

Using Safari to Deliver and Debug a Responsive Web Design

Session 505

Jono Wells Safari and WebKit Engineer



WebKit



Safari







NEW

NEW

Web Inspector

NEW

Web Inspector

+

Responsive Design Mode

Web Inspector

Web Inspector — index.html

Resources Timelines Debugger Console 8 DOM Tree html body Inspect Layers Styles Node Resource

Search: fifth

index.html

- logo-white.png
- AnimationClip.js
- galleryData.js
- index.js
- NavigationGalleriesController.js
- NavigationGallery.js
- style.css

Local Storage Session Storage

DOM Tree

index.html > DOM Tree > html > body

```
<!DOCTYPE html>
<html>
  <head>
    <title>M</title>
    <link rel="stylesheet" href="styles/style.css">
  </head>
  <body>
    <nav class="overlay-navigation">
      
      <div class="overlay-backdrop"></div>
      <ul>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
      </ul>
    </nav>
    <nav class="main-navigation">
      <ul>
        <li data-gallery-key="places"> </li>
        <li data-gallery-key="still_life"> </li>
        <li data-gallery-key="fashion"> </li>
        <li data-gallery-key="people"> </li>
      </ul>
    </nav>
    <script src="scripts/NavigationGallery.js"></script>
    <script src="scripts/NavigationGalleriesController.js"></script>
    <script src="scripts/AnimationClip.js"></script>
    <script src="scripts/galleryData.js"></script>
    <script src="scripts/index.js"></script>
  </body>
</html>
```

Computed Rules Metrics

Active Focus Hover Visited

E body — Style Attribute
No Properties — Click to Edit

+ New Rule

body — style.css:2

```
margin: 0;
font-family: Helvetica;
font-size: 16px;
font-weight: 100;
background-color: #000;
```

body — User Agent Stylesheet

```
display: block;
margin-top: 8px;
margin-right: 8px;
margin-bottom: 8px;
margin-left: 8px;
```

Filter Resource List

Web Inspector — mphotographyanddesign.com

Elements Resources Timelines Debugger Storage Console +

E html > E body

Node Styles Layers

Computed Rules Metrics

Active Hover
 Focus Visited

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No Properties — Click to Edit

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display: block;
margin-top: 8px;
margin-right: 8px;
margin-bottom: 8px;
margin-left: 8px;
```

<!DOCTYPE html>

▼ <html>

► <head>...</head>

▼ <body>

▼ <nav class="overlay-navigation">

 <div class="overlay-backdrop"></div>

▼

 ► ...

 ► ...

 ► ...

 ► ...

 ► ...

</nav>

▼ <nav class="main-navigation ready">

▼

 <li data-gallery-key="places">

 <li data-gallery-key="still_life">

 <li data-gallery-key="fashion">

 <li data-gallery-key="people">

</nav>

<script src="scripts/NavigationGallery.js"></script>

<script src="scripts/NavigationGalleriesController.js"></script>

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Elements Resources Timelines Debugger Storage Console +

E html > E body

```
<!DOCTYPE html>
<html>
  <head>...</head>
  <body>
    <nav class="overlay-navigation">
      
      <div class="overlay-backdrop"></div>
      <ul>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
      </ul>
    </nav>
    <nav class="main-navigation ready">
      <ul>
        <li data-gallery-key="places"></li>
        <li data-gallery-key="still_life"></li>
        <li data-gallery-key="fashion"></li>
        <li data-gallery-key="people"></li>
      </ul>
    </nav>
    <script src="scripts/NavigationGallery.js"></script>
    <script src="scripts/NavigationGalleriesController.js"></script>
  </body>
</html>
```

Node Styles Layers

Computed Rules Metrics

Active Hover
 Focus Visited

E body — Style Attribute
No Properties — Click to Edit

+ New Rule

E body — style.css:2

```
margin: 0;
font-family: Helvetica;
font-size: 16px;
font-weight: 100;
background-color: #000;
```

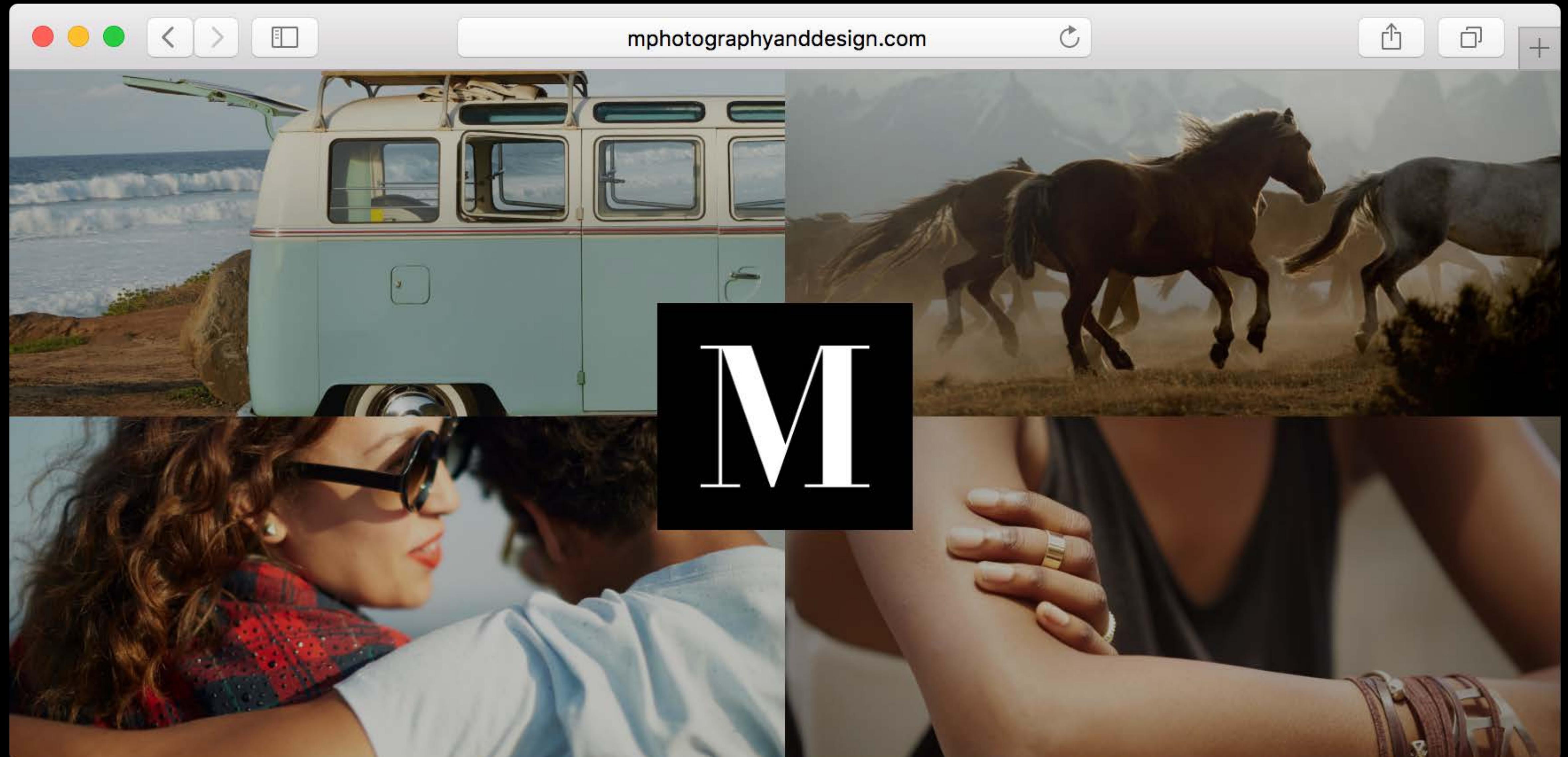
E body — User Agent Stylesheet

