Chrome Development Tools

Sources – debug javascript

1. File navigator pane – inspect files
2. Code editor pane – code for file
3. Js debugging pane below –

Dubugging pane –

1. Event lisnter breakpoints –
   1. Pick an point, like mouse, and an event, like ‘click’.
   2. Now, it will pause at the first line of any click that executes
   3. It will high light in blue the part our stopped at.
   4. Resume execution ‘play’ button
2. Other break points –
   1. A specific line of code
   2. Dom node change, exception, etc.
3. Break point commands -
   1. Down arrow – step into next function call - executes the next line
   2. Step over –step over next function call - if a function call will take you elsewhere, this makes the call but pauses on the next return line, keeping you in thte original function.
   3. Up arrow – step out of current function – it returns to the original point.
4. Set your own break point –
   1. Do this where you think the bug might be –
   2. Resume script exectution (play button)
   3. Code runs and pauses at this line
5. During a pause:
   1. Call stack that causes code to execture
   2. Call stack is a data structure that records function calls
   3. This tells us where in the program we’re at
   4. Call a function to execture, it goes on stack
   5. When we return from function, it gets popped off the stack
   6. Scope section shows all local / global variables currently defined
      1. These values can be edited!
   7. Watch expression section – shows the values of variables overtime
   8. This takes any valid javascript expression, such as typeof x
   9. Console –
      1. When paused, this has access to all the variables that are currently in scope.
   10. You can make changes in the code / deactivate breakpoints, and run the program – probably better to troubleshoot in console.