

ArcGIS Maps SDK for JavaScript: Tips and Tricks for Developing and Debugging Apps

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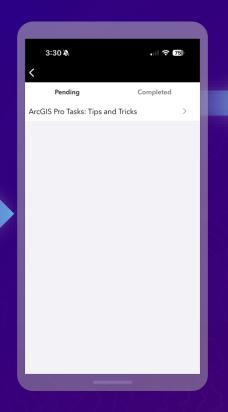
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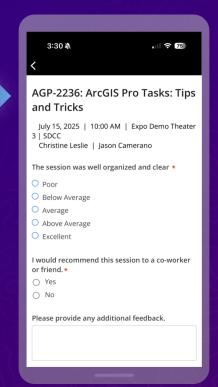
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Agenda

- Local development
- Connect to your local workspace
- Debug from VSCode
 - Breakpoints
 - Logpoints
 - Conditional break points and logpoints
- Developer tools
 - Request throttling
 - Testing Localization
- Calcite 3+ with React v19+



Local development

- Great for getting started with coding
- The application will ONLY run on your machine

Local development (Live Server)

- Live Server extension
- Automatically refreshes the app after save

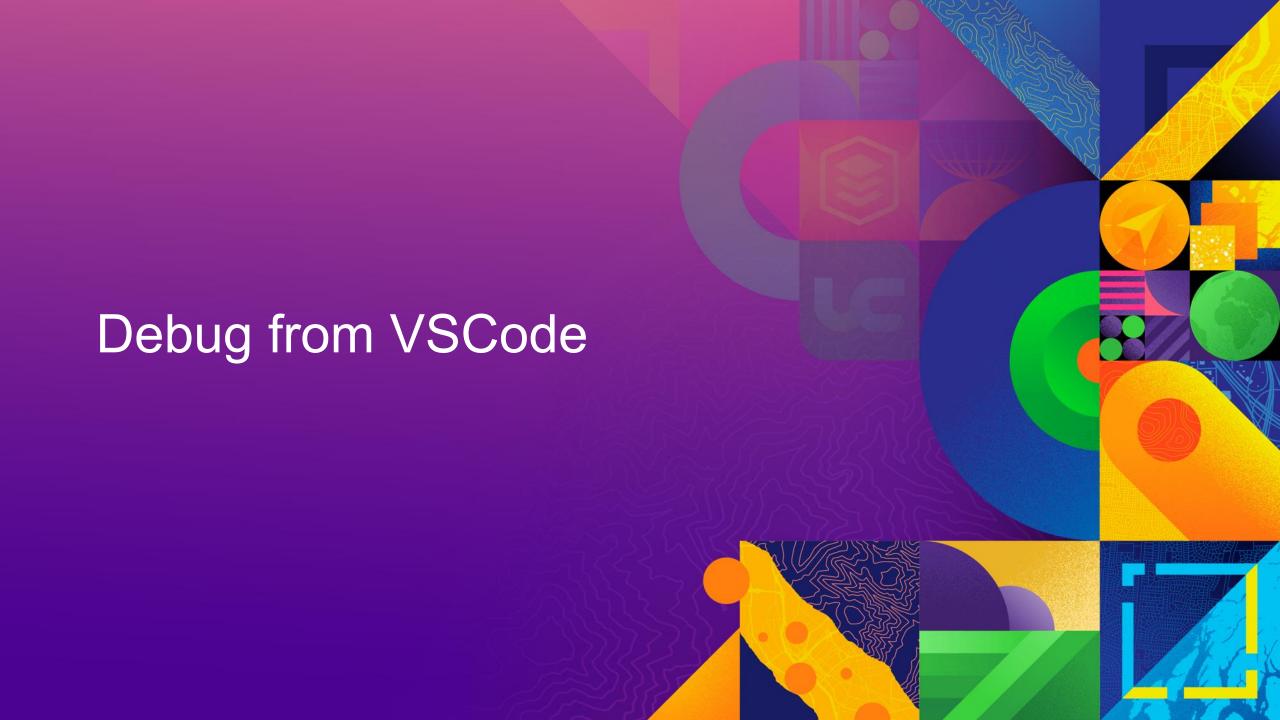
Local development (Vite)