```
display: block;
margin-top: 8px;
margin-right: 8px;
margin-bottom: 8px;
margin-left: 8px;
```

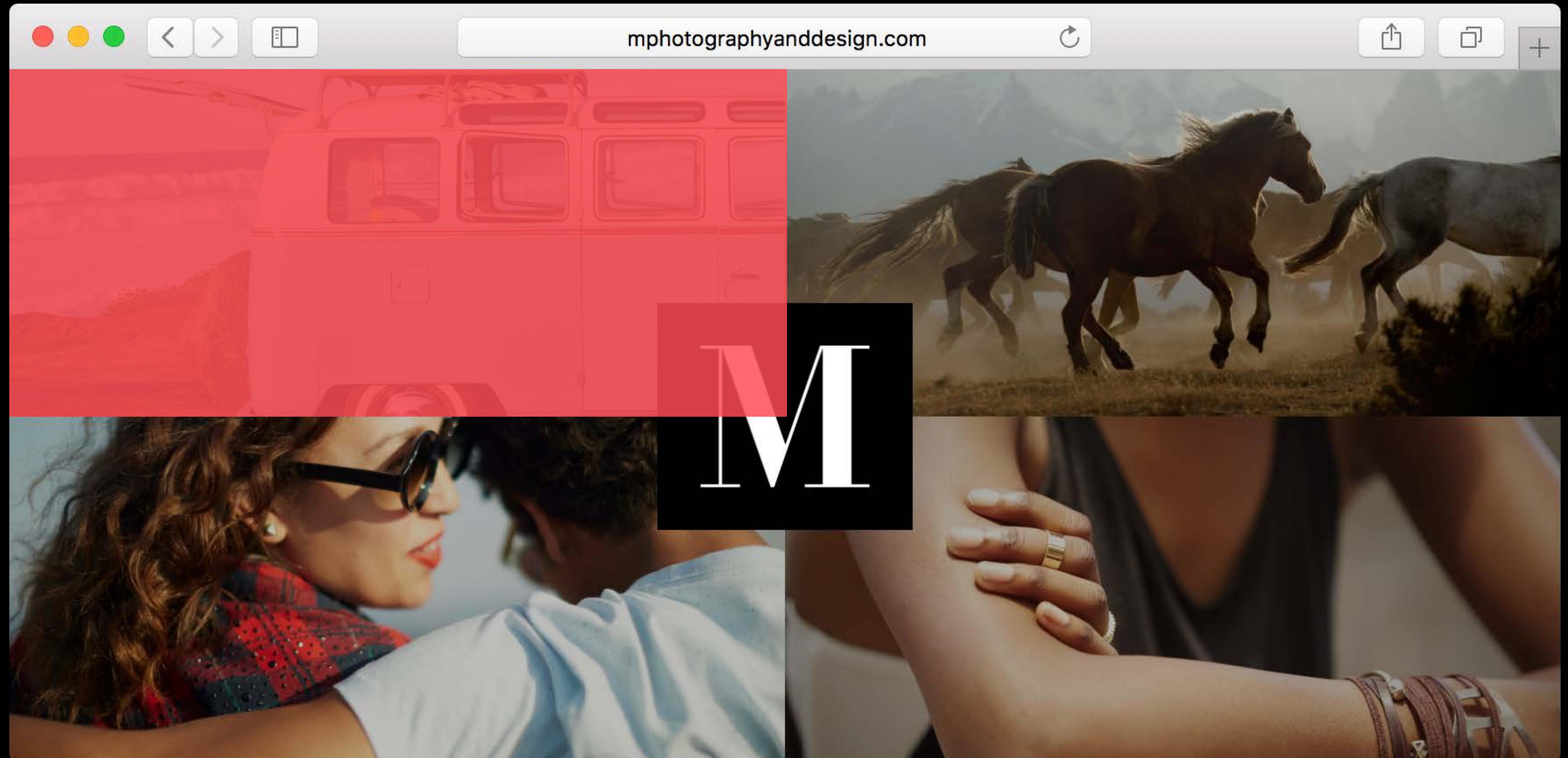
Great Performance

60fps

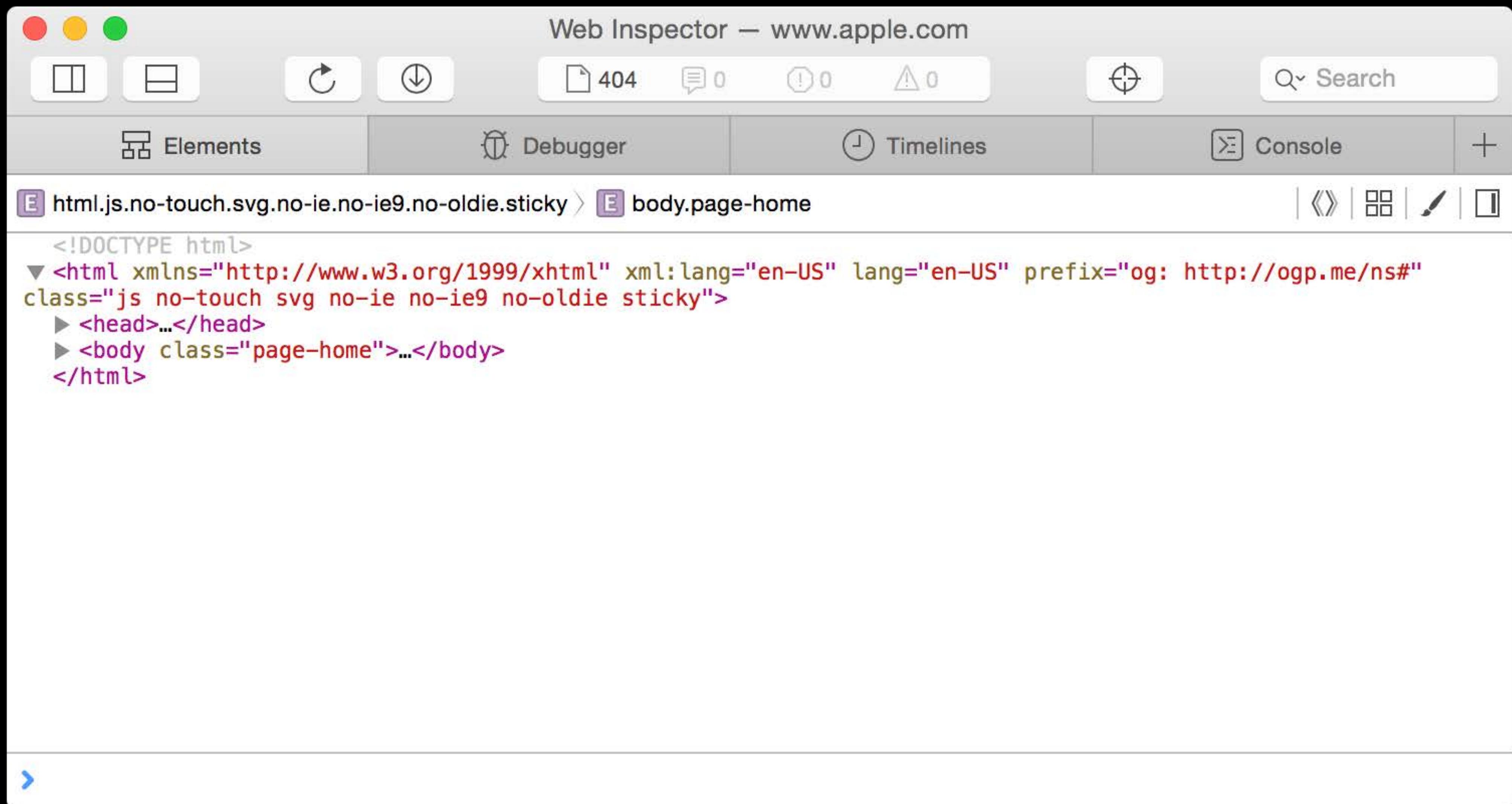
16.67ms



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www.apple.com



Q Search

Timelines

Console



me



n-US" lang="en-US" prefix="og: http://ogp.me/ns#"

www.apple.com



Q Search

Timelines

Console



me



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www.apple.com



Q Search

Timelines

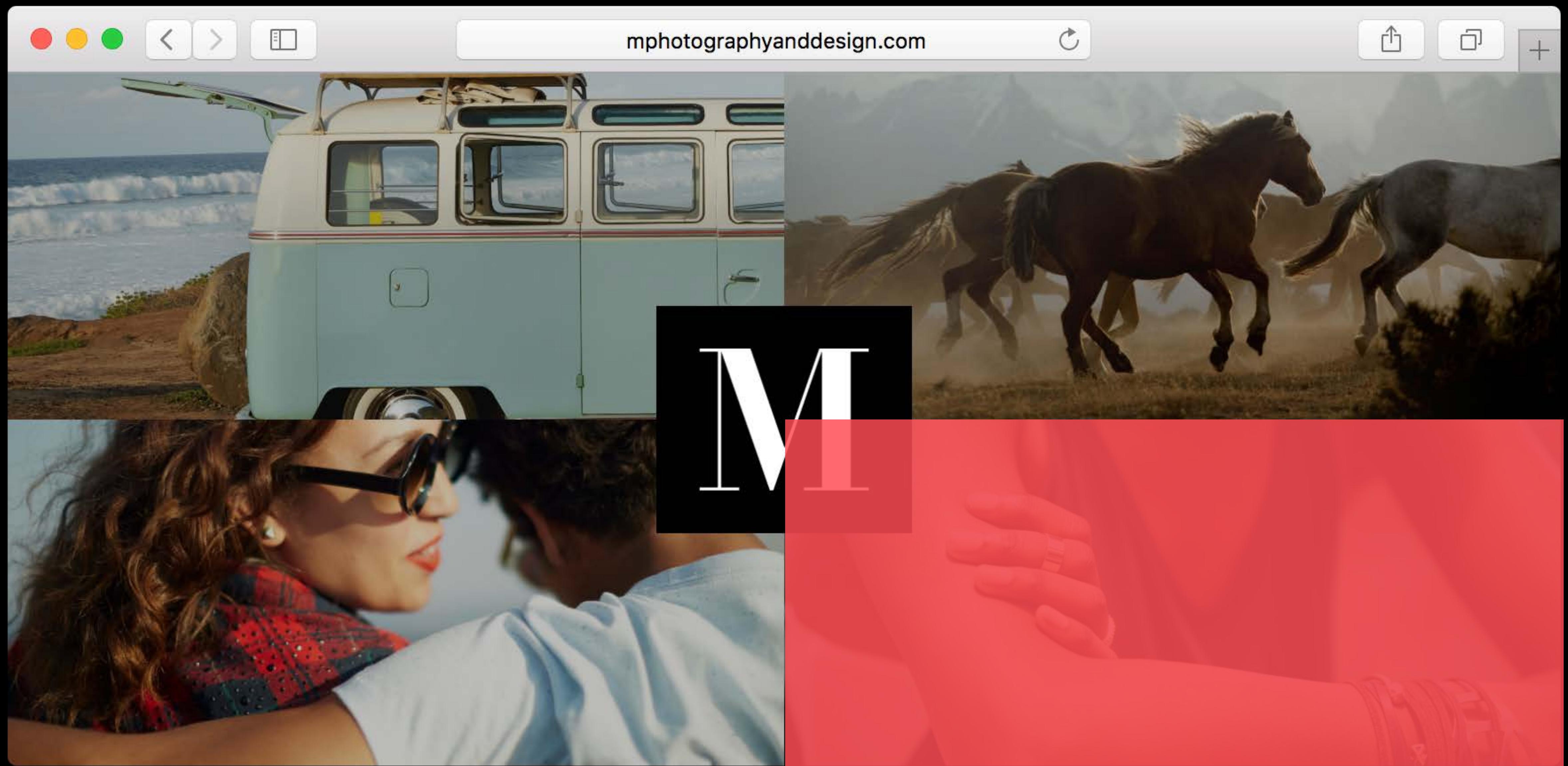
Console



me



n-US" lang="en-US" prefix="og: http://ogp.me/ns#"



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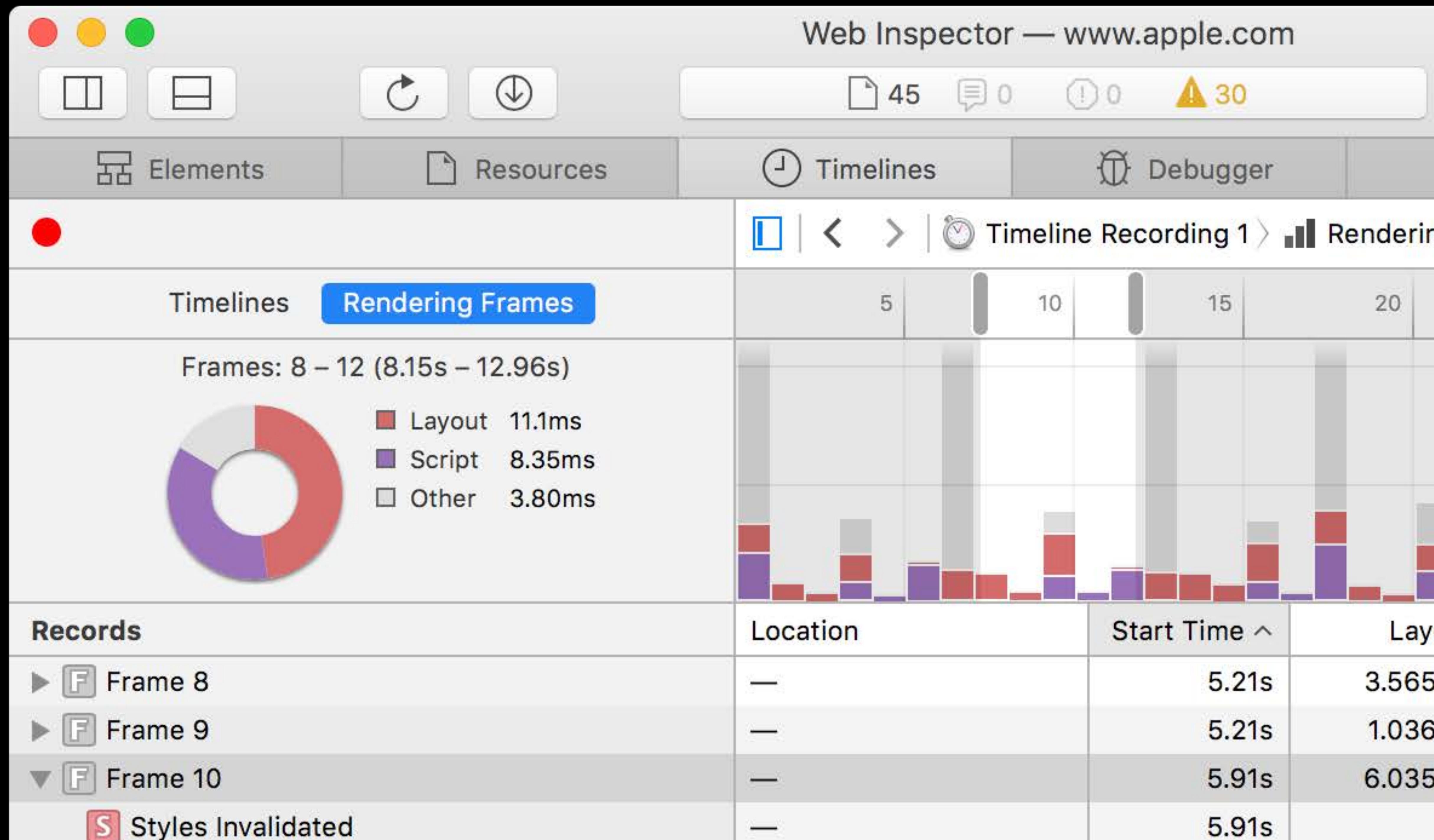
Elements Resources Timelines Debugger Storage Console +

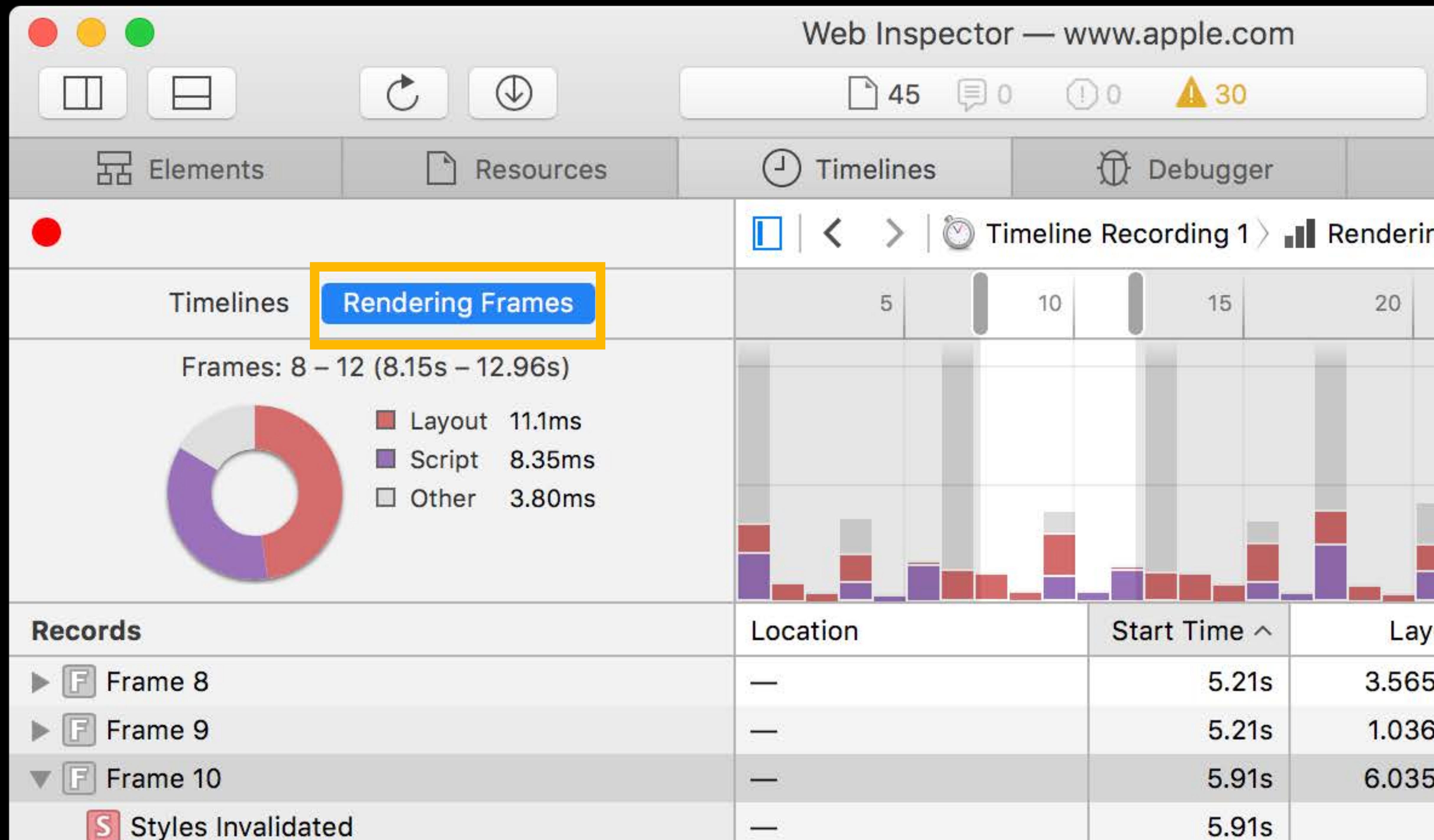
● Timeline Recording 1 > Rendering Frames > Frame 10 | Delete | Copy

Timelines	Rendering Frames	5	10	15	20	25	30	35	40
Frames: 8 – 12 (8.15s – 12.96s)	<ul style="list-style-type: none"> Layout 11.1ms Script 8.35ms Other 3.80ms 	30 fps	60 fps						

Records	Location	Start Time ^	Layout	Script	Other	Total Time
▶ F Frame 8	—	5.21s	3.565ms	—	0.259ms	3.824ms
▶ F Frame 9	—	5.21s	1.036ms	—	0.106ms	1.142ms
▼ F Frame 10	—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
S Styles Invalidated	—	5.91s	—	—	—	0ms
S Styles Recalculated	—	5.91s	—	—	—	1.835ms
L Layout Invalidated	—	5.91s	—	—	—	0ms
E Transition End Event Dispatched	js home.built.js:856	5.91s	—	—	—	1.875ms
S Styles Invalidated	f __setStyle — head.b...	5.91s	—	—	—	0ms
A Animation Frame Requested	f a — home.built.js:857	5.91s	—	—	—	0ms
E Transition End Event Dispatched	js home.built.js:856	5.91s	—	—	—	0.413ms

Filter Records >





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Search

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Timeline Recording 1



Rendering Frames



Frame 10



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.06s)

.11ms

.35ms

.80ms

5

10

15

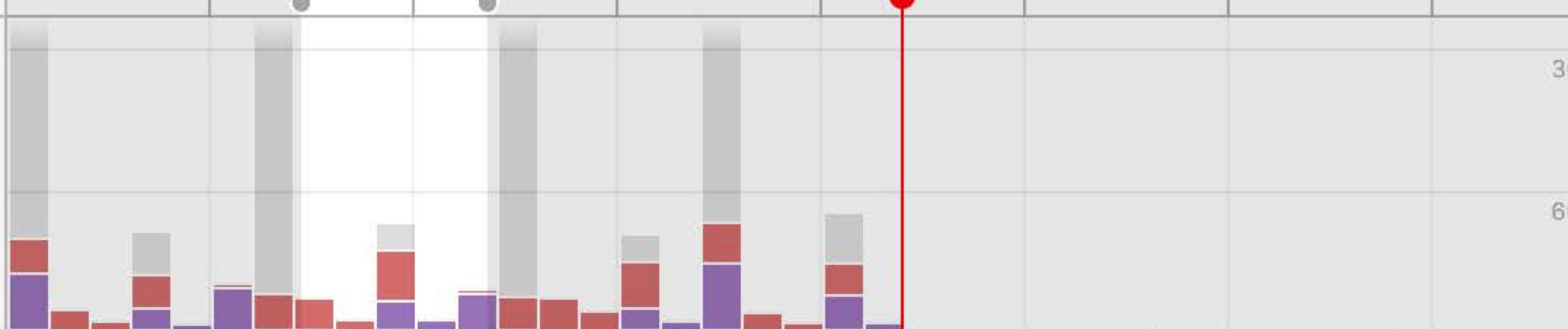
20

25

30

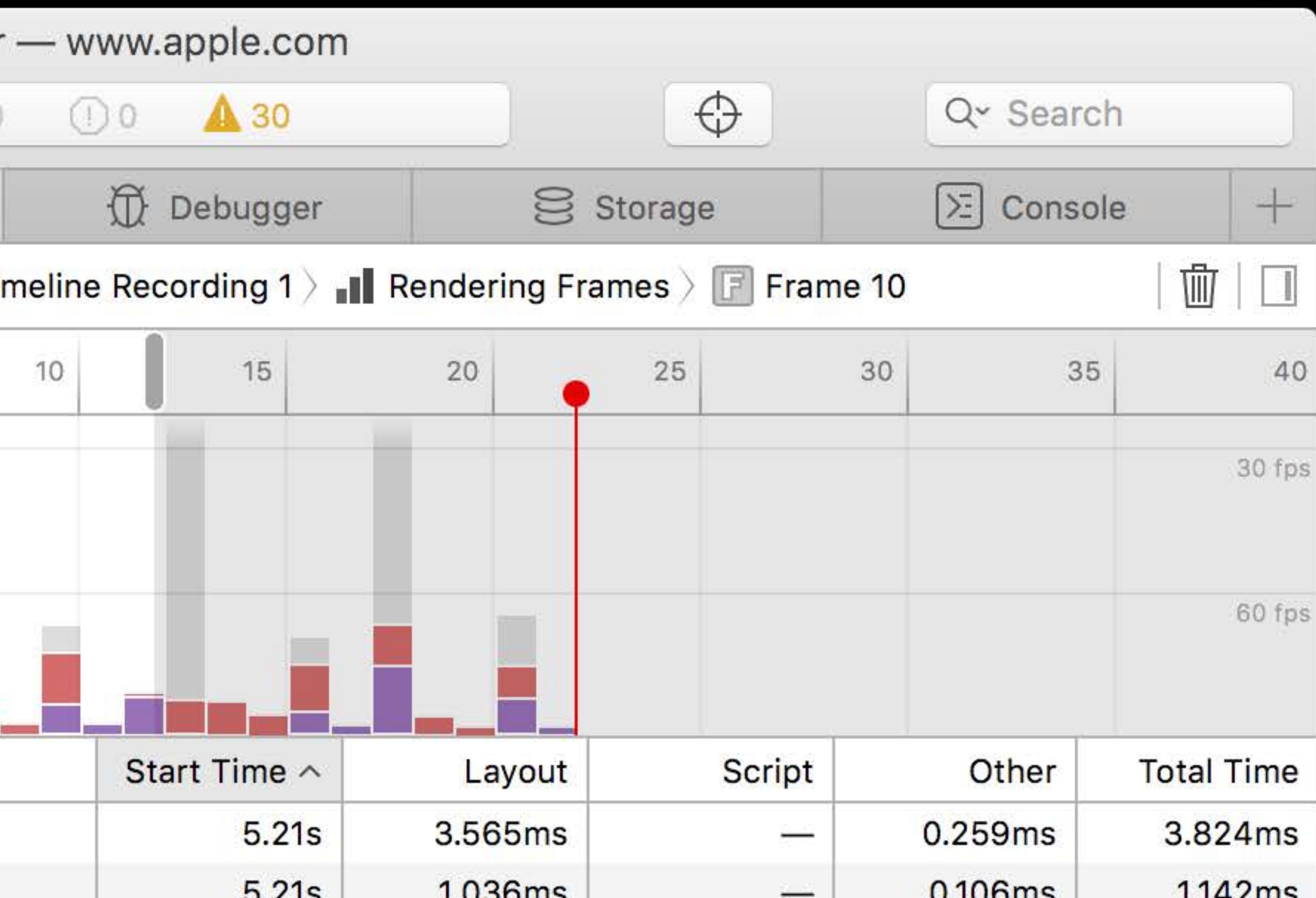
