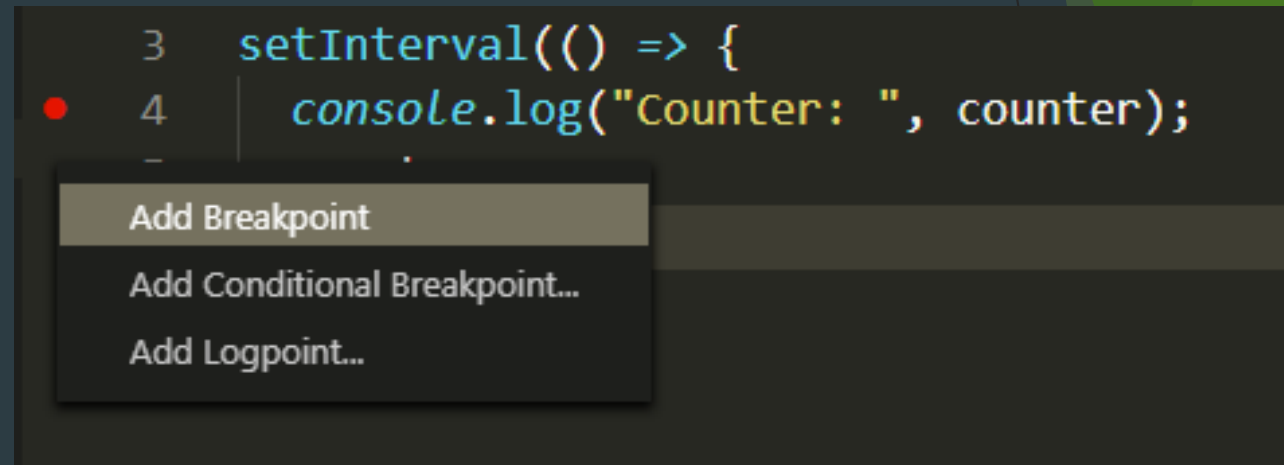
```
// Logical error in function n ^ n
function wrongRaisedTo(number) {
  let result = 1;
  for(let counter = 0; counter <= number; counter++) {
    result *= number;
  }
  return result;
}
let number = wrongRaisedTo(3);
console.log(number);
```

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

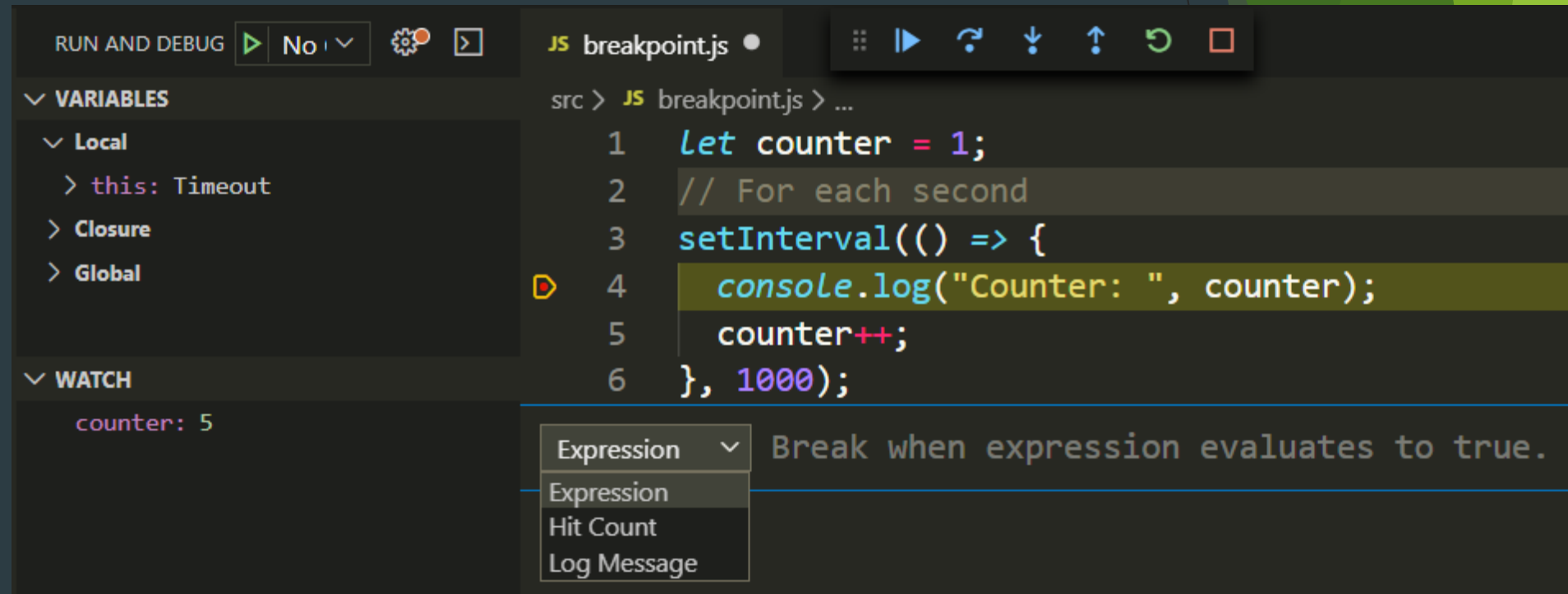
3. Breakpoints / Logpoints

- ▶ 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.

