

# Here Be Dragons

# JS Debugging

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# Here be dragons!

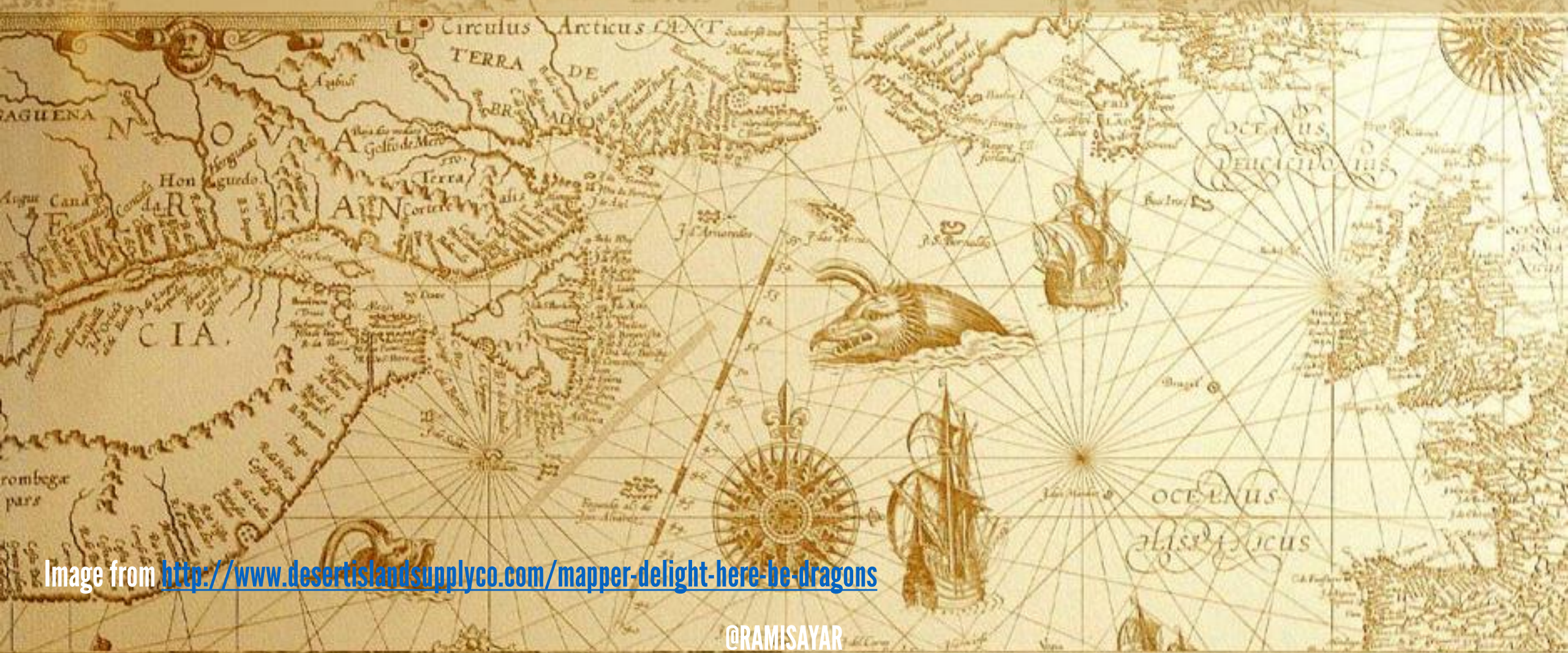


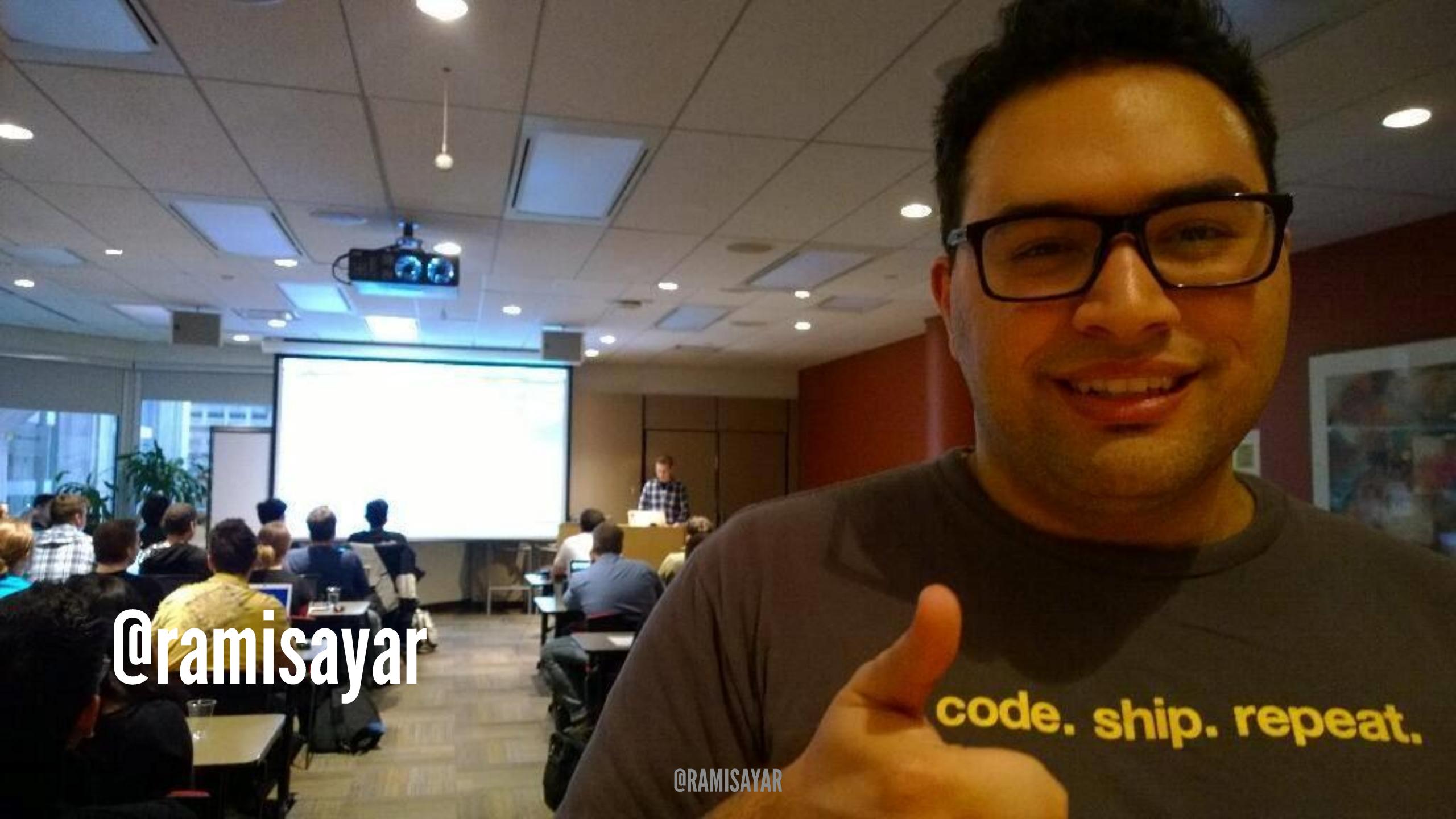
Image from <http://www.desertislandsupplyco.com/mapper-delight-here-be-dragons>

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# Agenda

- Types of Errors in JavaScript
- Frequent Locations of Errors in JavaScript
- Debugging and Introspection Tools
- Remote Debugging Node Processes
- Remote Debugging Front-End JavaScript



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code. ship. repeat.