35

30

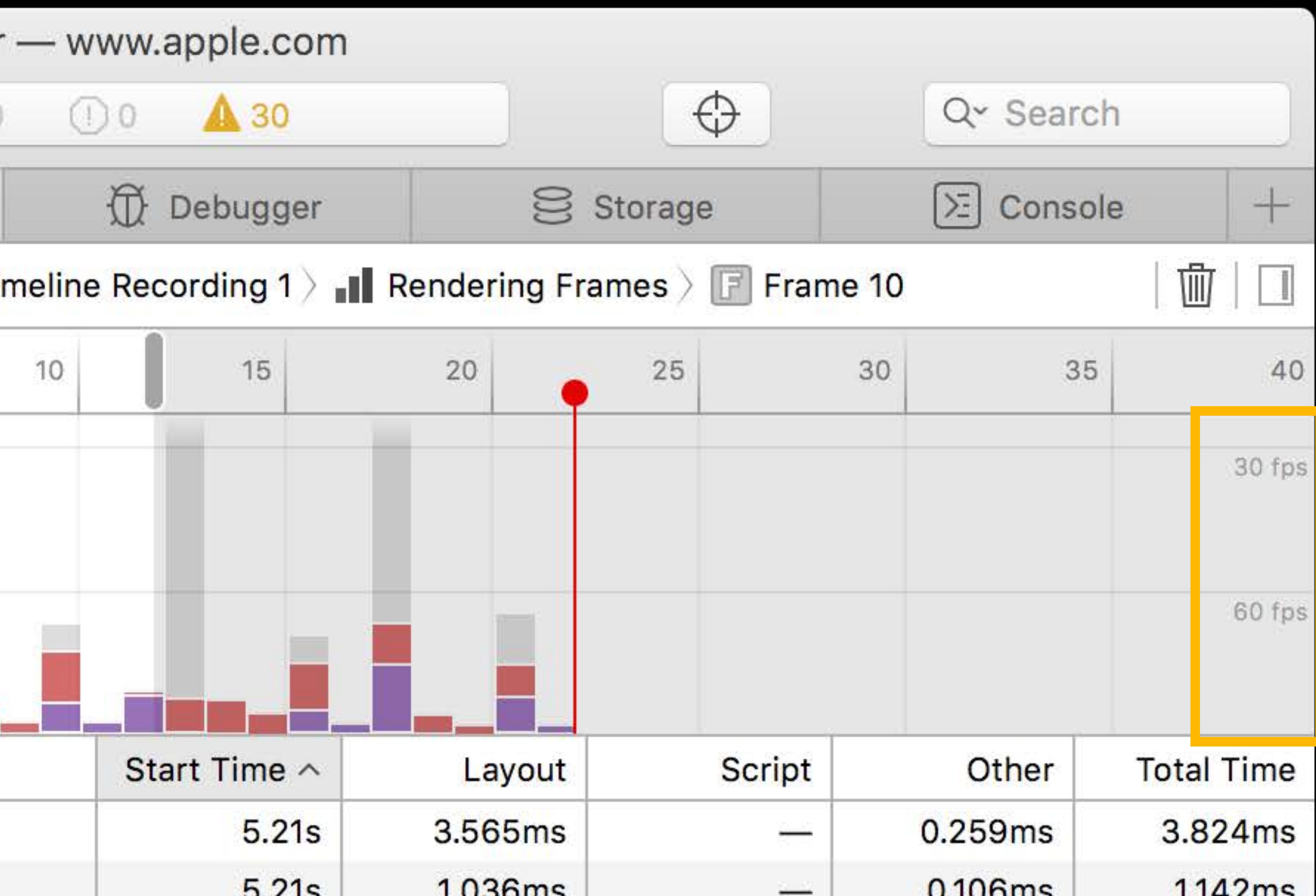


	Location	Start Time ^	Layout	Script	Other	Total Ti
—		5.21s	3.565ms	—	0.259ms	3.824
—		5.21s	1.036ms	—	0.106ms	1.142
—		5.91s	6.035ms	3.131ms	3.215ms	12.38
—		5.91s	—	—	—	0
—		5.91s	—	—	—	1.835

— www.apple.com



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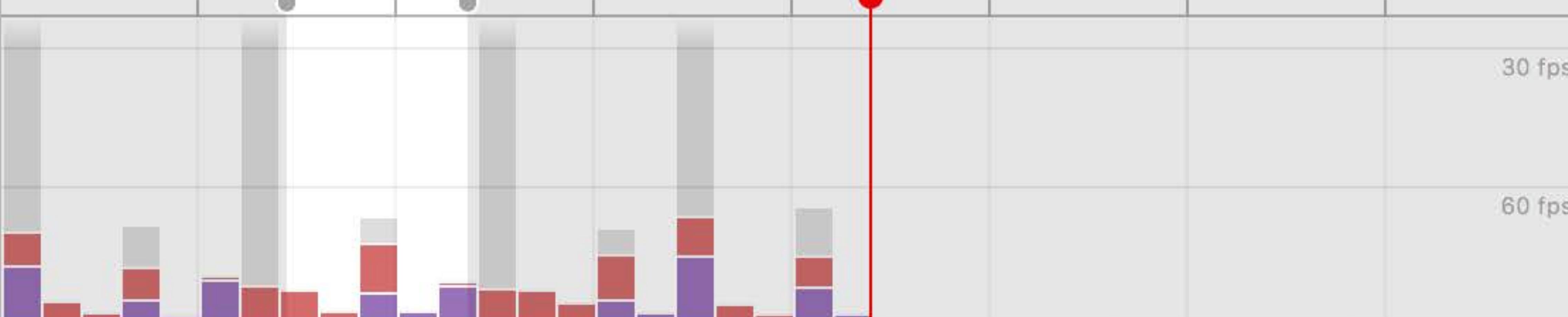
Console

+

I < > ⏳ Timeline Recording 1 > ■■■ Rendering Frames > F Frame 10

| |

5 10 15 20 25 30 35 40



Location	Start Time ^	Layout	Script	Other	Total Time
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	5.91s	—	—	—	0ms
—	5.91s	—	—	—	1.835ms

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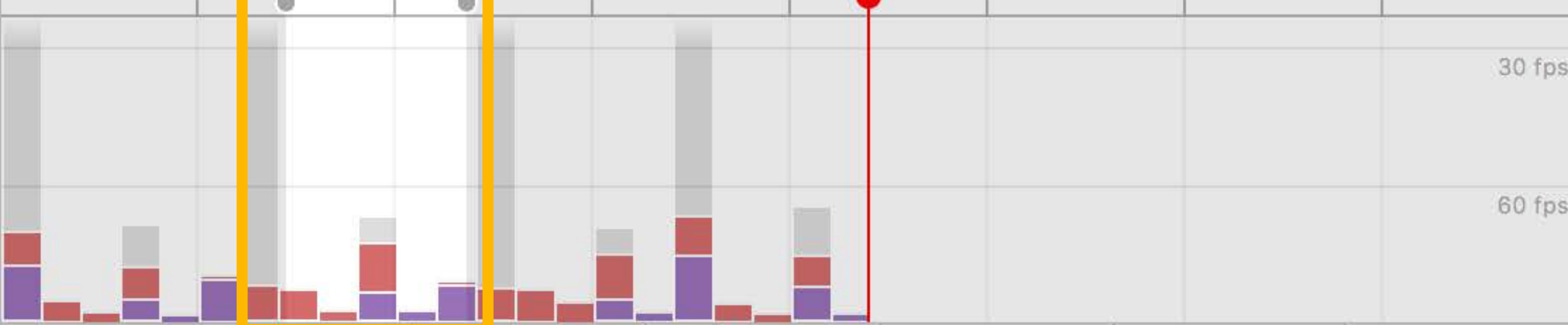
Timeline Recording 1 > Rendering Frames > Frame 10



5 10 15 20 25 30 35 40

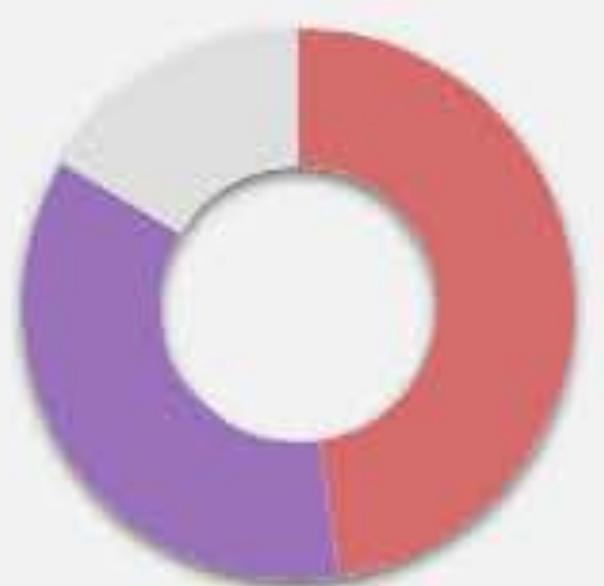
30 fps

60 fps

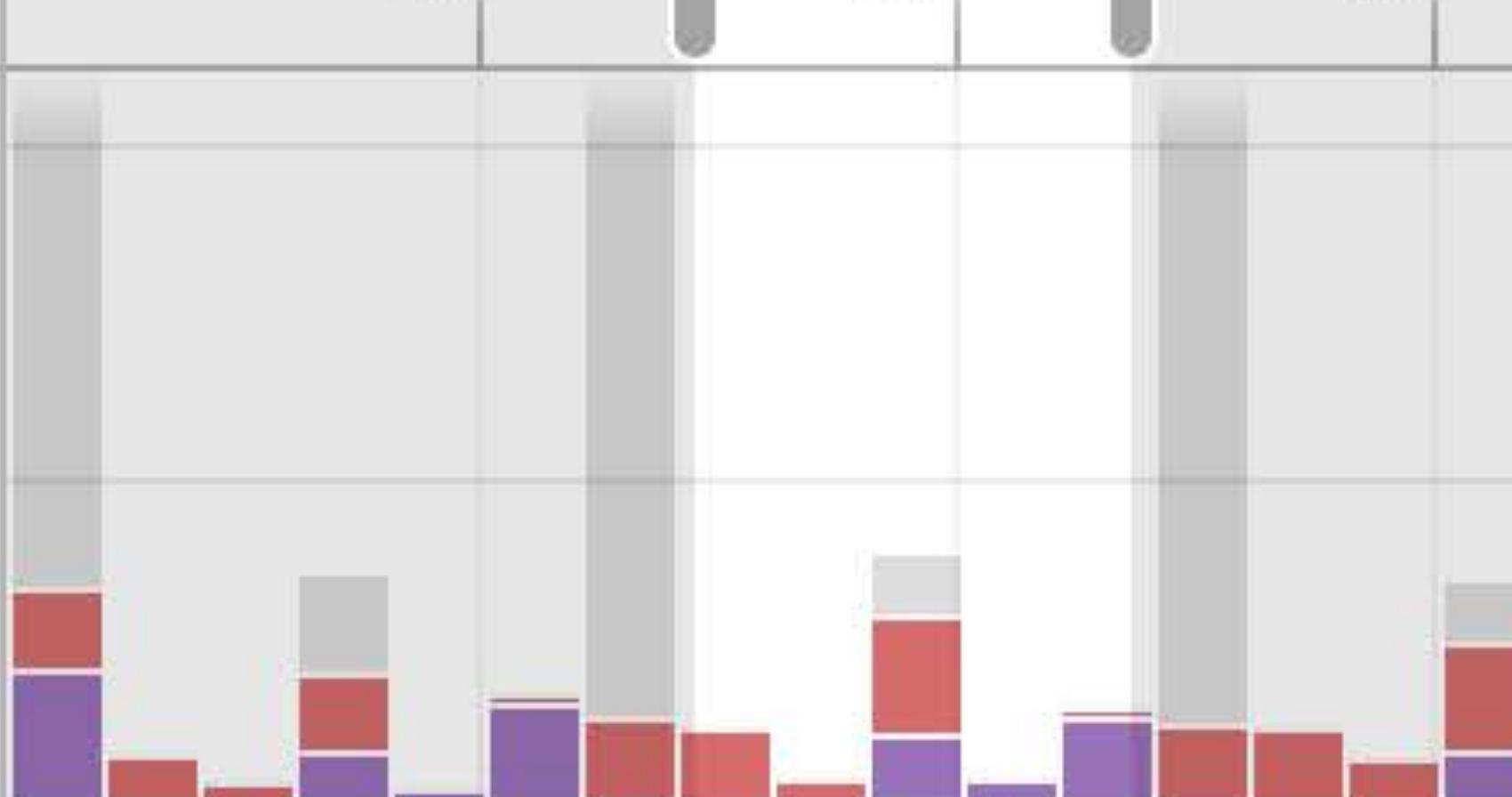


Location	Start Time ^	Layout	Script	Other	Total Time
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	5.91s	—	—	—	0ms
—	5.91s	—	—	—	1.835ms

Frames: 8 – 12 (8.15s – 12.96s)



- Layout 11.1ms
- Script 8.35ms
- Other 3.80ms

**Records**

- ▶ Frame 8
- ▶ Frame 9
- ▼ Frame 10
 - Styles Invalidated
 - Styles Recalculated
 - Layout Invalidated
 - ▶ Transition End Event Dispatched
 - Styles Invalidated
 - ▶ Animation Frame Requested
 - ▶ Transition End Event Dispatched

Location

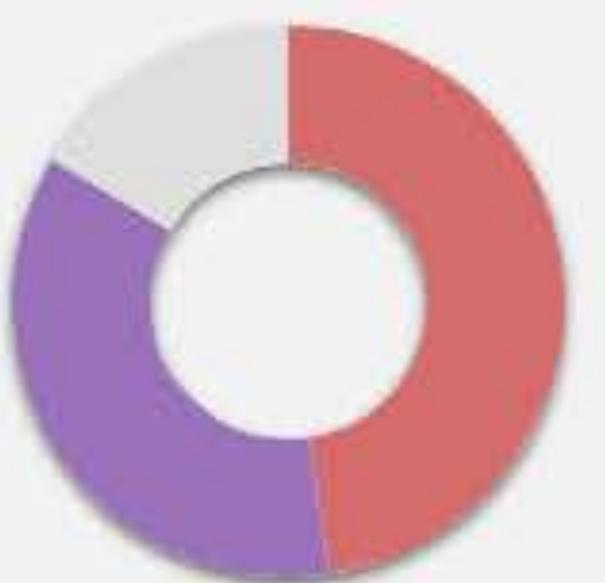
	Start Time ^
—	5.21s
—	5.21s
—	5.91s
home.built.js:856	5.91s
_setStyle — head.b...	5.91s
a — home.built.js:857	5.91s
home.built.js:856	5.91s



Filter Records



Frames: 8 – 12 (8.15s – 12.96s)



Layout	11.1ms
Script	8.35ms
Other	3.80ms

Records

- ▶ Frame 8
- ▶ Frame 9
- ▼ Frame 10
 - Styles Invalidated
 - Styles Recalculated
 - Layout Invalidated
 - ▶ Transition End Event Dispatched
 - Styles Invalidated
 - ▶ Animation Frame Requested
 - ▶ Transition End Event Dispatched

Location

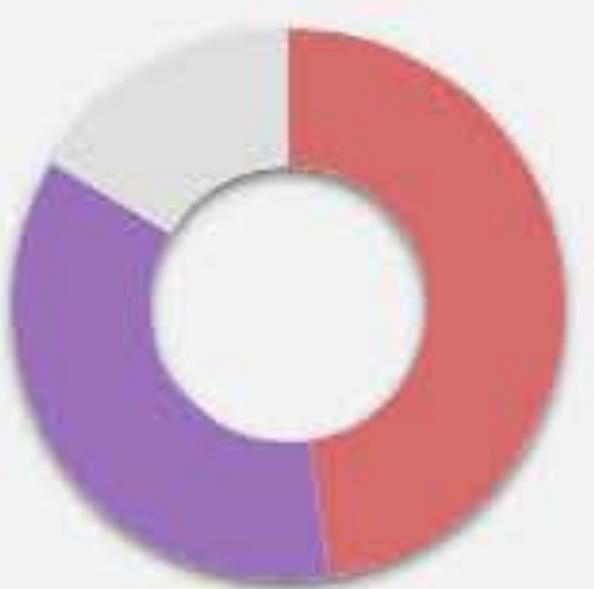
Start Time ^
5.21s
5.21s
5.91s



Filter Records



Frames: 8 – 12 (8.15s – 12.96s)