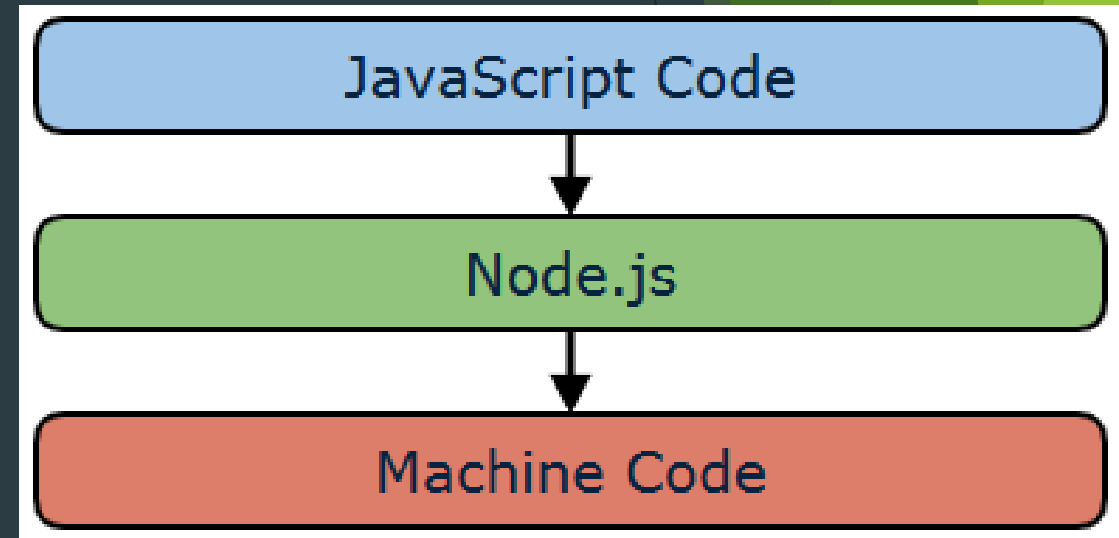


3.1 Breakpoints / Logpoints Types

- 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> 
```

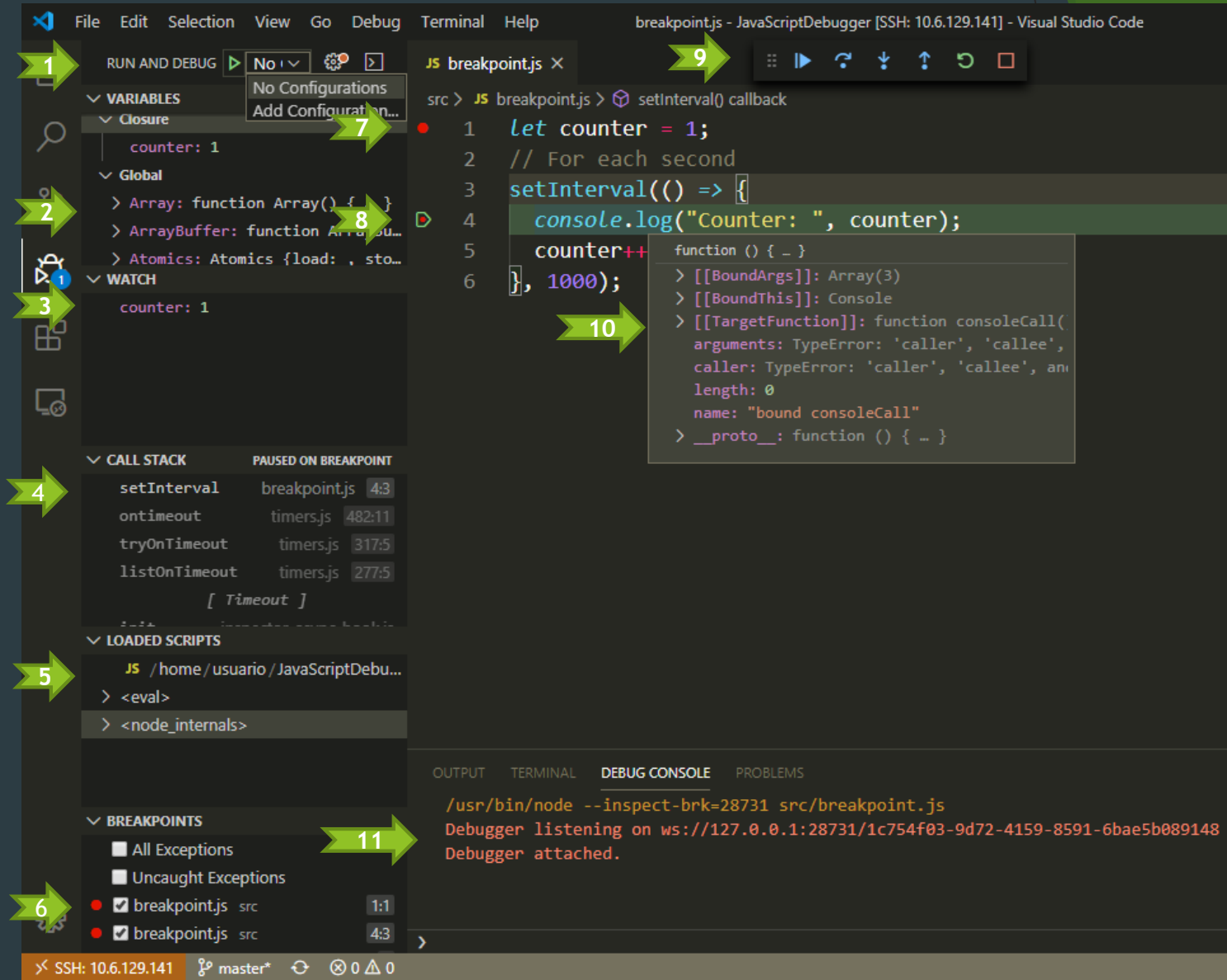
4.4 Information

- ▶ 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 "DEBUG CONSOLE" is active. The code in `variables.js` defines a function `chronoRaiseTo` that takes `base` and `exponent` as arguments. It uses `let` to declare `counter` and `result`, and `setInterval` to call the function repeatedly. The function increments `counter` by 1 and multiplies `result` by `base` until `counter` reaches `exponent`. The function is called with `base: 2` and `exponent: 5`.