- Build tool that provides a lightweight development experience
- Like using a static file server (but with a lot more)
- Comes with:
 - Dev server
 - Build command that bundles your code
 - Typescript support
 - Support for importing .ts files out of the box.
- Frameworks
 - All modern frameworks maintain integrations with Vite



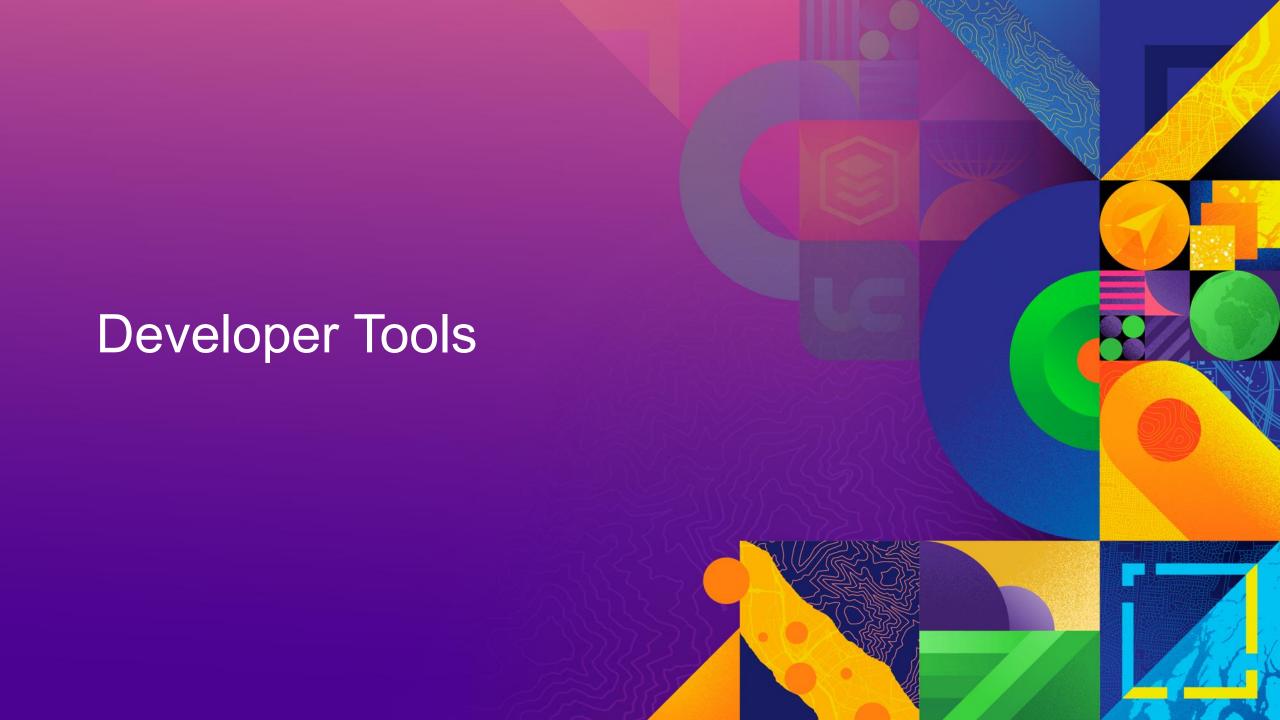
Connect to local workspace

- Access and modify local files directly from the browser developer tools
- Chrome developer tools for this example
- Can be used for debugging



Debug from VSCode

- Make sure to have the live server extension
 - For file changes to be picked up automatically
- VSCode > Debugging > Run and Debug > Chrome
- You can use some of the same debugging from the browser developer tools directly from VSCode
- Breakpoints
 - Logpoints
 - Conditional breakpoints
 - Conditional logpoints



Developer Tools

- Network request throttling
 - Simulate poor internet connection (mobile)
 - Device simulator to test applications on mobile
 - Test localization
 - Different languages without changing browser settings

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