Location	Start Time ^
—	5.21s
—	5.21s
—	5.91s
js home.built.js:856	5.91s
f __setStyle — head.b...	5.91s
f a — home.built.js:857	5.91s
js home.built.js:856	5.91s

Records

- ▶ F Frame 8
- ▶ F Frame 9
- ▼ F Frame 10
 - S Styles Invalidated
 - S Styles Recalculated
 - L Layout Invalidated
 - ▶ E Transition End Event Dispatched
 - S Styles Invalidated
 - ▶ A Animation Frame Requested
 - ▶ E Transition End Event Dispatched



Filter Records



Timelines

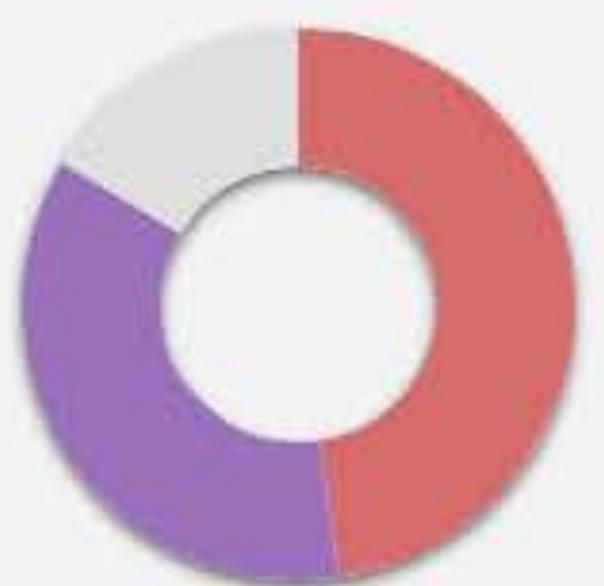
Rendering Frames

5

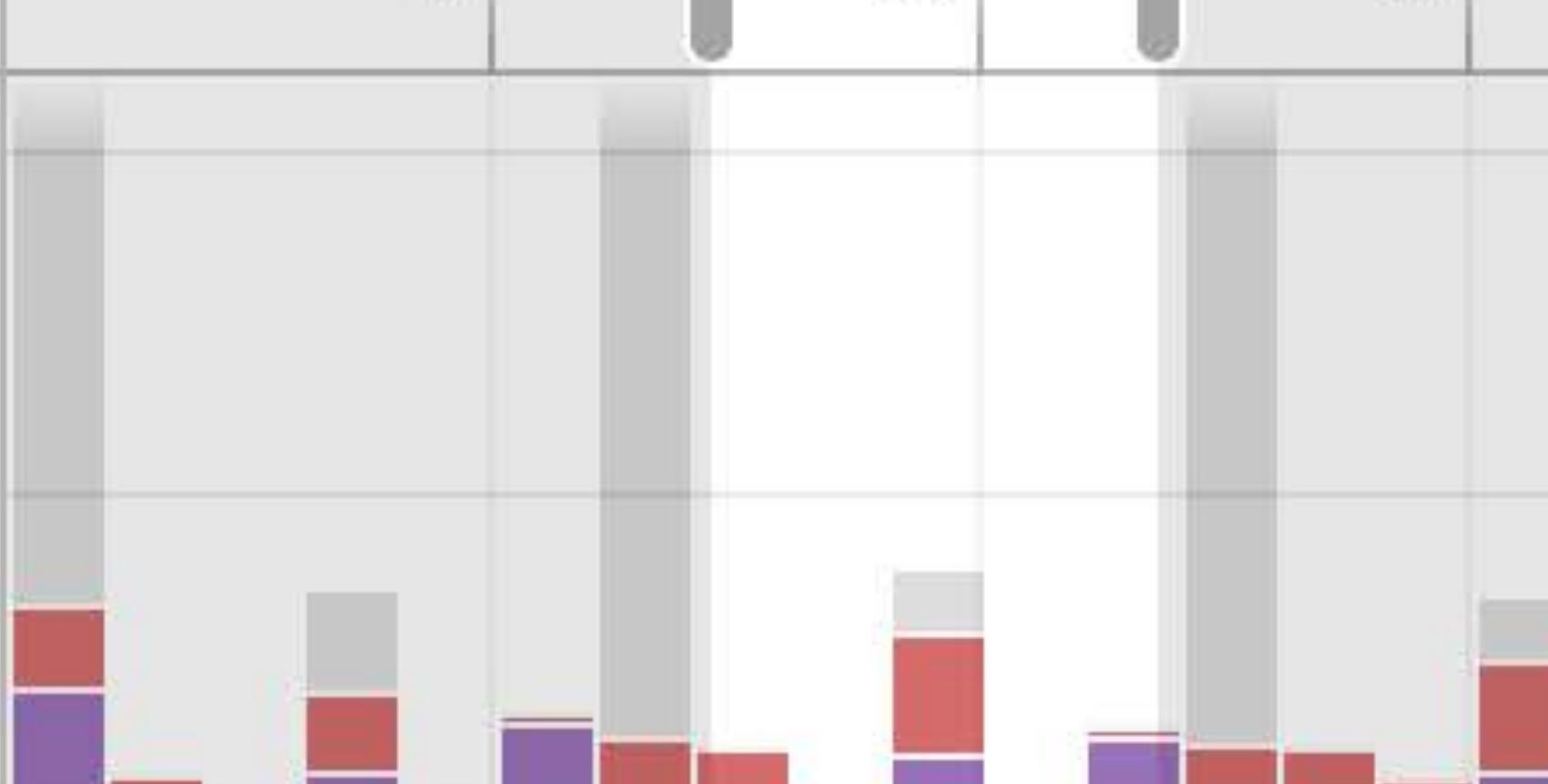
10

15

Frames: 8 – 12 (8.15s – 12.96s)



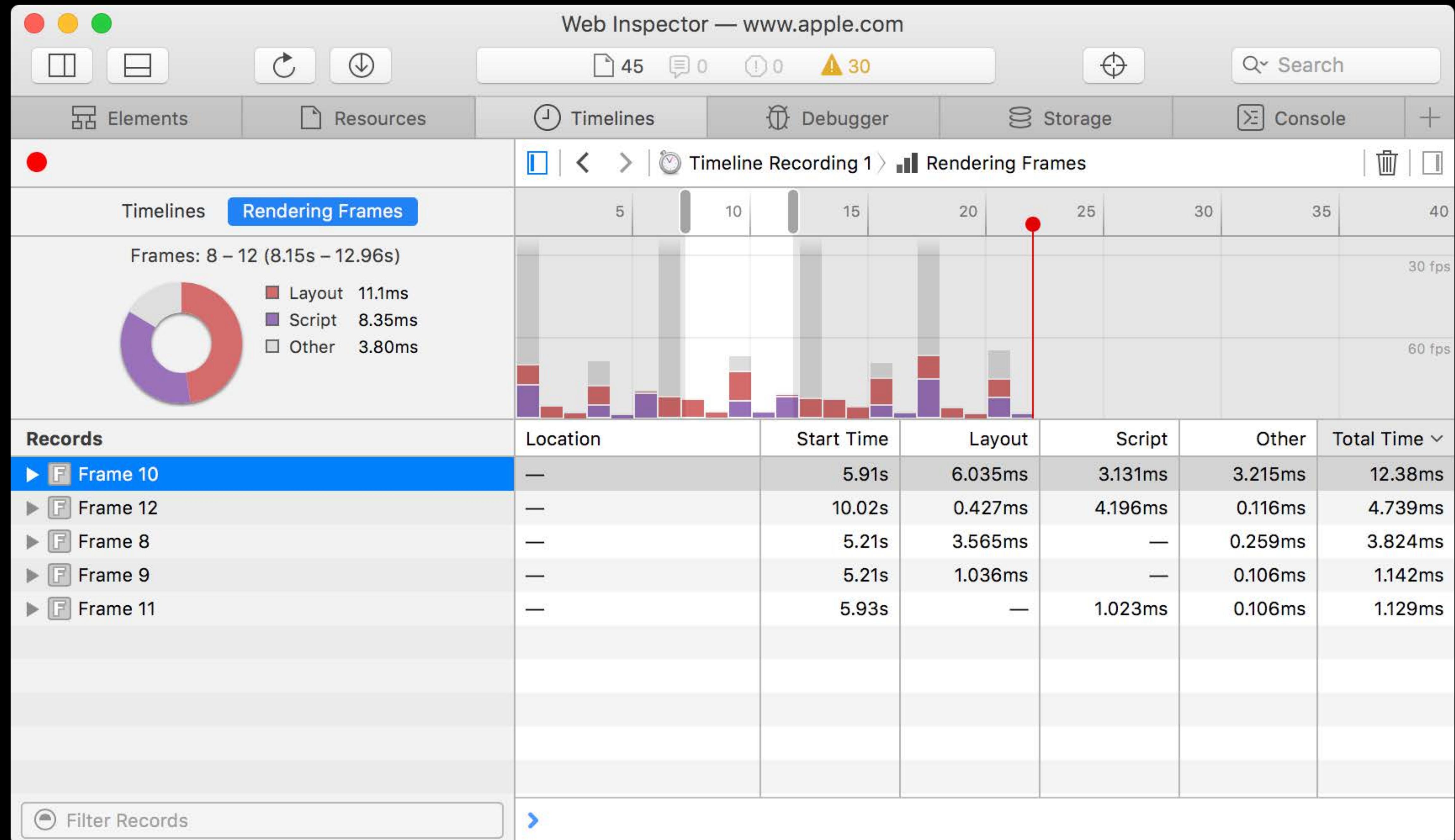
Layout	11.1ms
Script	8.35ms
Other	3.80ms



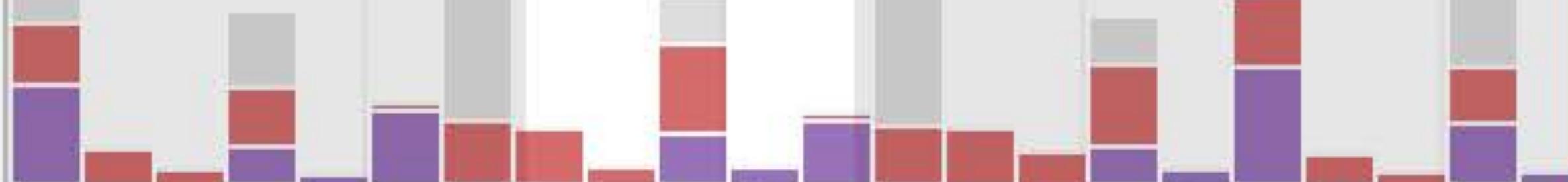
Records

Records	Location	Start Time ^
▶ F Frame 8	—	5.21s
▶ F Frame 9	—	5.21s
▼ F Frame 10	—	5.91s
S Styles Invalidated	—	5.91s
S Styles Recalculated	—	5.91s
L Layout Invalidated	—	5.91s
▶ E Transition End Event Dispatched	js home.built.js:856	5.91s
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▶ A Animation Frame Requested	f a — home.built.js:857	5.91s
▶ E Transition End Event Dispatched	js home.built.js:856	5.91s

Filter Records



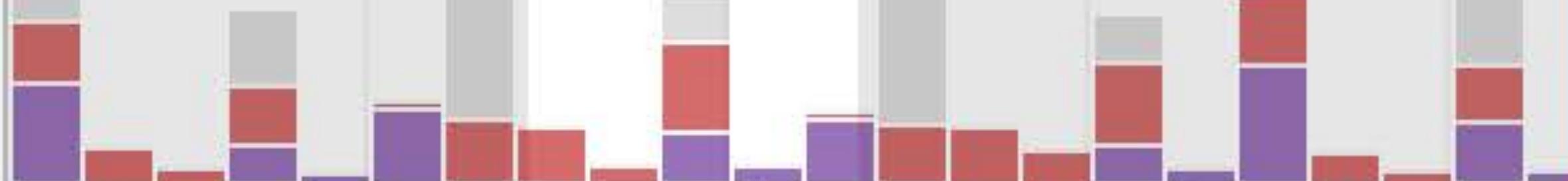
60 fps



Location	Start Time	Layout	Script	Other	Total Time ▾
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	10.02s	0.427ms	4.196ms	0.116ms	4.739ms
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.93s	—	1.023ms	0.106ms	1.129ms



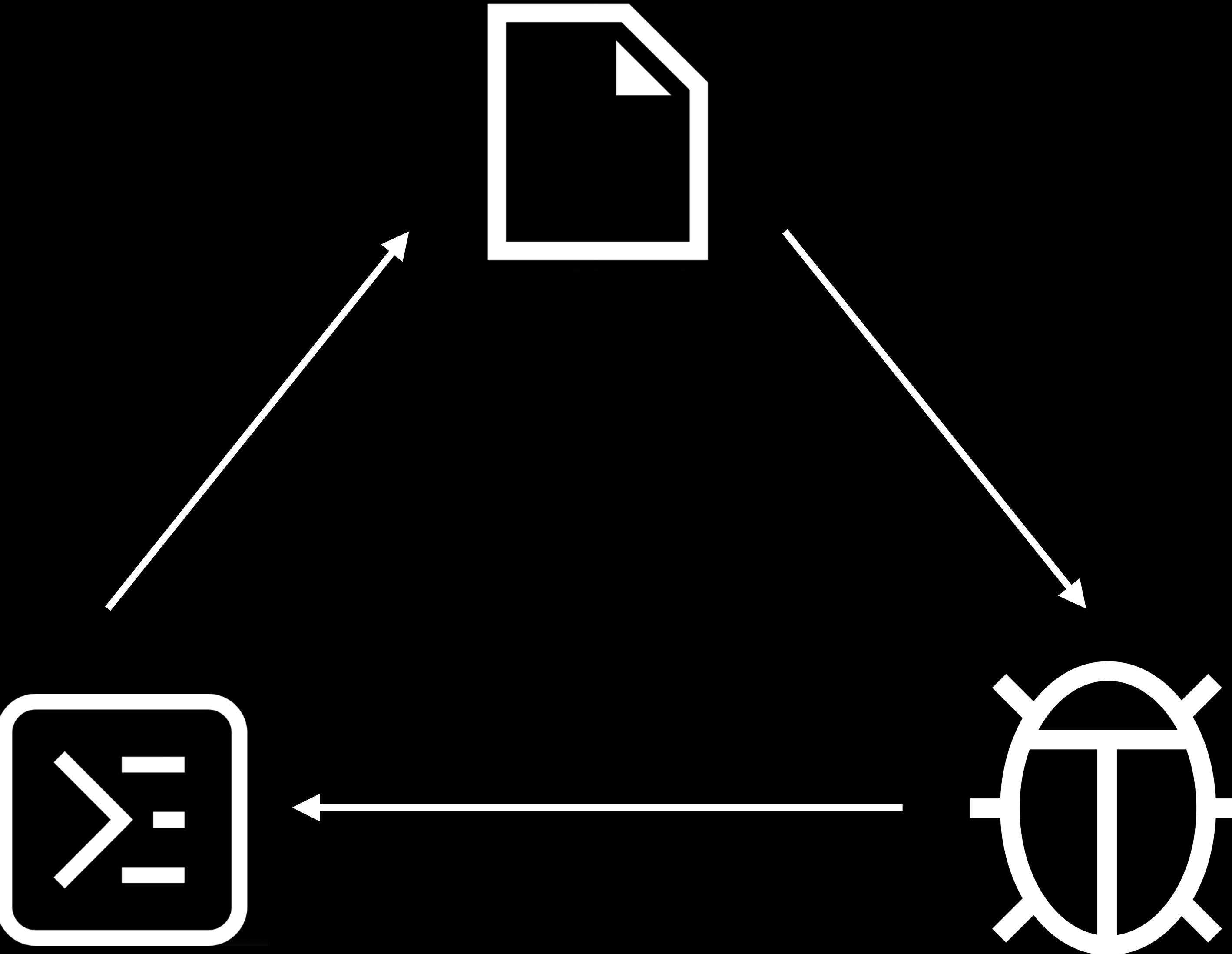
60 fps

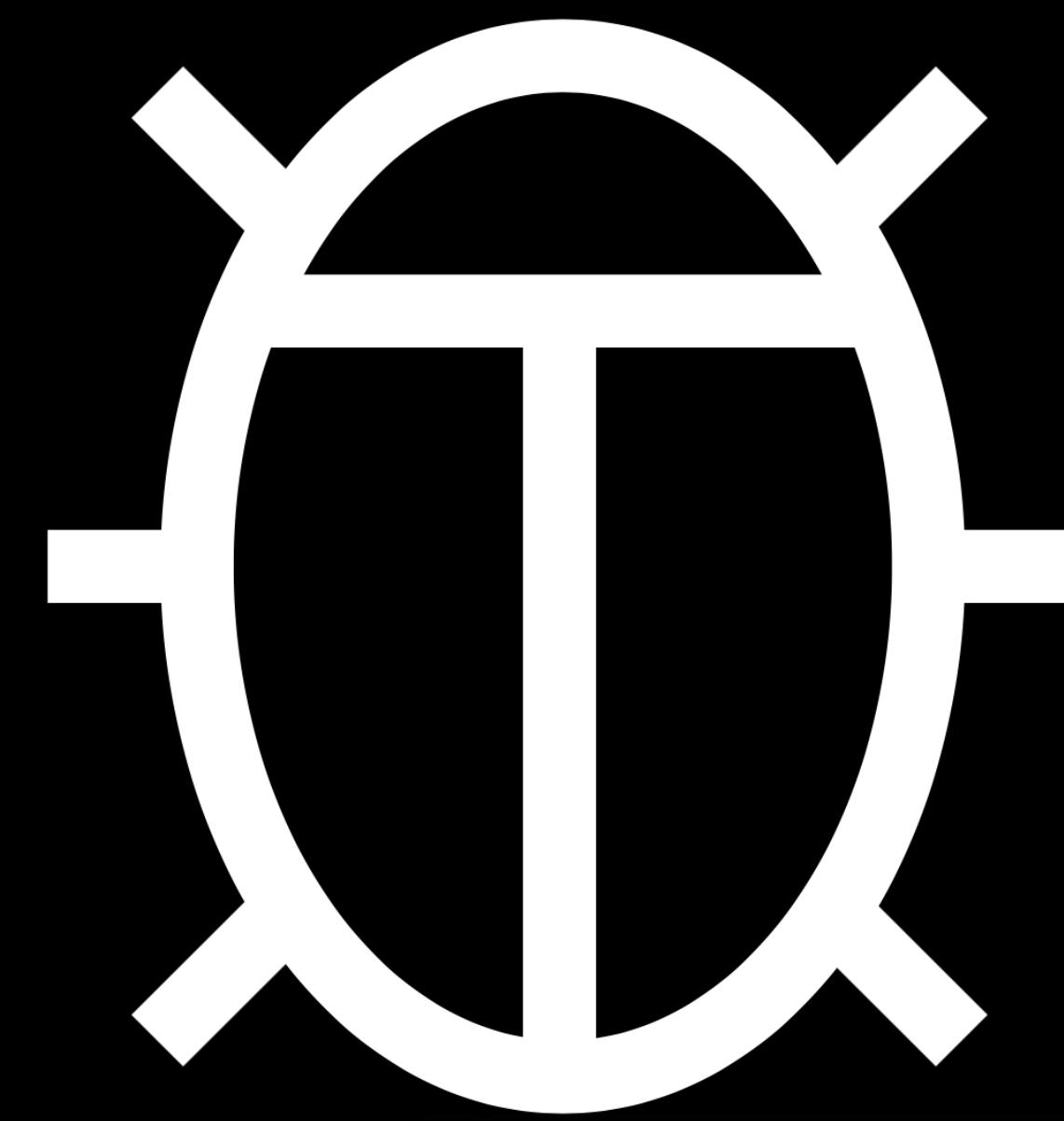


Location	Start Time	Layout	Script	Other	Total Time
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	10.02s	0.427ms	4.196ms	0.116ms	4.739ms
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.93s	—	1.023ms	0.106ms	1.129ms



Do Without Thinking





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Elements Resources Timelines Debugger Storage Console

Global Breakpoints

All Exceptions All Uncaught Exceptions

index.js

Line 13:16 There may be a problem below.

Line 15:33 Can't find variable: opptions