The "VARIABLES" pane shows the state of the program at the current breakpoint. The "WATCH" pane shows the values of `counter` and `result`. The "CALL STACK" pane shows the call stack, including the `setInterval` function and the `chronoRaiseTo` function. The "DEBUG CONSOLE" shows the output of the program, including the command to run the file and the results of the `counter` variable.

VARIABLES

- Closure
 - base: 2
 - chrono: Timeout {_called: true, ...}
 - counter: 9
 - exponent: 5
 - result: 16

WATCH

- counter: 9
- result: 16

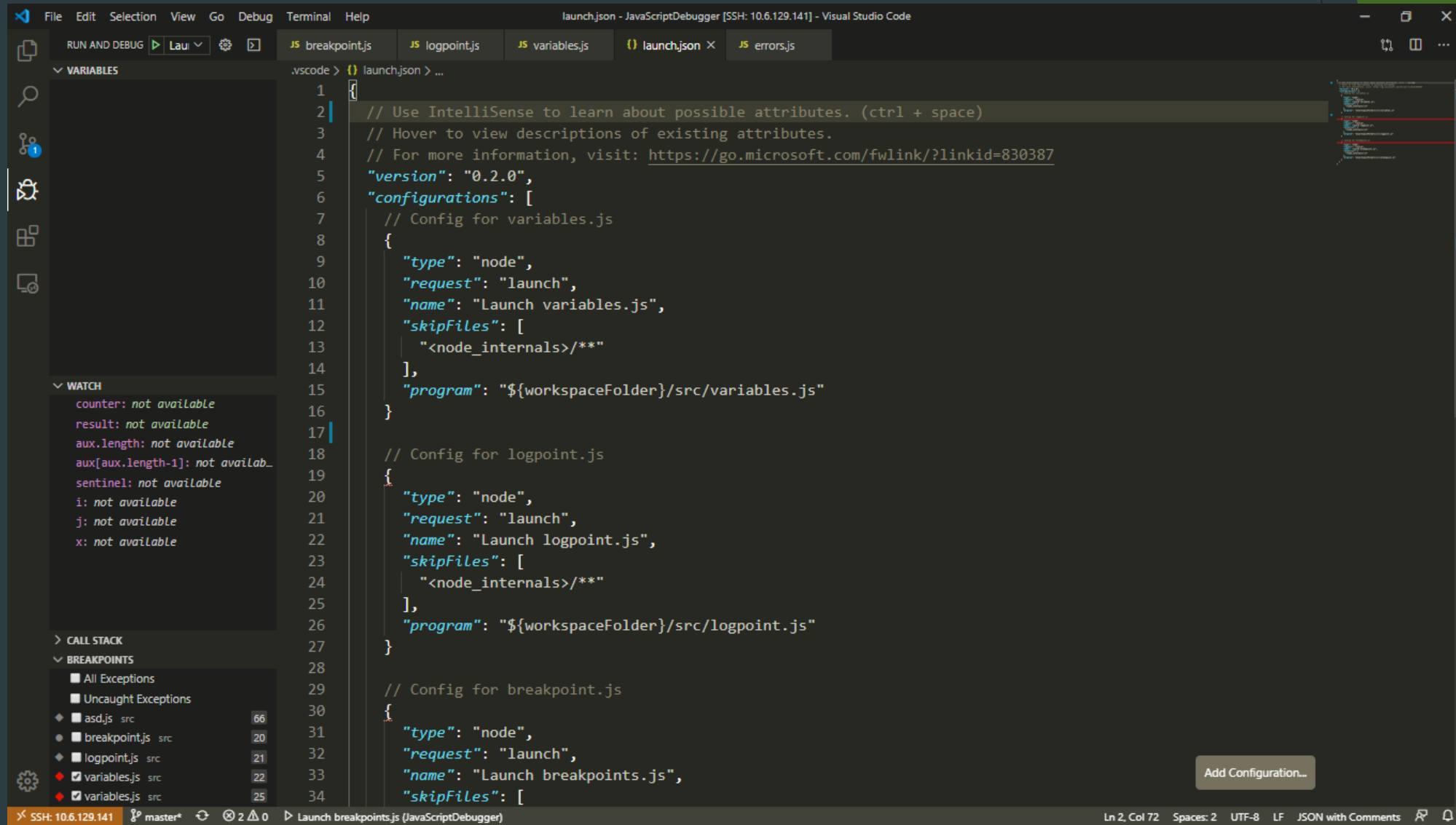
CALL STACK (PAUSED ON BREAKPOINT)

- setInterval variables.js 27:5
- Show 3 More: read-only core module (sk...)
- [Timeout]
- Show 6 More: read-only core module (sk...)


DEBUG CONSOLE