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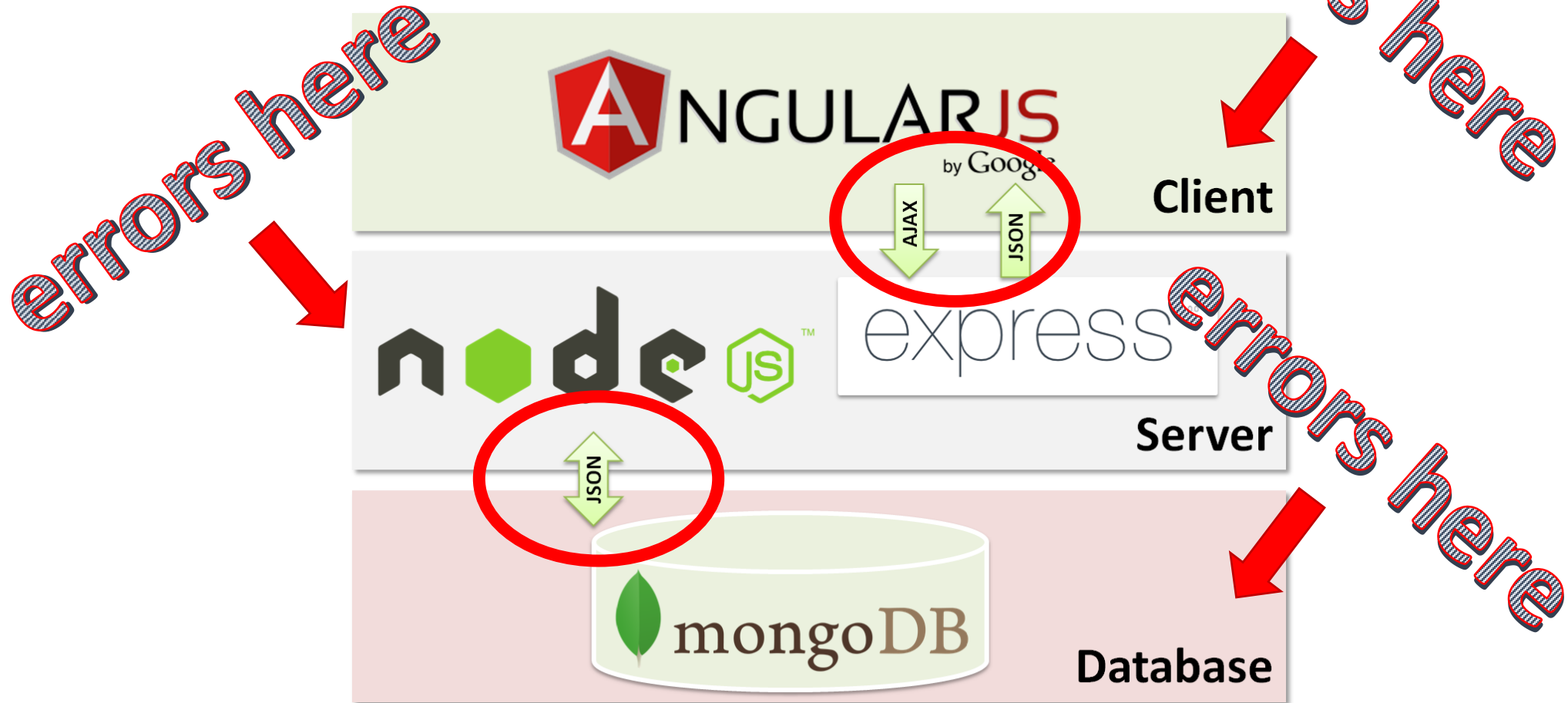


**99 little bugs in the code.  
99 little bugs in the code.  
Take one down, patch it around.  
  
127 little bugs in the code...**

# Types of Errors in JavaScript

- Loading Errors
  - E.g. Incorrect syntax, minification errors, network-related errors, missing files, etc.
- Runtime Errors
  - E.g. Syntax errors, misspelled variables, illegal assignment, variables/classes don't exist, etc.
- Logic Errors
  - E.g. **BUGS!** But also errors due to format and parameters (JSON vs XML), etc...

# Locations of Errors in JavaScript





**JAVASCRIPT ERRORS**



**YOU SHALL NOT  
PASS!**

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memegenerator.net





**But what really happens...**

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FLY!



You Fools!



**GANDALF!**

Image from

[https://www.reddit.com/r/aww/comments/2303gv/fly\\_you\\_fools/](https://www.reddit.com/r/aww/comments/2303gv/fly_you_fools/)

# Debugging & Introspection Tools

DEMOS!



# Typical Logic Errors in JavaScript

- Using **this** wrong and scoping errors
- Accidentally creating memory leaks
  - Dangling references to unused objects
  - Circular references
- Incorrect coercion, comparisons and equality
- Incorrect references to instance objects & prototypical inheritance errors
- So much more...

# Debugging & Introspection Tools

- Allow you to control execution and walk through line-by-line
- Debug with breakpoints to conditionally stop execution
- Examine the call stack
- Pause on exceptions
- Stack trace exceptions

# Debugging Node Apps



# node --inspect

- Since node >v6.3.0, Node has built-in debuggability support with the Chrome DevTools.
  - Complete breakpoint debugging, stepping w/ blackboxing
  - Source maps for transpiled code
  - LiveEdit: JavaScript hot-swap evaluation w/ V8
  - Console evaluation with ES6 feature/object support and [custom object formatting](#)
  - Sampling JavaScript profiler w/ flamechart
  - Heap snapshot inspection, heap allocation timeline, allocation profiling
  - Asynchronous stacks for native promises

# Demo – node --inspect

node --inspect index.js

node --inspect --debug-brk index.js

# node-inspector

- For Node <v6.3.0, Node Inspector supports almost all of the debugging features of the Blink DevTools, including extra features:
  - Set breakpoints in files that are not loaded into V8 yet - useful for debugging module loading/initialization.
  - Embeddable in other applications



# Demo: Node-Inspector

```
npm install -g node-inspector  
node-debug app.js
```

# Debugging Node Apps – Visual Studio Code

- Code supports all the typical debugging features including:
  - Break on exceptions
  - Remote debugging
- With Node-ChakraCore and Code -> Time Travel Debugging

# Back to the Future!



Image from [Flickr](#)

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# Demo: Time Travel Debugging with Code

node-v8.0.0-nightly20170330a35216f4b2-win-x64\node --record .\bin\www

Node-ChakraCore is on GitHub.