```
// Define a Main class, that has static methods for instantiating page content
class Main {
    static initialize() {
        // Create navigation galleries with a controller for updating images
        this.navigationGalleriesController = new NavigationGalleriesController({
            galleryData : window.galleryData
        });

        this._boundOnFadeInComplete = this._onFadeInComplete.bind( this );
        this.mainNavigation = document.querySelector('.main-navigation');

        this.mainNavigation.addEventListener( 'transitionend', this._boundOnFadeInComplete );
        console.warn("There may be a problem below.");
        document.querySelector('.main-navigation').classList.add('ready');
        this.animationType = opptions.animationType; ⚠ Can't find variable: opptions
    }

    static _onFadeInComplete() {
        this.navigationGalleriesController.startAnimationTimeout();
        this.mainNavigation.removeEventListener('transitionend', this._boundOnFadeInComplete );
    }
}

// When window content is loaded, run Main's initialize method
window.addEventListener( 'load', Main.initialize.bind( Main ) );
```

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Elements Resources Timelines Debugger Storage Console +

Global Breakpoints All Exceptions All Uncaught Exceptions index.js

index.js

Line 13:16 There may be a problem below.

Line 15:33 Can't find variable: opptions

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// Define a Main class, that has static methods for instantiating page content
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            galleryData : window.galleryData
        });

        this._boundOnFadeIncomplete = this._onFadeIncomplete.bind( this );
        this.mainNavigation = document.querySelector('.main-navigation');

        this.mainNavigation.addEventListener( 'transitionend', this._boundOnFadeIncomplete );
        console.warn("There may be a problem below.");
        document.querySelector('.main-navigation').classList.add('read');
        this.animationType = opptions.animationType;
    }

    static _onFadeIncomplete() {
        this.navigationGalleriesController.startAnimationTimeout();
        this.mainNavigation.removeEventListener('transitionend', this._boundOnFadeIncomplete );
    }
}

// When window content is loaded, run Main's initialize method
window.addEventListener( 'load', Main.initialize.bind( Main ) );
```

Filter Breakpoint List

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⚠ 1



Search

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Filter Console Log

All

Errors

Warnings

Logs



- ⚠ There may be a problem below. [index.js:13](#)
- ! ► ReferenceError: Can't find variable: options [index.js:15](#)
- > |

```
var name = "Trevor";
```

```
var age = 28;
```

```
var obj = {};
```

```
var String name = "Trevor";
```

```
var Integer age = 28;
```

```
var Object obj = {};
```

```
function add(value1, value2) {  
    var result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```

```
function add(value1, value2) {  
    var result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```

```
function add( Double value1, String value2) String {  
    var String result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```

```
function add( Double value1, String value2) String {  
    var String result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```

Web Inspector — index.html

Elements Resources Timelines Storage Console +

index.html script.js { } T |

```
42     addSibling(person) {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName(firstName, lastName) {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor(firstName, lastName, age, editor) {
61         super(firstName, lastName, age);
62         this._editor = editor;
63     }
64
65     get editor() {
66         return this._editor;
67     }
68 }
```

Web Inspector — index.html

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Search

Resources

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cript.js

| {} | T | □

```
gs.indexOf(person) < 0) {  
gs.push(person);  
ngs.push(this);
```

```
lings.indexOf(person) > -1;
```

```
 lastName) {  
= firstName;  
 lastName;
```

Web Inspector — index.html

7

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0



Search

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Timelines

Storage

Console

+

cript.js



```
gs.indexOf(person) < 0) {  
gs.push(person);  
ngs.push(this);
```

```
lings.indexOf(person) > -1;
```

```
 lastName) {  
= firstName;  
 lastName;
```

Web Inspector — index.html

Elements Resources Timelines Storage Console +

| < > | index.html script.js | {} | T | I

```
42     addSibling(person) {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName(firstName, lastName) {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor(firstName, lastName, age, editor) {
61         super(firstName, lastName, age);
62         this._editor = editor;
63     }
64
65     get editor() {
66         return this._editor;
67     }
68 }
```

Web Inspector — index.html

Elements Resources Timelines Storage Console +

| < > | index.html script.js | {} | T | I

```
42     addSibling( Person person) Undefined {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName( String firstName, String lastName) Undefined {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor( String firstName, String lastName, Number age, String editor) DeveloperPerson {
61         super(firstName, lastName, age);
62         this._editor = editor;
63     }
64
65     get editor() {
66         return this._editor;
67     }
68 }
```

```
ngs.indexOf(person) > -1;

    firstName, String lastName) Undefined {
firstName;
lastName;

ends Person {
firstName, String lastName, Number age, String editor) DeveloperPerson {
lastName, age);
for;

};
```

```
ngs.indexOf(person) > -1;

firstName, String lastName) Undefined {
firstName;
lastName;

ends Person {
firstName, String lastName, Number age, String editor) DeveloperPerson {
lastName, age);
cor;

};
```

```
function Person() { ... }

function DeveloperPerson() {
    Person.call(this);

}

DeveloperPerson.prototype = Object.create(Person.prototype);
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var employee = new DeveloperPerson();
```

```
function Person() { ... }

function DeveloperPerson() {
    Person.call(this);

}

DeveloperPerson.prototype = Object.create(Person.prototype);
DeveloperPerson.prototype.constructor = DeveloperPerson;
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var employee = new DeveloperPerson();
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function Person() { ... }

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    Person.call(this);

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```
var employee = new DeveloperPerson();
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```
function Person() { ... }

function DeveloperPerson() {
    Person.call(this);

}

DeveloperPerson.prototype = Object.create(Person.prototype);
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var DeveloperPerson employee = new DeveloperPerson();
```

NEW

```
class Person { ... }
```

```
class DeveloperPerson extends Person { ... }
```

```
class ManagerPerson extends Person { ... }
```

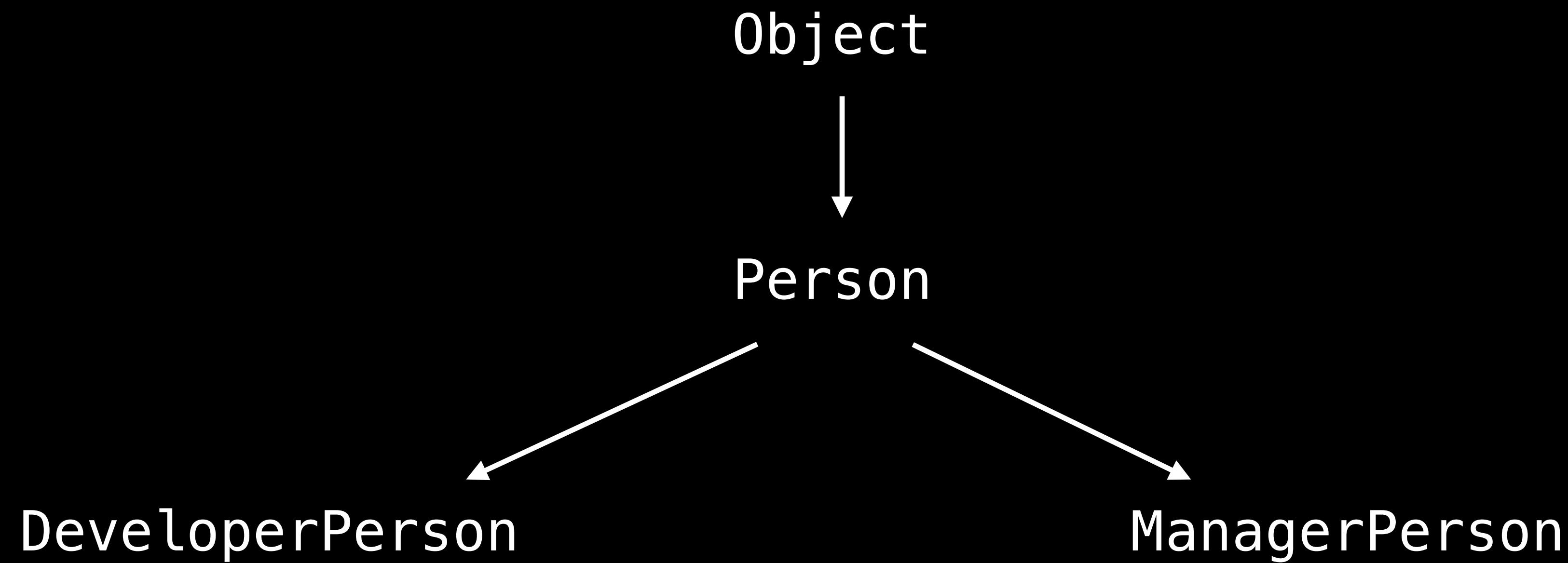
```
var DeveloperPerson employee = new DeveloperPerson();
```