```
/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](#)

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 ≥ 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](#).

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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 github](#)

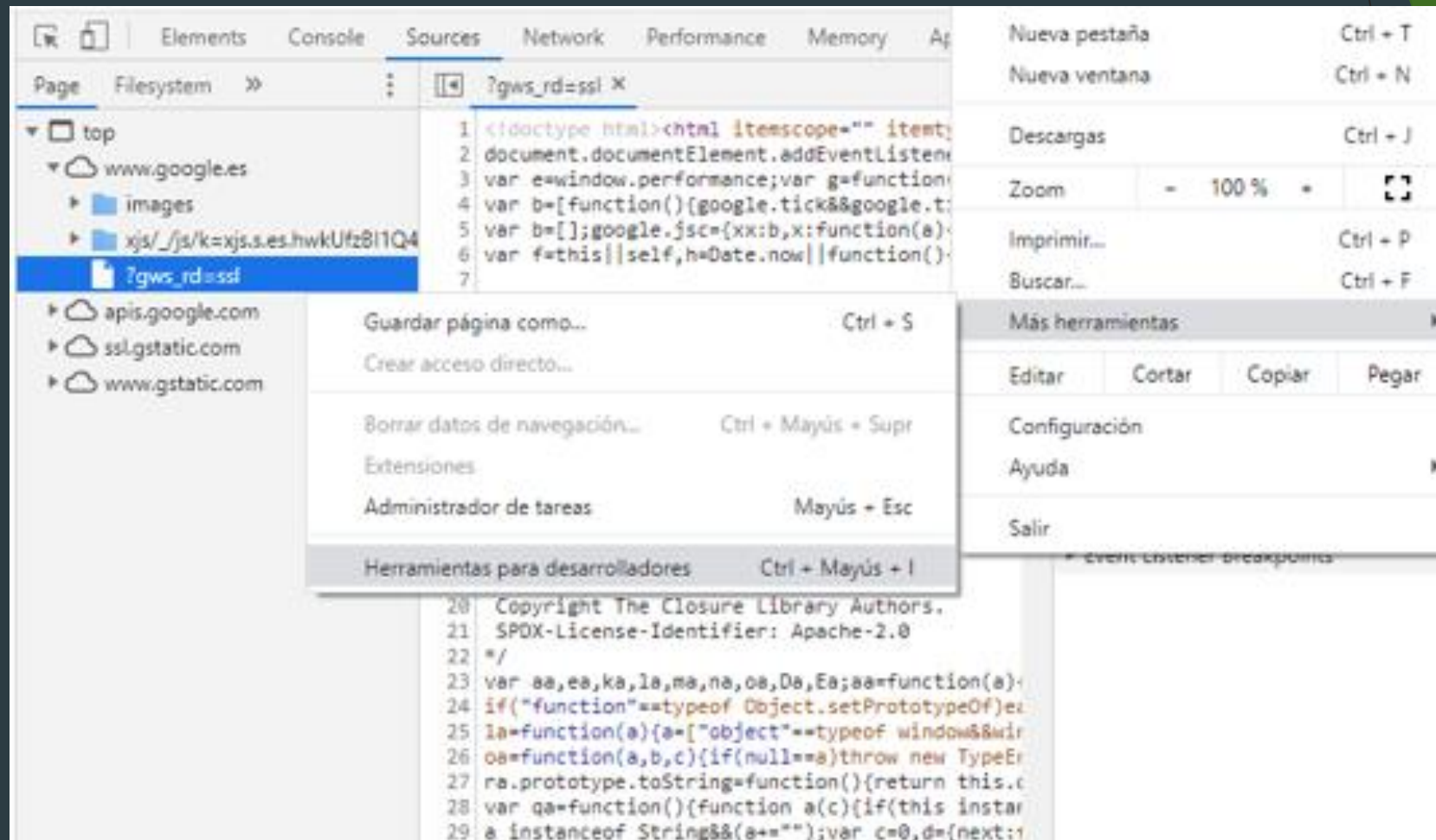
A VS Code extension to debug your JavaScript code in the Google Chrome browser, or other targets that support the [Chrome DevTools Protocol](#).

