



## BTI425

Web Programming for Apps and Services

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## Angular debugging introduction

There are two tools that can help you during Angular app development:

1. Debug via Visual Studio Code (for Chrome browser)
2. Augury for Chrome browser

During class, your professor will provide a brief demonstration.

There are other techniques too, described below.

### Debug via Visual Studio Code (for Chrome browser)

A Visual Studio (VS) Code *extension* can be added to support debugging, when using the Chrome browser. The extension was created by the VS Code team.

Read about it here; it includes how-to info about installation and use:

[Debugging Angular](#)

### Augury for Chrome browser

A Chrome browser *extension* can be added to support app inspection. The extension was created by the Rangle.io and Angular teams.

Read about it here; it includes how-to info about installation and use:

[Angular Augury](#)

## Other techniques

Everyone knows and uses `console.log()`. Yes, that's still valid.

There are other techniques that are useful in the Angular environment. Some of the following was taken from an article titled [A Guide to Debugging Angular Applications](#).

## Angular pipe and JSON

You can emit/output a JSON representation of an object in memory by using the Angular JSON pipe.

Somewhere in your *template markup*, add a binding to emit/output the object in memory. For example:

```
{{ someObject | json }}
```

## .pipe() and .tap()

An `Observable` can be inspected by using the RxJS `.pipe()` operator. Inside the RxJS pipe function, add `.tap()` statements to do whatever, e.g. simple `console.log()` statements.

*Additional info:*

[Angular commentary on this topic](#)

[RxJS pipe method](#)

[RxJS of method](#)