NEW

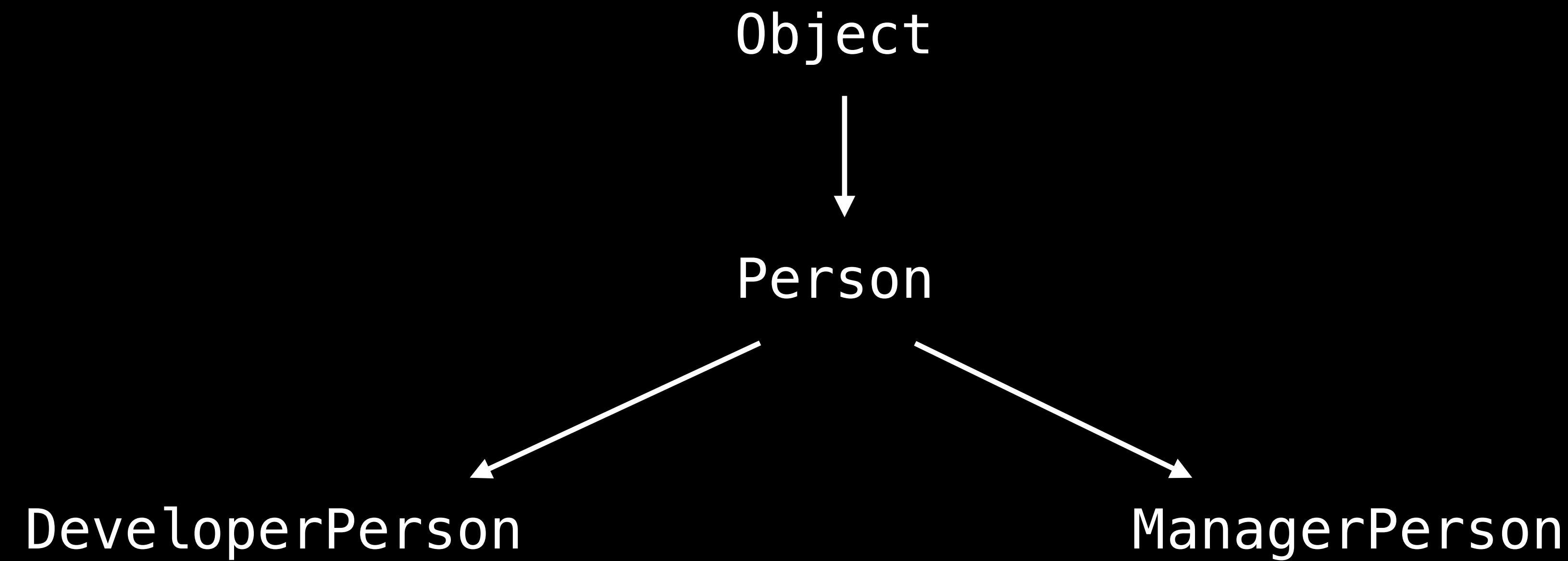
```
class Person { ... }  
class DeveloperPerson extends Person { ... }  
class ManagerPerson extends Person { ... }
```

```
var DeveloperPerson employee = new DeveloperPerson();
```

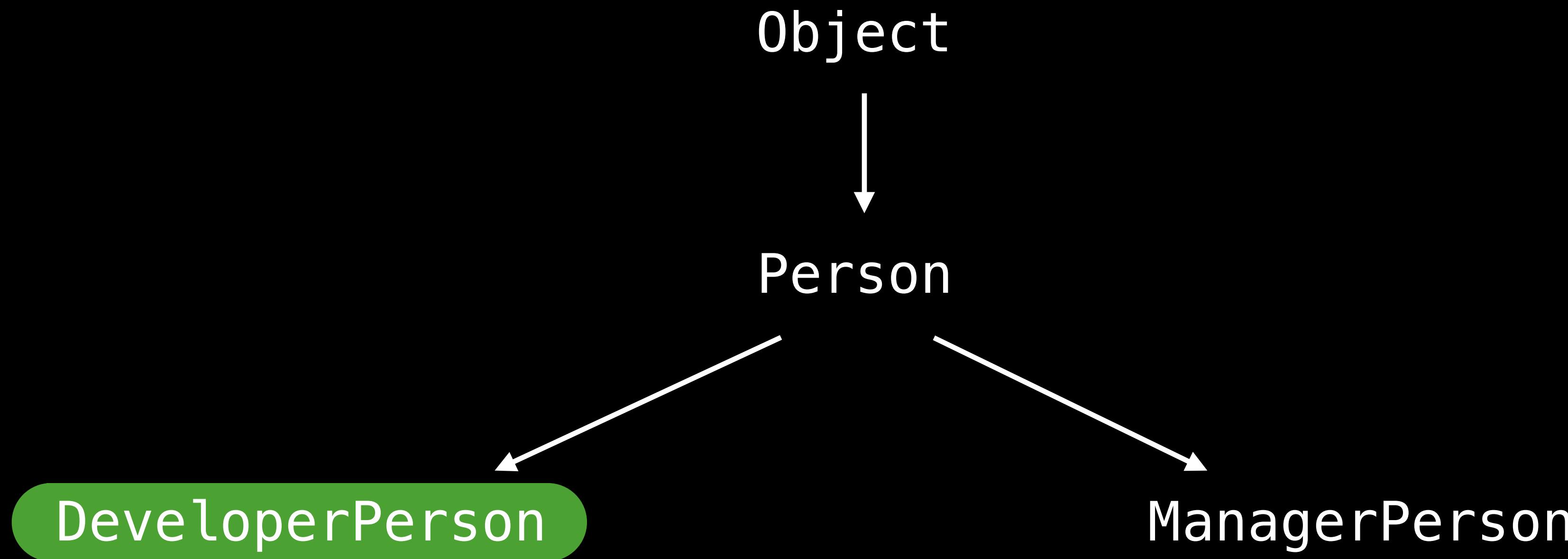
```
function register(person) ...
```



```
function register(person) ...
```

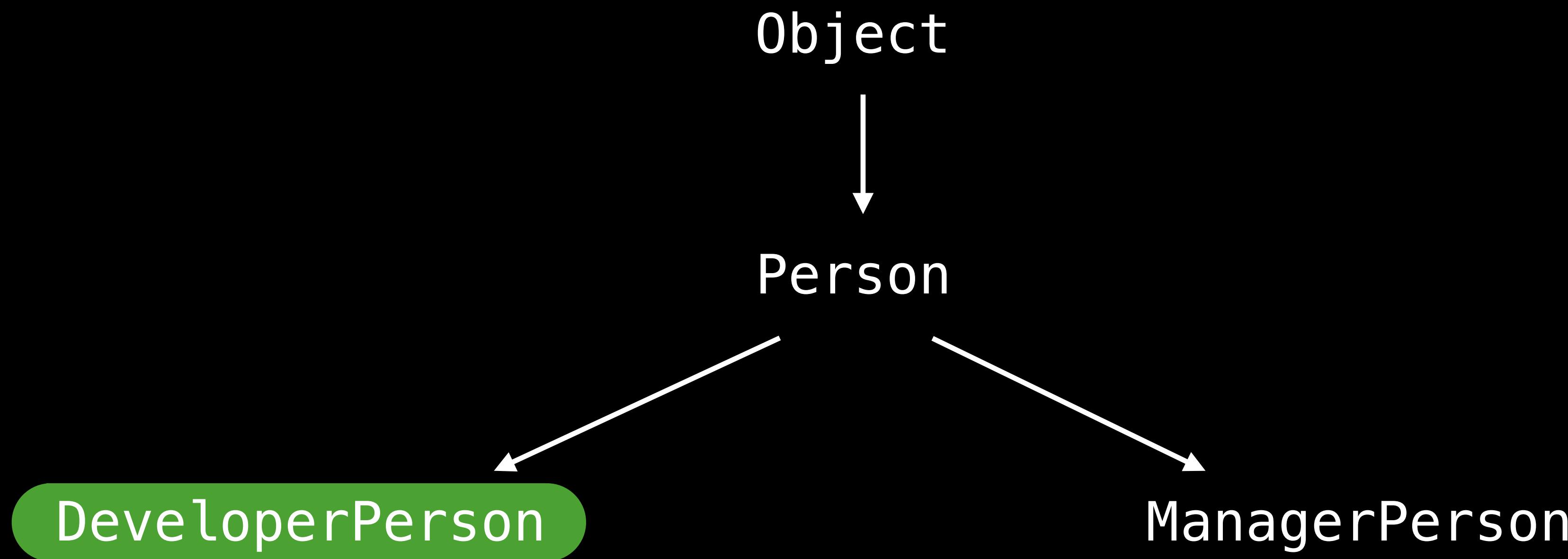


```
function register(DeveloperPerson attendee) ...
```



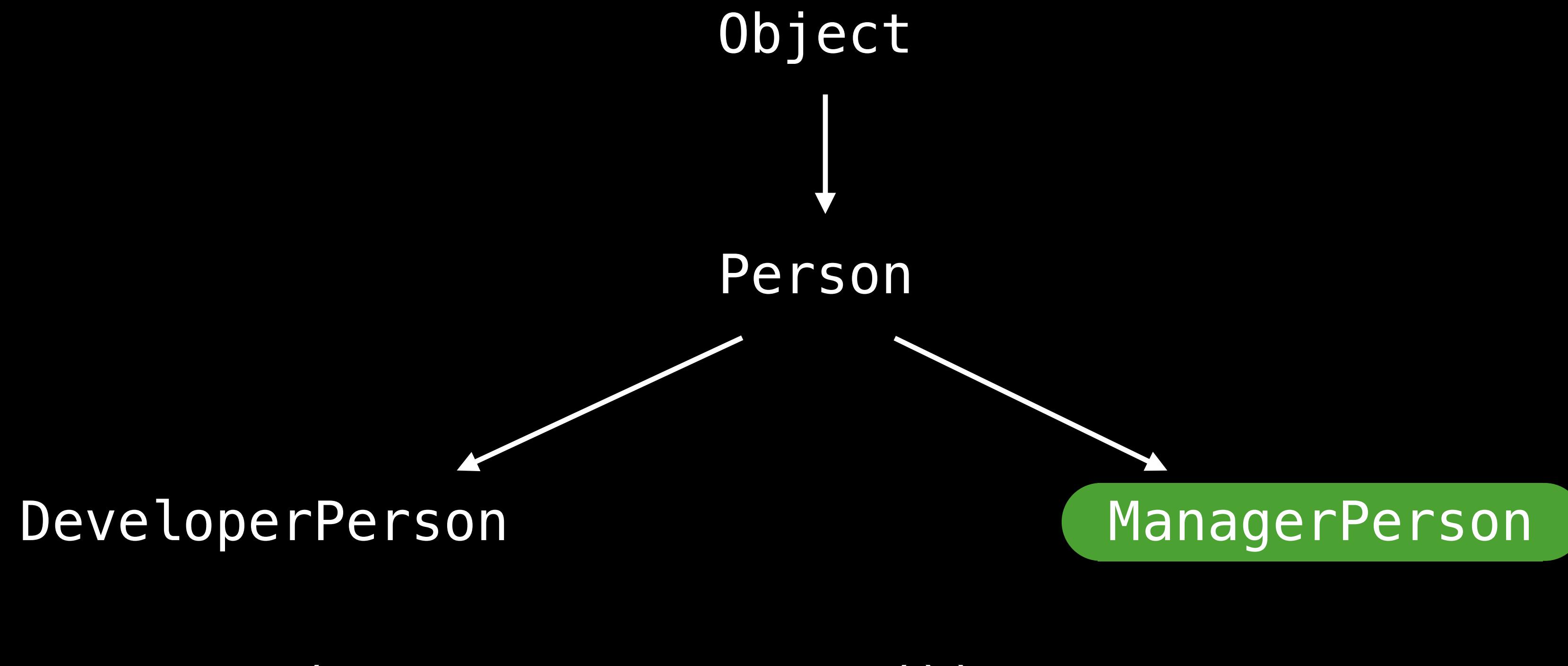
```
register(new DeveloperPerson());
```

```
function register(DeveloperPerson attendee) ...
```

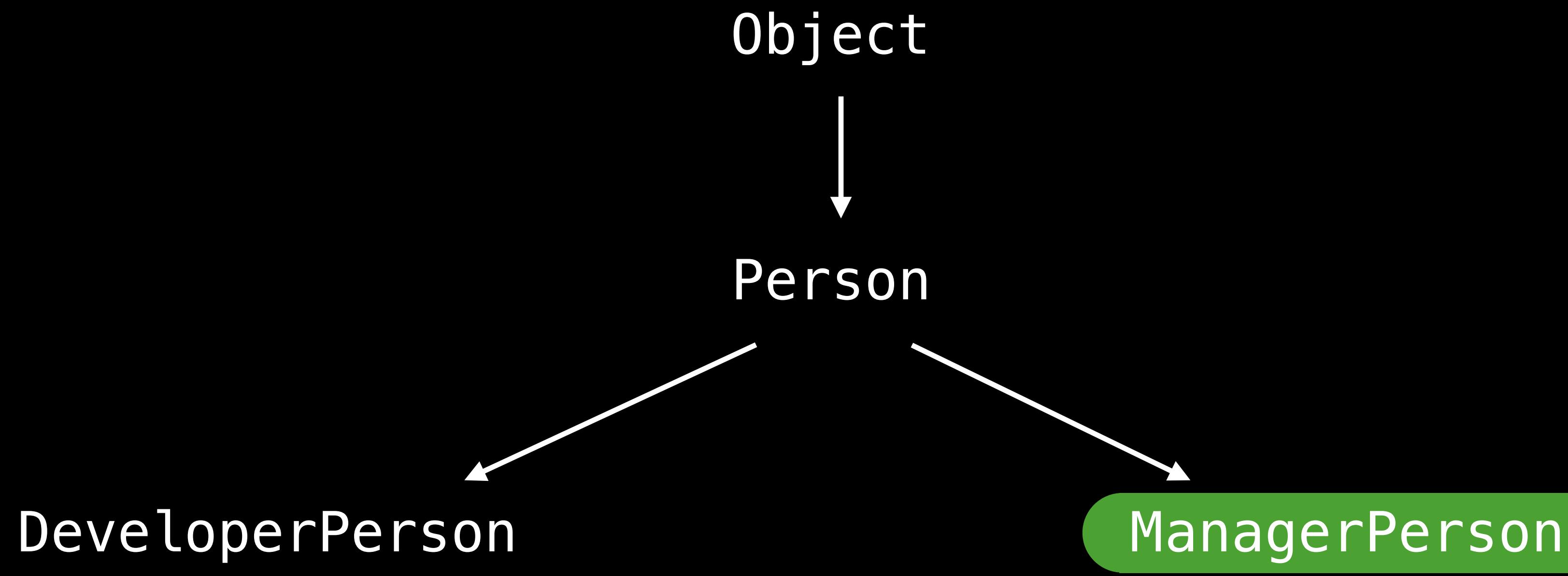


```
register(new DeveloperPerson());
```

```
function register( ManagerPerson attendee) ...
```

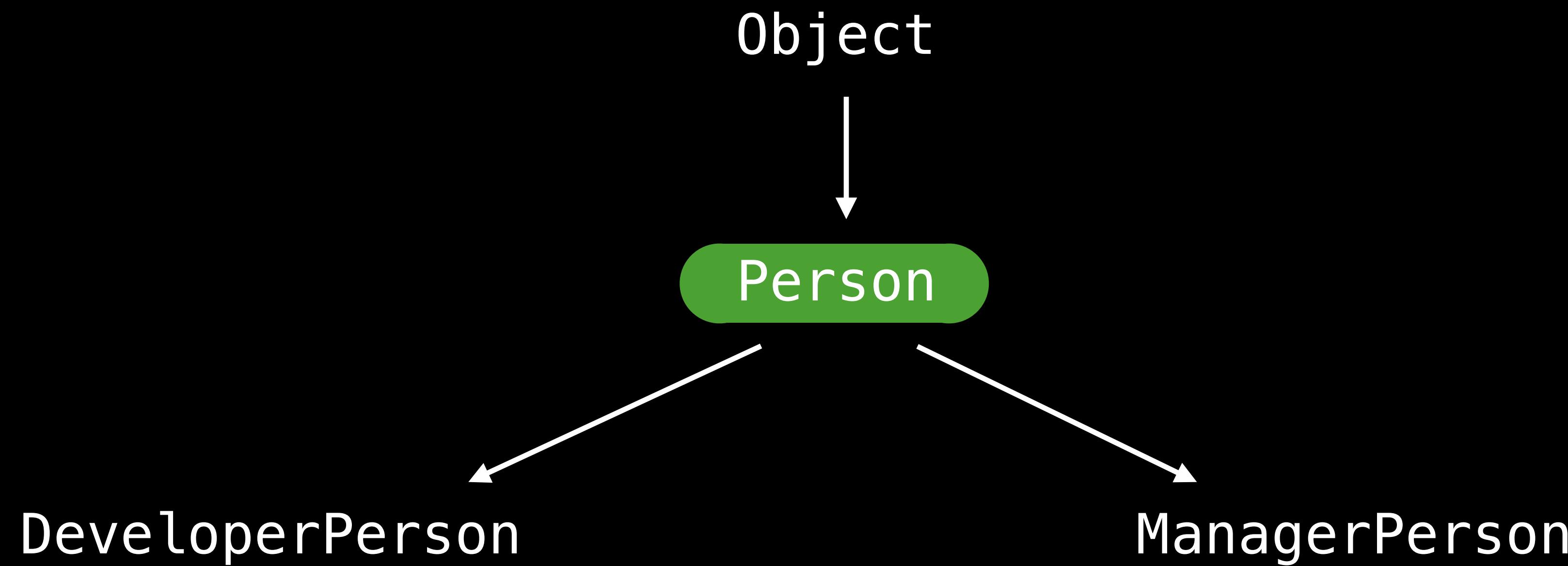


```
function register( ManagerPerson attendee) ...
```



```
register(new ManagerPerson());
```