6. Chrome and DevTools

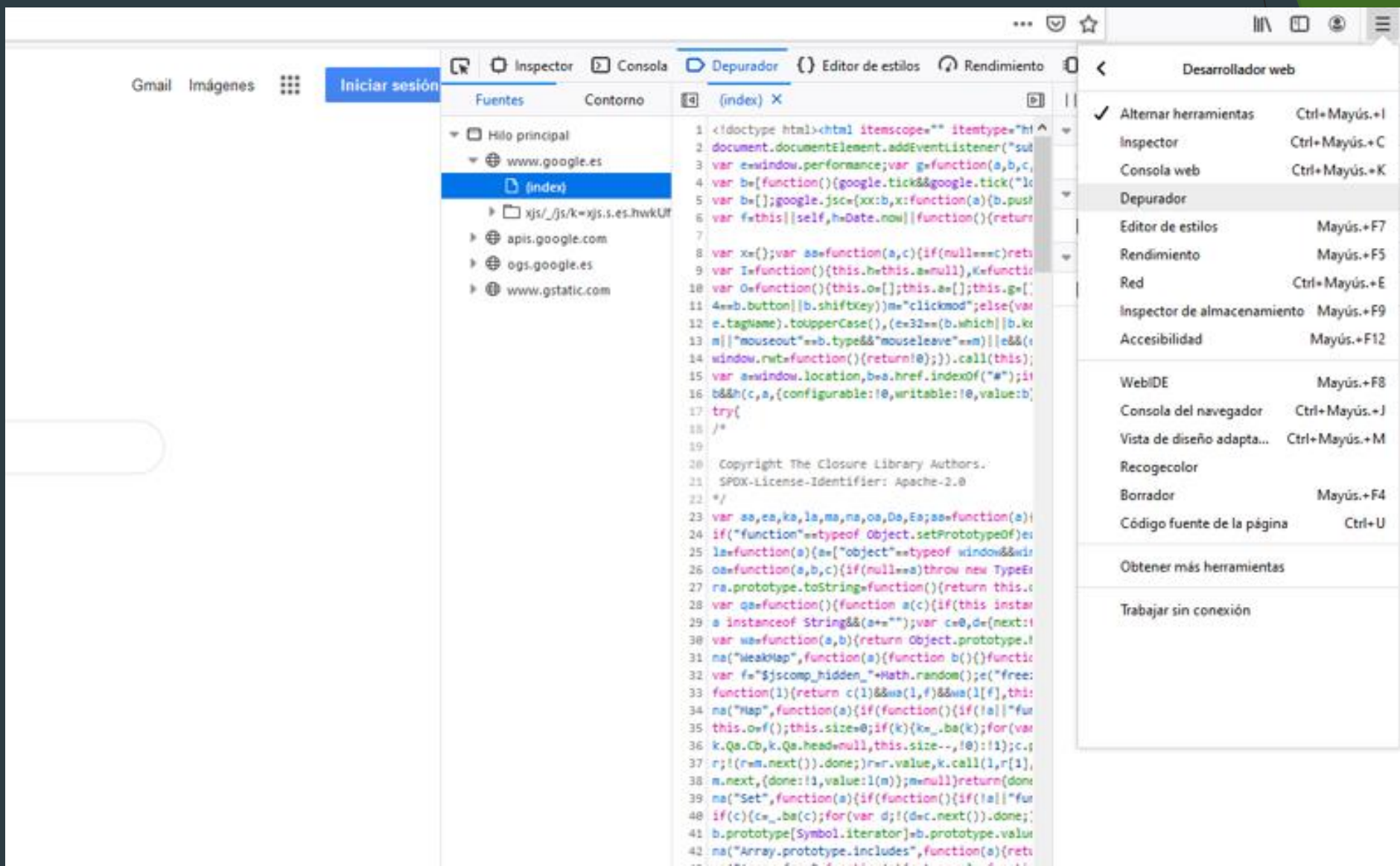
- ▶ Chrome DevTools is a set of web developer tools built directly into the Google Chrome browser. DevTools can help you edit pages on-the-fly and diagnose problems quickly, which ultimately helps you build better websites, faster.



