A breakpoint is a step in the debugging process in your code. After you start debugging you will set one or multiple breakpoints throughout your code. Once you run your code, JavaScript will stop executing and examine the code at the breakpoint. Breakpoints are relevant because they help you acquire knowledge about your program or code during its execution.

Chrome dev tools is built directly into Google Chrome. When you are wanting to work directly with CSS or HTML, you can right-click an element on the page and select “Inspect” (developers.google.com, 2019). With chrome dev tools you can view and edit the DOM or CSS, debug your JavaScript code and run in the console, inspect activity, test multiple viewports, interact from the command line, find and inspect unused code, and so much more.

Firefox dev tools also lets you view, edit, and debug DOM, CSS, and JavaScript on multiple viewports. Firefox has similar features when using the developer tools, such as using a web console, JavaScript debugger, a network monitor, and accessibility inspector. They also offer more tools like, taking screenshots of the entire page or of a single element, page rulers, DOM property viewer, and storage inspector (developer.mozilla.org, 2019).

Overall, I would say Chrome dev tools offers a lot more and is probably more for the advanced web developer. However, if you are new to developing, prefer simple features, or you simply don’t require a complex set of tools then Firefox is more fit for you. The tools they offer and the way they present them are less overwhelming and confusing.

**References:**

Chrome DevTools  |  Tools for Web Developers  |  Google Developers. (n.d.). Retrieved from https://developers.google.com/web/tools/chrome-devtools/

Firefox Developer Tools. (n.d.). Retrieved from https://developer.mozilla.org/en-US/docs/Tools