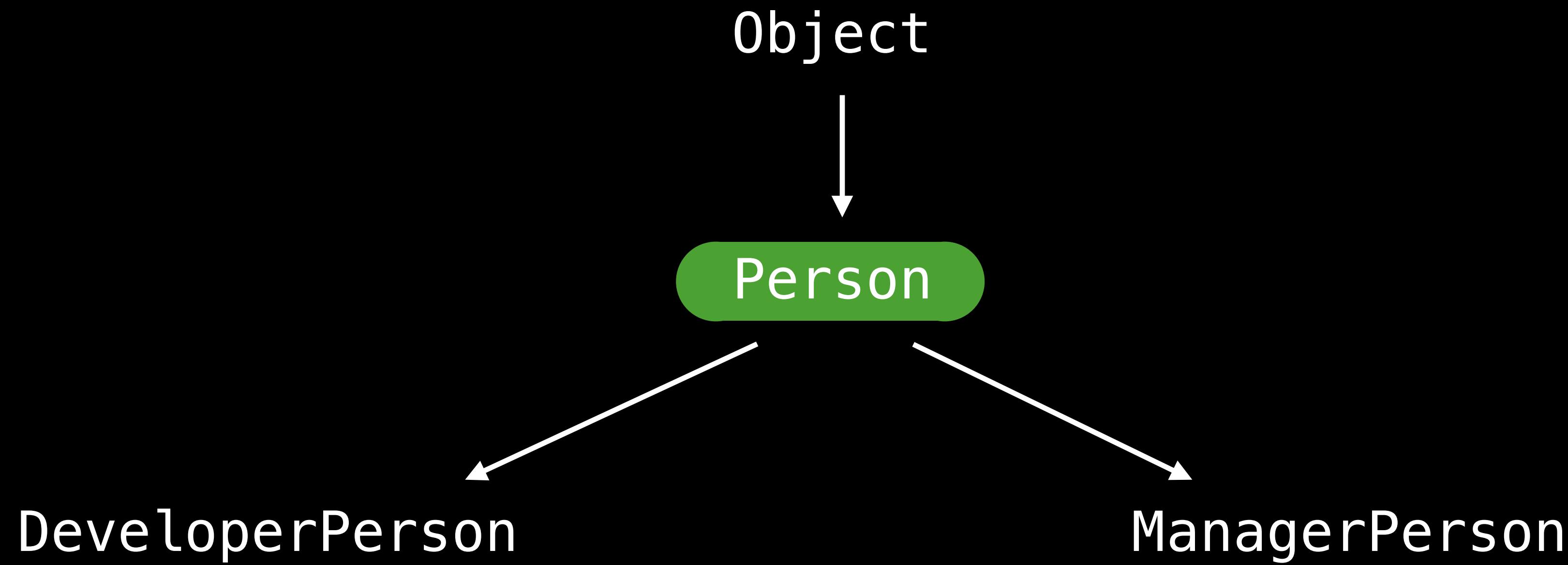
```
function register( Person attendee) ...
```



```
register(new DeveloperPerson());
```

```
register(new ManagerPerson());
```

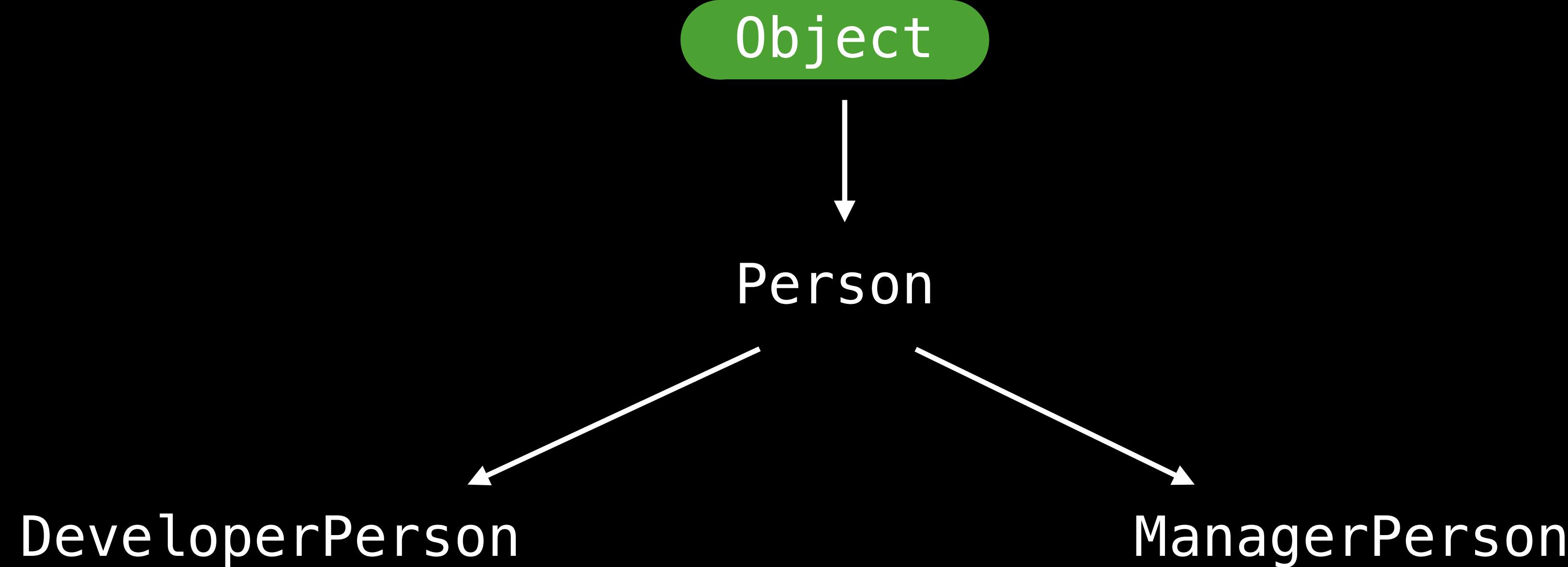
```
function register( Person attendee) ...
```



```
register(new DeveloperPerson());
```

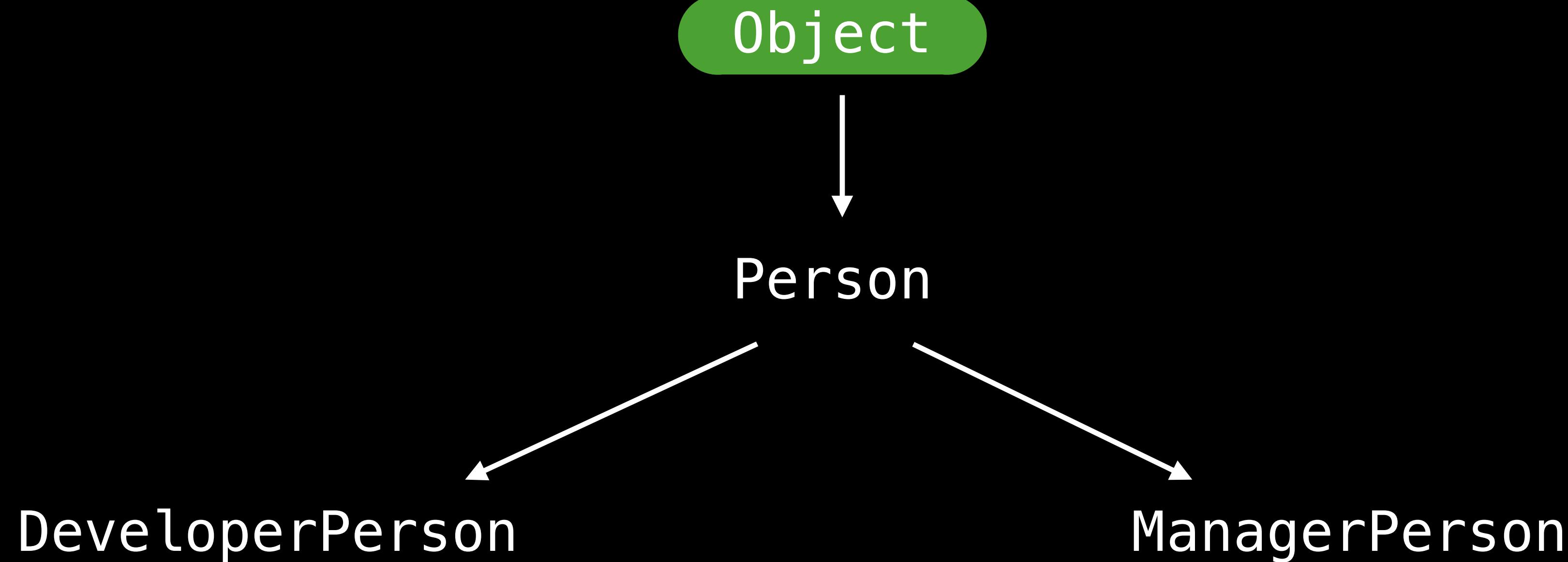
```
register(new ManagerPerson());
```

```
function register( Object attendee) ...
```



```
register(new DeveloperPerson());  
register(new ManagerPerson());  
register(new Extraterrestrial());
```

```
function register( Object attendee) ...
```



```
register(new DeveloperPerson());  
register(new ManagerPerson());  
register(new Extraterrestrial());
```

Object

String

Array

Function

Null

Undefined

Boolean

Integer

Number

Double

(many)

Double

Null

Double

Null

Double?

```
return WebInspector.Object.removeAllListeners.apply(this, arguments);
}

hasEventListeners() {
    return WebInspector.Object.hasEventListeners.apply(this, arguments);
}

dispatchEventToListeners( String eventType, (many) eventData) Boolean
{
    var Event event = new WebInspector.Event(this, eventType, eventData);
    function dispatch( Object object) Undefined
    {
        if (!object || !object._listeners || !object._listeners[eventType] || event._stoppedPropagation)
            return;
        var Array listenersForThisEvent = object._listeners[eventType].slice(0);
        for (var Integer i = 0; i < listenersForThisEvent.length; ++i) {
            listenersForThisEvent[i].listener.call(listenersForThisEvent[i].thisObject, event);
            if (event._stoppedPropagation)
                break;
        }
    }
    dispatch(this);
    event._stoppedPropagation = false;
    var Function constructor = this.constructor;
    while (constructor) {
        dispatch(constructor);
        if (!constructor.prototype.__proto__)
            break;
        constructor = constructor.prototype.__proto__.constructor;
    }
    return event.defaultPrevented;
}
```

```
var Undefined cachedSVGText = svgImageCache[url];
if (cachedSVGText) {
    invokeCallbackWithDocument(cachedSVGText);
    return;
}
var XMLHttpRequest xhr = new XMLHttpRequest;
xhr.open("GET", url, true);
xhr.addEventListener("load", imageLoad);
xhr.addEventListener("error", imageError);
xhr.send();
}
function wrappedSVGDocument( String url, String className, String? title, Function call
{
    loadSVGImageDocumentElement(url, function( SVGSVGElement svgDocument) Undefined {
        if (!svgDocument) {
            callback(null);
            return;
        }
        var HTMLDivElement wrapper = document.createElement("div");
        if (className)
            wrapper.className = className;
        if (title)
            wrapper.title = title;
        wrapper.appendChild(svgDocument);
        callback(wrapper);
    });
}(function() Undefined {
    if (WebInspector.dontLocalizeUserInterface)
        return;
    var String localizedStringsURL = InspectorFrontendHost.localizedStringsURL();
```

```
url = url ? url.trim() : "";
var Object? match = url.match(/^([:^]+):\/\/([^\/:]*)(?:([^\d]+))?(?:\/\/[^#]*)(?:#(.*)?)?$/);
if (!match)
    return {
        scheme: null,
        host: null,
        port: null,
        path: null,
        queryString: null,
        fragment: null,
        lastPathComponent: null
    };
var String scheme = match[1].toLowerCase();
var String host = match[2].toLowerCase();
var Null port = Number(match[3]) || null;
var String wholePath = match[4] || null;
var Null fragment = match[5] || null;
var String path = wholePath;
var String? queryString = null;
if (wholePath) {
    var Integer indexOfQuery = wholePath.indexOf("?");
    if (indexOfQuery!==-1) {
        path = wholePath.substring(0, indexOfQuery);
        queryString = wholePath.substring(indexOfQuery + 1);
    }
    path = resolveDotsInPath(path);
}

```

```
WebInspector.EventListenerSet = class EventListenerSet
{
    constructor( Object defaultThisObject, String name) EventListenerSet
    {
        this.name = name;
        this._defaultThisObject = defaultThisObject;
        this._listeners = [];
        this._installed = false;
    }
    register( Object emitter, String type, Function callback, Undefined thisObject,
    {
        var Boolean emitterIsValid = emitter && (emitter instanceof WebInspector.Object
emitter.addEventListener === "function"));
        if (!emitterIsValid || !type || !callback)
            return;
        this._listeners.push({
            listener: new WebInspector.EventListener(thisObject || this._defaultThisObject,
emitter,
            type,
            callback,
            usesCapture
        });
    }
    unregister()
    {
        if (this._installed)
            this.uninstall();
        this._listeners = [];
    }
}
```

```
        for (var i = this._revisions.length - 1; i >= 0; --i)
            this._revisions[i].revert();
    }
    lock()
    {
        this._locked = true;
    }
    unlock()
    {
        this._locked = false;
    }
};

WebInspector.Breakpoint = class Breakpoint extends WebInspector.Object
{
    constructor( Object sourceCodeLocationOrInfo, Boolean? disabled, Undefined condition )
    {
        super();
        if (sourceCodeLocationOrInfo instanceof WebInspector.SourceCodeLocation) {
            var Null sourceCode = sourceCodeLocationOrInfo.sourceCode;
            var String? url = sourceCode ? sourceCode.url: null;
            var (?) scriptIdentifier = sourceCode instanceof WebInspector.Script ? sourceCode.scriptIdentifier : null;
            var SourceCodeLocation location = sourceCodeLocationOrInfo;
        } else if (sourceCodeLocationOrInfo && typeof sourceCodeLocationOrInfo === "object") {
            var String? url = sourceCodeLocationOrInfo.url;
            var Integer lineNumber = sourceCodeLocationOrInfo.lineNumber || 0;
            var Integer columnNumber = sourceCodeLocationOrInfo.columnNumber || 0;
            var SourceCodeLocation location = new WebInspector.SourceCodeLocation(null, url, lineNumber, columnNumber);
            var Boolean? autoContinue = sourceCodeLocationOrInfo.autoContinue || false;
            var Boolean? ignoreBreakpoints = sourceCodeLocationOrInfo.ignoreBreakpoints || false;
            var Boolean? ignoreScriptIdentifiers = sourceCodeLocationOrInfo.ignoreScriptIdentifiers || false;
        }
    }
}
```

```
this._revisions.length - 1; i >= 0; --i)
revisions[i].revert();

= true;

= false;

int = class Breakpoint extends WebInspector.Object
object(sourceCodeLocationOrInfo, Boolean? disabled, Undefined condition) Breakpoint

sourceCodeLocationOrInfo instanceof WebInspector.SourceCodeLocation) {
    sourceCode = sourceCodeLocationOrInfo.sourceCode;
    Boolean? url = sourceCode ? sourceCode.url: null;
    ScriptIdentifier = sourceCode instanceof WebInspector.Script ? sourceCode.id: null;
    SourceCodeLocation location = sourceCodeLocationOrInfo;
    if (sourceCodeLocationOrInfo && typeof sourceCodeLocationOrInfo === "object") {
        Boolean? url = sourceCodeLocationOrInfo.url;
        Integer lineNumber = sourceCodeLocationOrInfo.lineNumber || 0;
        Integer columnNumber = sourceCodeLocationOrInfo.columnNumber || 0;
        SourceCodeLocation location = new WebInspector.SourceCodeLocation(null, lineNumber, columnNumber);
        Boolean? autoContinue = sourceCodeLocationOrInfo.autoContinue || false;
        Boolean? autoRevert = sourceCodeLocationOrInfo.autoRevert || false;
    }
}
```