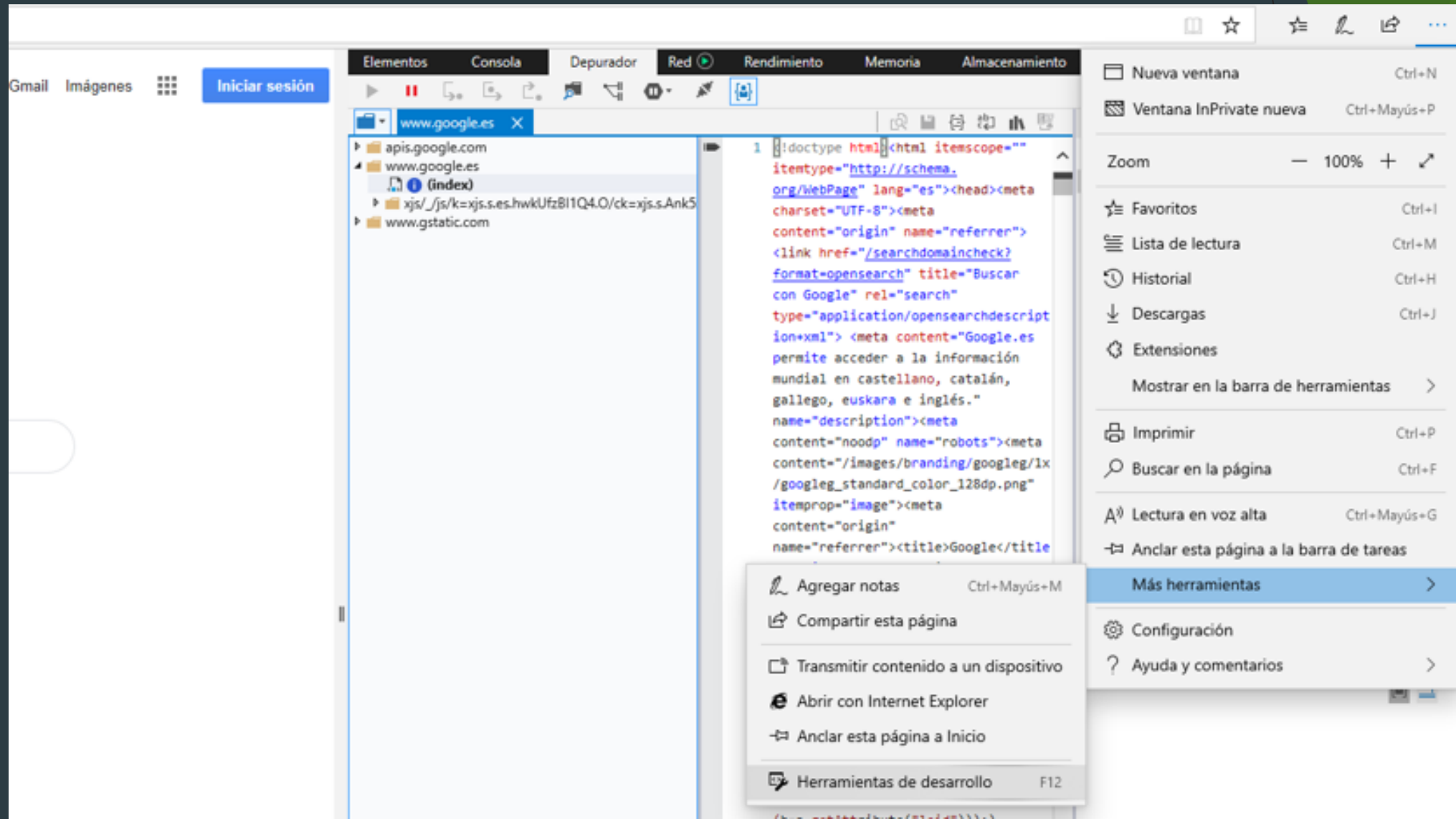
6.1 Chrome and Dev Tools



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), 'Página' (Escala, Buscar..., Instantánea), 'Historial', 'Descargas', 'Marcadores', 'Extensiones', 'Noticias', 'Sincronizar...', 'Desarrollo' (Herramientas de desarrollo, Origen de página, Administrador de tareas), 'Configuración', 'Ayuda', 'Actualizar y recuperar...', and 'Salir'. The main content area shows the Google homepage with the search bar and the text 'Ofrecido por Google en: català galego euskara'. The right side of the browser shows the developer tools panel, which is open to the 'Sources' tab. The 'Sources' tab displays a file tree on the left with 'index' selected. The main pane shows the minified JavaScript code for the Google homepage. The rightmost pane shows the 'Watch' and 'Call Stack' sections, both indicating 'Not paused'.