[Demo Instructions](#) on GitHub. [Great Tutorial](#).

**“I hate using the Edge, Chrome & Electron DevTools” or “I need a better TypeScript IDE for Angular 4 than Chrome DevTools”**

# Using the Chrome Debugging Protocol with Code

- Debugging multiple instances of Chrome / Chromium / Electron / Edge can be painful.
- Debugging Angular4 / TypeScript, CoffeeScript & SASS is best with a fully-featured IDE.
- Using the Chrome Debugging Protocol, you can remote debug or attach to a Chrome browser with a [VS Code Extension](#).
- [Equivalent for Edge](#) using the Chrome Debugging Protocol is coming soon.

# Demo: Debugging with CDP (Chrome & Edge)

DON'T FORGET TO KILL ALL CHROME PROCESSES FIRST!

# Demo: Compound Debugging with Code



**Not All Debugging Happens During Development...**

# Occasionally...



Image from <https://www.siteground.com/blog/siteground-staging/>

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# Remote Debugging Node Applications

# Enabling Debugging on a Node Process

Pass --debug flag to node process

```
$ node --debug app.js
```

Or on OSX/Linux...

```
$ pgrep -l node
```

```
2345 node your/node/server.js
```

```
$ kill -s USR1 <PID>
```

# Connecting to a Remote Node Process

- With built-in node debugger:  
\$ node debug localhost:5858
- With node-inspector:  
\$ node-inspector
- With Visual Studio Code
  - Use Attach launch setting, debug... 😊



# **Demo: Debugging Remote Node Process**

**“your website doesn’t work on my pc”**

Who hasn’t heard that one or a variant before?

# Debugging JavaScript in Remote Browsers

Wait... what! You can do that?

The background is a dark blue space scene. At the top, a large, pixelated blue ring or orbital path curves across the frame. In the upper right, a small white UFO with a black dome and a black dot for a window is shown moving to the right, leaving a black motion trail. The text 'VORLON.JS' is centered in a large, white, pixelated font with a thick black outline. At the bottom right, another pixelated blue structure, possibly a part of a space station or another orbital path, is visible.

# VORLON.JS

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# Vorlon.JS

- An open source, extensible, platform-agnostic tool for remotely debugging and testing your JavaScript.
- Plugins:
  - **Console**: View logs and errors for your application.
  - **Modernizr**: View a list of supported and unsupported features.
  - **DOM Explorer**: Inspect the DOM tree and its corresponding styles.
  - **Object Explorer**: Display the living JavaScript variables tree.
  - **XHR Panel**: View XHR calls information sent by your devices.
  - **ngInspector**: Inspect your Angular.js scopes
  - **Network Monitor**: View network activities (XHR & resources loading).
  - **Resources Explorer**: Inspect local resources such as localStorage or cookies.



# Getting Started with Vorlon.JS

```
$ npm install -g vorlon
```

```
$ vorlon
```

Add to your code.

```
<script src="http://localhost:1337/vorlon.js"></script>
```

Open <http://localhost:1337>

# Using Vorlon.JS to Remote Debug

- Deploy Vorlon.JS to a public server/PaaS/wtv.
  - As simple as a git push

- Add this to your public beta website:

```
<script src="http://mywebsite.com/vorlon.js"></script>
```

# Demo: Vorlon.js

Note: Don't do this in production with SSL and authentication setup. Better yet, only do this in staging/beta.

**FIXED BUG IN  
CODE**



**WITHOUT CREATING NEW  
BUGS**

# What did we learn?

- Types of Errors & Locations in JavaScript
- Debugging and Introspection Tools
  - node-inspector
  - VS Code
- Remote Debugging Node Processes
- Remote Debugging Front-End JavaScript
  - Vorlon.JS





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鯨魚一殺



# Thank You! Questions?

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[slideshare.net/ramisayar](https://slideshare.net/ramisayar)  
[github.com/sayar/jsdebuggingtalk](https://github.com/sayar/jsdebuggingtalk)

# Resources, References, Links

- <http://www.toptal.com/javascript/10-most-common-javascript-mistakes>
- <https://developers.google.com/web/tools/javascript/breakpoints/>
- [http://www.w3schools.com/js/js\\_debugging.asp](http://www.w3schools.com/js/js_debugging.asp)
- <http://www.webreference.com/programming/javascript/rg31/index.html>
- [http://eloquentjavascript.net/08\\_error.html](http://eloquentjavascript.net/08_error.html)
- <http://www.pluralsight.com/courses/fixing-common-javascript-bugs>
- <https://trackjs.com/>
- <http://www.standardista.com/javascript/15-common-javascript-gotchas/>



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