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Enterprise Javascript I

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Three Things Chrome Browser Tools Can Do

In this essay I will discuss 3 (three) operations the Chrome Browser tools can perform. To start off with; I would first like to state that by no means am I an expert on the subject of the Chrome Browser tools: I do have a slight preference to Firefox Browser tools. Purely for the reason that it is much easier to debug websites when using the Firefox Browser tools. However I chose to write about the Chrome Browser Tools purely because I have more experience with them. I would now like to introduce my latest essay: appropriately titled: “Three Things Chrome Browser Tools Can Do”.

The first operation the Chrome Browser Tools can perform is debugging. I mentioned this is a previous assignment: more specifically “Discussion Board 9.1”; though I would like to clarify more as to how to debug in the Chrome DevTools. According to Brandon Morelli’s article: *Learn How To Debug JavaScript with Chrome DevTools*: it is important to create breakpoints in to code. After creating a breakpoint one is expected to step throughout the code one line at a time in order to find the error(<https://codeburst.io/learn-how-to-debug-javascript-with-chrome-devtools-9514c58479db>, 2017). I found this especially helpful and I would just like to add this can be done with the sources area of the Chrome DevTools.

The second operation that can be performed with the Chrome DevTools is the manipulation of HTML elements in the code. According to Flavio Copes of freeCodeCamp.org’s article *Cool Chrome DevTools tips and tricks you wish you knew already*: one can drag and drop HTML elements as if Chrome was a website builder (<https://medium.com/free-code-camp/cool-chrome-devtools-tips-and-tricks-you-wish-you-knew-already-f54f65df88d2>, 2018). I think this is cool but it also kind of ruins the integrity of coding websites if abused. This sort of website builder function can also be used in Chrome DevTools; pertaining to CSS. One can click on an element and from there do styling in CSS in the Chrome DevTools.

The third action that can be performed in the Chrome DevTools is the console feature can be used as a mini-command line type of interface. This can be important when calculating values or planning out code.

All in all the three different functions I spoke of pertaining to the Chrome DevTools included styling; the moving of elements; debugging and using the console. I enjoyed learning about the Chrome DevTools and I wholeheartedly believe Medium is a great resource for articles pertaining to Programming in general. The two articles I used as sources both gave me good information as to what the Chrome DevTools are actually capable of. This is the conclusion of the essay.

Sources

Morelli, B. (2017, September 9). Learn How To Debug JavaScript with Chrome DevTools. Retrieved from: <https://codeburst.io/learn-how-to-debug-javascript-with-chrome-devtools-9514c58479db>

Copes, F. (2018, December 3). Cool Chrome DevTools tips and tricks you wish you knew already. Retrieved from <https://medium.com/free-code-camp/cool-chrome-devtools-tips-and-tricks-you-wish-you-knew-already-f54f65df88d2>