Menü

- 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
 - Herramientas de desarrollo Ctrl+Shift+I
 - Origen de página Ctrl+U
 - Administrador de tareas Shift+Esc
- Configuración Alt+P
- Ayuda
- Actualizar y recuperar...
- Salir Ctrl+Shift+X

Google

Buscar con Google Voy a tener suerte

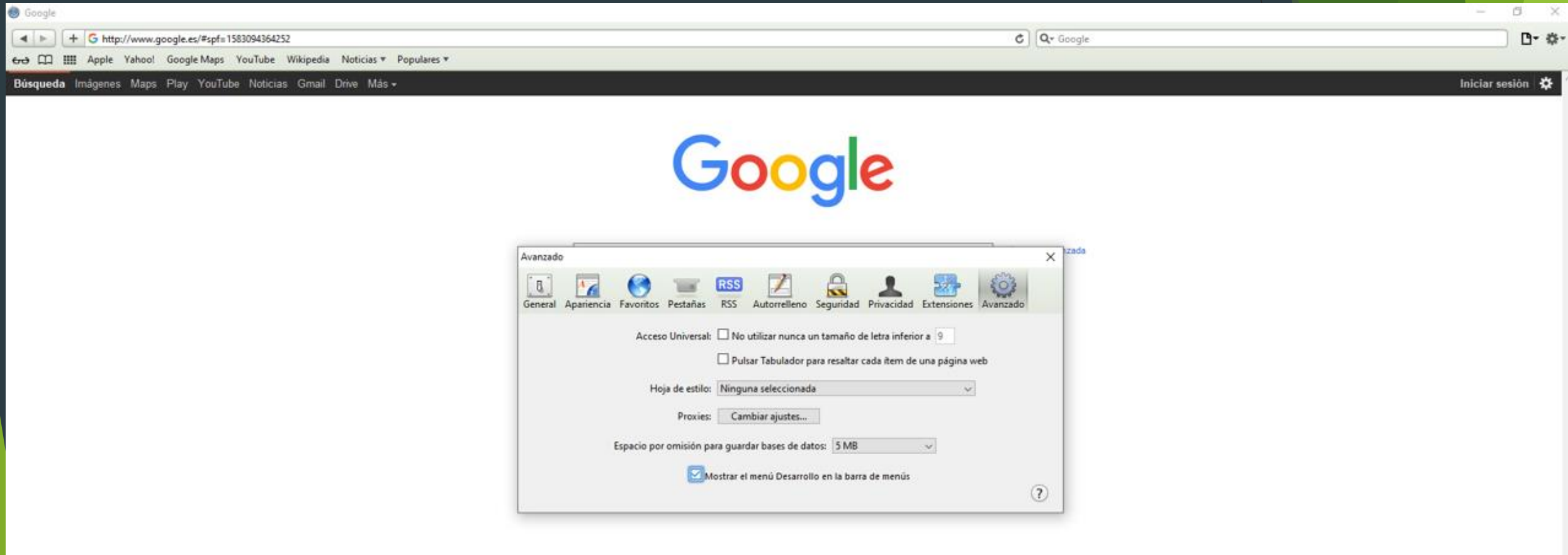
Ofrecido por Google en: català galego euskara

Elements Console Sources Network Performance Memory Application Security Audits

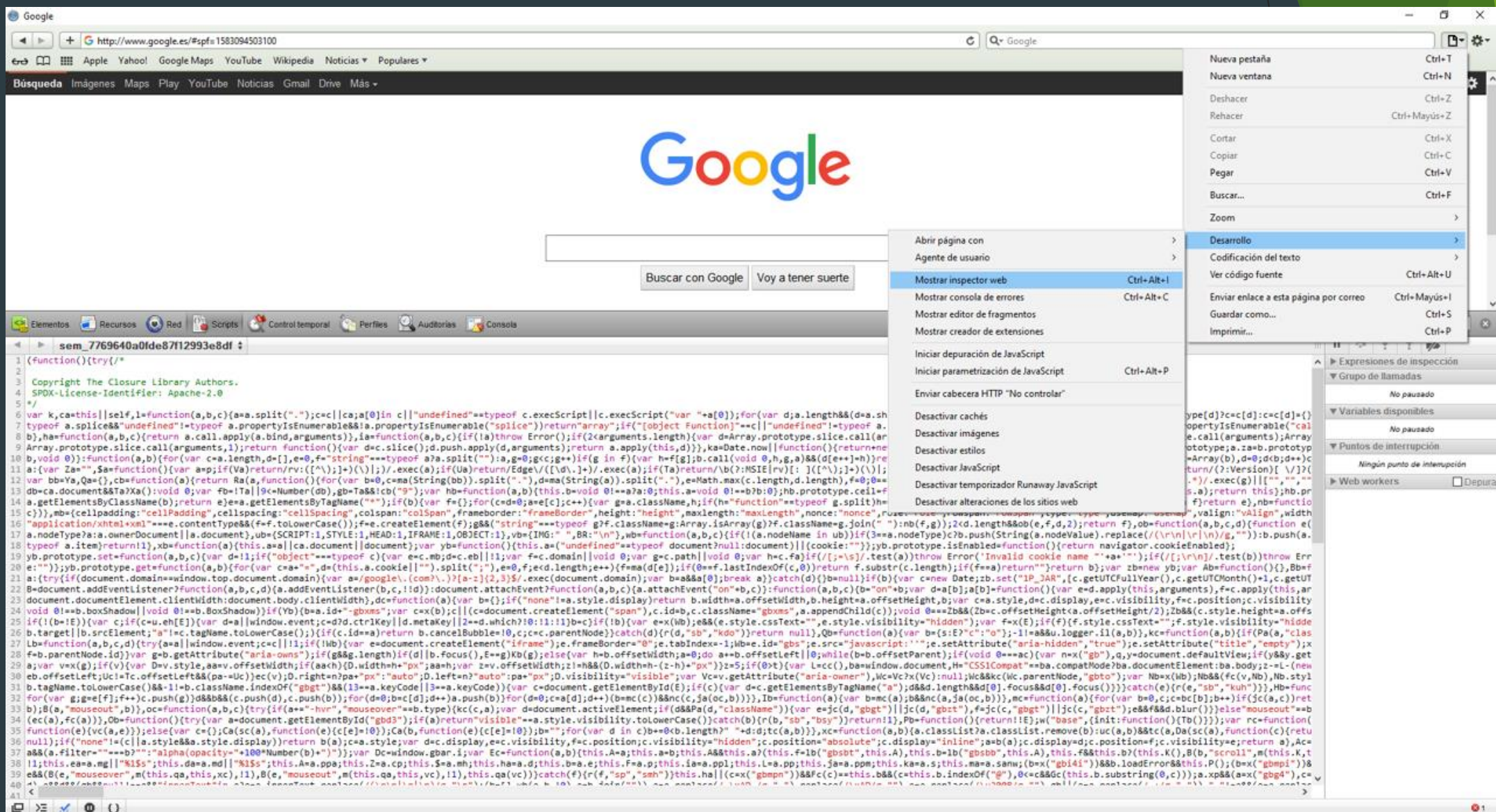
Page Filesystem >> (index) x

```
1 <!doctype html><html itemscope="" itemtype="http://schema.org"
2 document.documentElement.addEventListener("submit",function(b
3 var e=window.performance;var g=function(a,b,c,d){a.addEventli
4 var b=function(){google.tick&&google.tick("load","dcl");go
5 var b=[];google.jsc=(xx:b,x:function(a){b.push(a),mm:[],m:fu
6 var f=this||self,h=Date.now||function(){return new Date};
7
8 var x={};var aa=function(a,c){if(null===c)return 1;if("contai
9 var I=function(){this.h=this.a=null,K=function(a,c){var d=};
10 var O=function(){this.o={};this.a={};this.g={};this.j={};this
11 4==b.button|b.shiftKey))m="clickmod";else(var l=b.which|b.k
12 e.tagName).toUpperCase(),(e=32==(b.which|b.keyCode)&&"CHECKB
13 m|"mouseout"==b.type&&"mouseleave"==m)||e&&(e===k||aa(k,e))
14 window.rwt=function(){return!0;}}.call(this);(function(){win
15 var a=window.location,b=a.href.indexOf("#");if(0<b){var c=a.
16 b&&h(c,a,{configurable:!0,writable:!0,value:b});}m("String.p
17 try{
18 /*
19
20 Copyright The Closure Library Authors.
21 SPDX-License-Identifier: Apache-2.0
22 */
23 var aa,ea,ka,la,ma,na,oa,Pa,Ea;aa=function(a){var b=0;return
24 if("function"==typeof Object.setPrototypeOf)ea=Object.setProt
25 la=function(a){a["object"==typeof window&&window,"object"==t
26 oa=function(a,b,c){if(null==a)throw new TypeError("c"+"c");if(
27 ra.prototype.toString=function(){return this.o};
28 var qa=function(){function a(c){if(this instanceof a)throw ne
29 a instanceof String&&(a+"");var c=0,d=next:function(){if(cc
30 var wa=function(a,b){return Object.prototype.hasOwnProperty.c
31 na("WeakMap",function(a){function b(l){function c(l){var m=ty
32 var f="$jscomp_hidden_"+Math.random();e("freeze");e("preventE
33 function(l){return c(l)&&wa(l,f)&&wa(l[f],this.ga)?delete l[f
34 na("Map",function(a){if(function(){if(!a||"function"!=typeof
35 this.o=f();this.size=0;if(k){k=_;ba(k);for(var l;l=k.next())
```

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

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