Better Console

```
> person1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> person2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> person3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
> $1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> $2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> $3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
>
```

```
> person1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> person2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> person3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
> $1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> $2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> $3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
>
```

```
> person1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> person2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> person3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
> $1
< ► Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> $2
< ► Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> $3
< ► Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
>
```

```
> person1
< ◀ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> person2
< ◀ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> person3
< ◀ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
> $1
< ◀ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = $1
> $2
< ◀ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = $2
> $3
< ◀ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = $3
>
```

`$0` Is Still the Currently Selected DOM Element

> person1

< ▼ DeveloperPerson = \$1

N _age: NaN

S _editor: "Web Inspector"

S _firstName: "Jono"

S _lastName: "Wells"

► O _siblings: [DeveloperPerson, Person] (2)

► DeveloperPerson Prototype

>

> person1

< ▼ DeveloperPerson = \$1

N _age: NaN

S _editor: "Web Inspector"

S _firstName: "Jono"

S _lastName: "Wells"

► O _siblings: [DeveloperPerson, Person] (2)

► DeveloperPerson Prototype

>

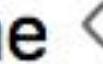
```
> person1
< ▼ DeveloperPerson = $1
  N _age: NaN
  S _editor: "Web Inspector"
  S _firstName: "Jono"
  S _lastName: "Wells"
  ▼ O _siblings: Array (2)
    0 ► DeveloperPerson {_firstName: "Julia", _lastName: "Wells"}
    1 ► Person {_firstName: "Jordan", _lastName: "Wells", _age: }
      ► Array Prototype
      ► DeveloperPerson Prototype
```



```
> person1
< ▼ DeveloperPerson = $1
  N _age: NaN
  S _editor: "Web Inspector"
  S _firstName: "Jono"
  S _lastName: "Wells"
  ▼ O _siblings: Array (2)
    0 ► DeveloperPerson {_firstName: "Julia", _lastName: "Wells"}
    1 ► Person {_firstName: "Jordan", _lastName: "Wells", _age: }
      ► Array Prototype
      ► DeveloperPerson Prototype
>
```

> person1

< ▼ DeveloperPerson = \$1

- N _age: NaN
- S _editor: "Web Inspector"
- S _firstName: "Jono"
- S _lastName: "Wells"
- O _siblings: [DeveloperPerson, Person] (2)
- ▼ DeveloperPerson Prototype
- f constructor: function()
- ? editor  
- ▼ Person Prototype
- f addSibling(person)
- ? age  
- f changeName(firstName, lastName)
- f constructor: function()
- ? firstName  
- ? fullName 
- f isRelatedTo(person)
- ? lastName  
- ? siblings 

► Object Prototype

> person1

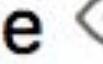
< ▼ DeveloperPerson = \$1

- N _age: NaN
- S _editor: "Web Inspector"
- S _firstName: "Jono"
- S _lastName: "Wells"
- O _siblings: [DeveloperPerson, Person] (2)
- ▼ DeveloperPerson Prototype
- f constructor: function()
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- f changeName(firstName, lastName)
- f constructor: function()
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- ? fullName
- f isRelatedTo(person)
- ? lastName
- ? siblings

► Object Prototype

> person1

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- N _age: NaN
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- S _firstName: "Jono"
- S _lastName: "Wells"
- O _siblings: [DeveloperPerson, Person] (2)
- ▼ DeveloperPerson Prototype
- f constructor: function()
- ? editor  
- ▼ Person Prototype
- f addSibling(person)
- ? age  
- f changeName(firstName, lastName)
- f constructor: function()
- ? firstName  
- ? fullName 
- f isRelatedTo(person)
- ? lastName  
- ? siblings 

► Object Prototype

> person1

< ▼ DeveloperPerson = \$1

- N _age: NaN
- S _editor: "Web Inspector"
- S _firstName: "Jono"
- S _lastName: "Wells"
- O _siblings: [DeveloperPerson, Person] (2)
- ▼ DeveloperPerson Prototype
- f constructor: function()
- ?
- editor  
- ▼ Person Prototype
- f addSibling(person)
- ?
- age  
- f changeName(firstName, lastName)
- f constructor: function()
- ?
- firstName  
- ?
- fullName  
- f isRelatedTo(person)
- ?
- lastName  
- ?
- siblings 

► Object Prototype

> person1

< ▼ DeveloperPerson = \$1

- N _age: NaN
- S _editor: "Web Inspector"
- S _firstName: "Jono"
- S _lastName: "Wells"
- O _siblings: [DeveloperPerson, Person] (2)
- ▼ DeveloperPerson Prototype
- f constructor: function()
- ? editor  
- ▼ Person Prototype
- f addSibling(person)
- ? age  
- f changeName(firstName, lastName)
- f constructor: function()
- ? firstName  
- S fullName: "Jono Wells"
- f isRelatedTo(person)
- ? lastName  
- ? siblings 

► Object Prototype

Great for Native API Exploration!

```
> window.localStorage
< ▼ Storage = $1
  ► O constructor: StorageConstructor {prototype: StoragePrototype, length: 0}
  N length: 0
  ▼ Storage Prototype
    f clear()
    f getItem(key)
    f key(index)
    f removeItem(key)
    f setItem(key, data)
  ► Object Prototype
>
```

Web Inspector — index.html

Debugger Paused | changeName — script.js:... ▾

Elements Resources Timelines Debugger Storage Console +

script.js

Resource Scope Chain

```
42     addSibling( Person person) Undefined {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName( String firstName, String lastName) {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor( String firstName, String lastName, Number age,
61     String editor) DeveloperPerson {
62         super(firstName, lastName, age);
63         this._editor = editor;
64     }
65 }
```

▼ Local Variables

- changeName: function(firstName, lastName)
- firstName: "Rob"
- lastName: "Wells"
- this: DeveloperPerson

▼ Global Variables

- Infinity: Infinity
- AnalyserNode: AnalyserNodeConstructor
- AnimationEvent: AnimationEventConstructor
- Array: function()
- ArrayBuffer: function()
- Attr: AttrConstructor {prototype: Attr}
- Audio: AudioConstructor {prototype: Audio}
- AudioBuffer: AudioBufferConstructor {prototype: AudioBuffer}
- AudioBufferSourceNode: AudioBufferSourceNode
- AudioDestinationNode: AudioDestinationNode
- AudioListener: AudioListenerConstructor {prototype: AudioListener}
- AudioNode: AudioNodeConstructor {prototype: AudioNode}
- AudioParam: AudioParamConstructor {prototype: AudioParam}

Web Inspector — index.html

Debugger Paused | changeName — script.js:... ▾

Elements Resources Timelines Debugger Storage Console +

script.js

Resource Scope Chain

```
42     addSibling( Person person ) Undefined {  
43         if (this._siblings.indexOf(person) < 0) {  
44             this._siblings.push(person);  
45             person = new DeveloperPerson(  
46         }  
47     }  
48     isRelatedTo( Person person ) Boolean {  
49         return person != null && person._parent === this;  
50     }  
51     return this;  
52 }  
53 changeName( String firstName, String lastName ) {  
54     this._firstName = firstName;  
55     this._lastName = lastName;  
56 }  
57 }  
58  
59 class DeveloperPerson extends Person {  
60     constructor( String firstName, String lastName, Number age, String editor ) {  
61         super(firstName, lastName, age);  
62         this._editor = editor;  
63     }  
64 }
```

Local Variables

- changeName: function(firstName, lastName)
- firstName: "Rob"
- lastName: "Wells"
- this: DeveloperPerson

Global Variables

- Infinity: Infinity
- AnalyserNode: AnalyserNodeConstructor
- AnimationEvent: AnimationEventConstructor
- Array: function()
- ArrayBuffer: function()
- Attr: AttrConstructor {prototype: Attr}
- Audio: AudioConstructor {prototype: Audio}
- AudioBuffer: AudioBufferConstructor {prototype: AudioBuffer}
- AudioBufferSourceNode: AudioBufferSourceNode
- AudioDestinationNode: AudioDestinationNode
- AudioListener: AudioListenerConstructor {prototype: AudioListener}
- AudioNode: AudioNodeConstructor {prototype: AudioNode}
- AudioParam: AudioParamConstructor {prototype: AudioParam}



Number



RegExp



Boolean



Symbol



String



Element



Object



Function



Null



Custom Getter

Demo

Web Inspector

Andy Estes
Safari and WebKit Engineer

Make Your Site Faster

Make Your Site Faster

Turn on paint flashing on

Run Rendering Frames Timeline

Try in iOS

Make Your Code Better

Make Your Code Better

Use the type profiler on your JavaScript

Explore your JS objects in the console

Explore the DOM APIs (`window`, `HTMLElement`, etc.)

Web Inspector

Web Inspector

+

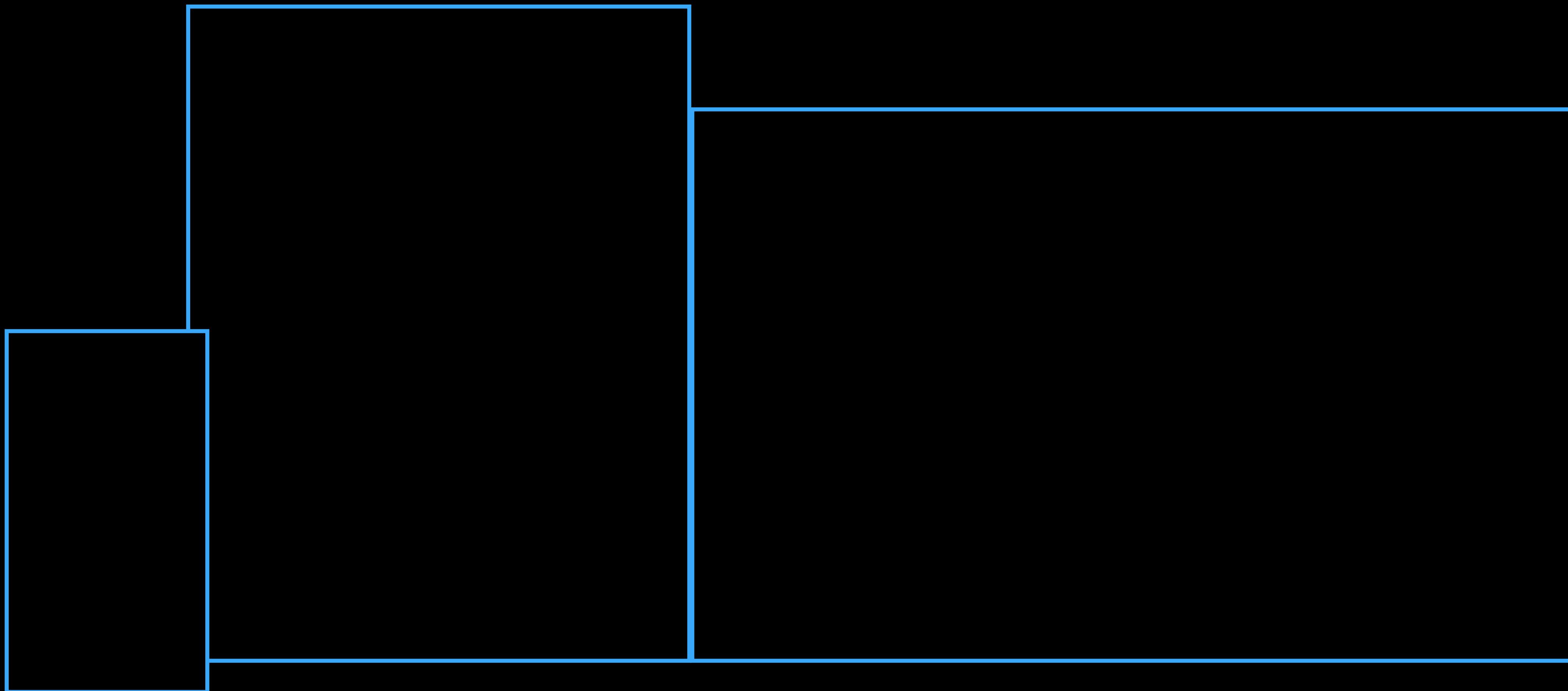
Responsive Design Mode

NEW

Responsive Design Mode

Responsive Design

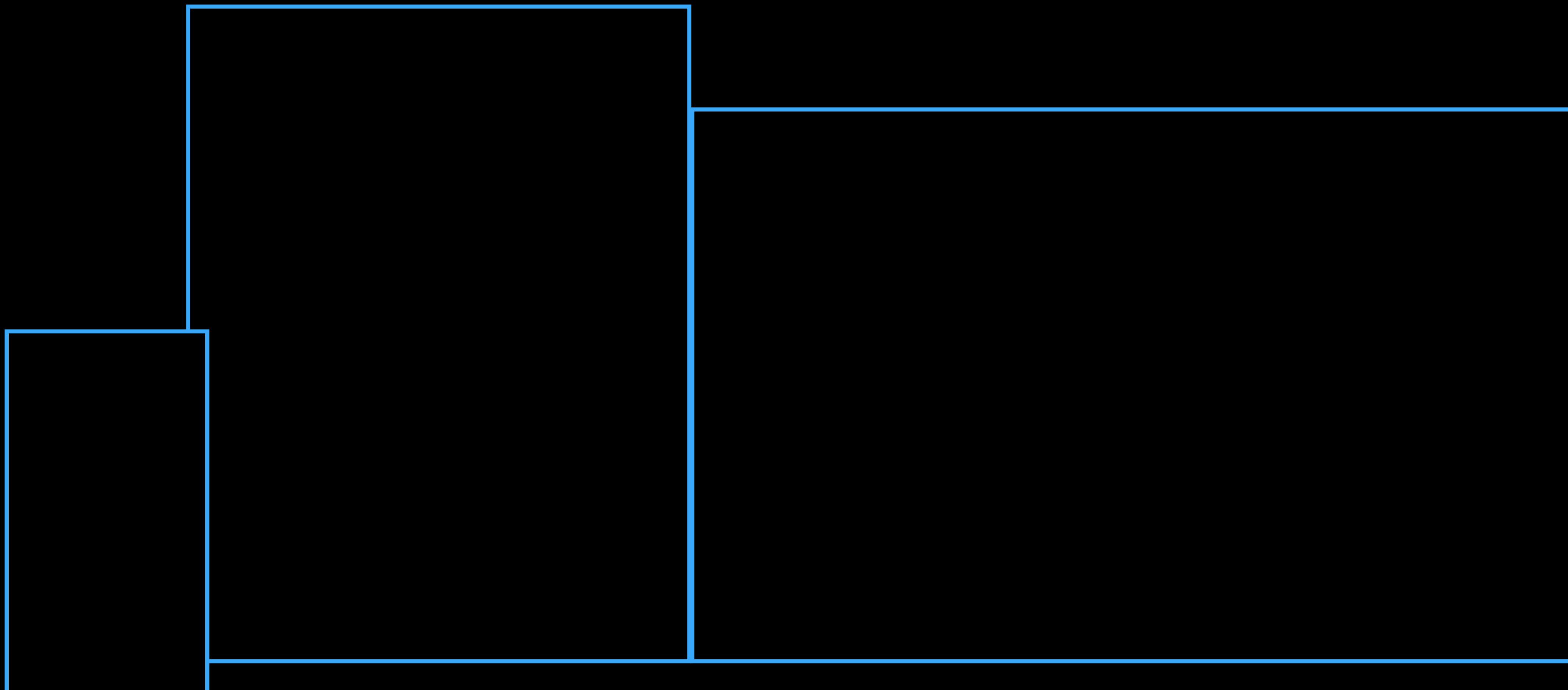
Responsive Design



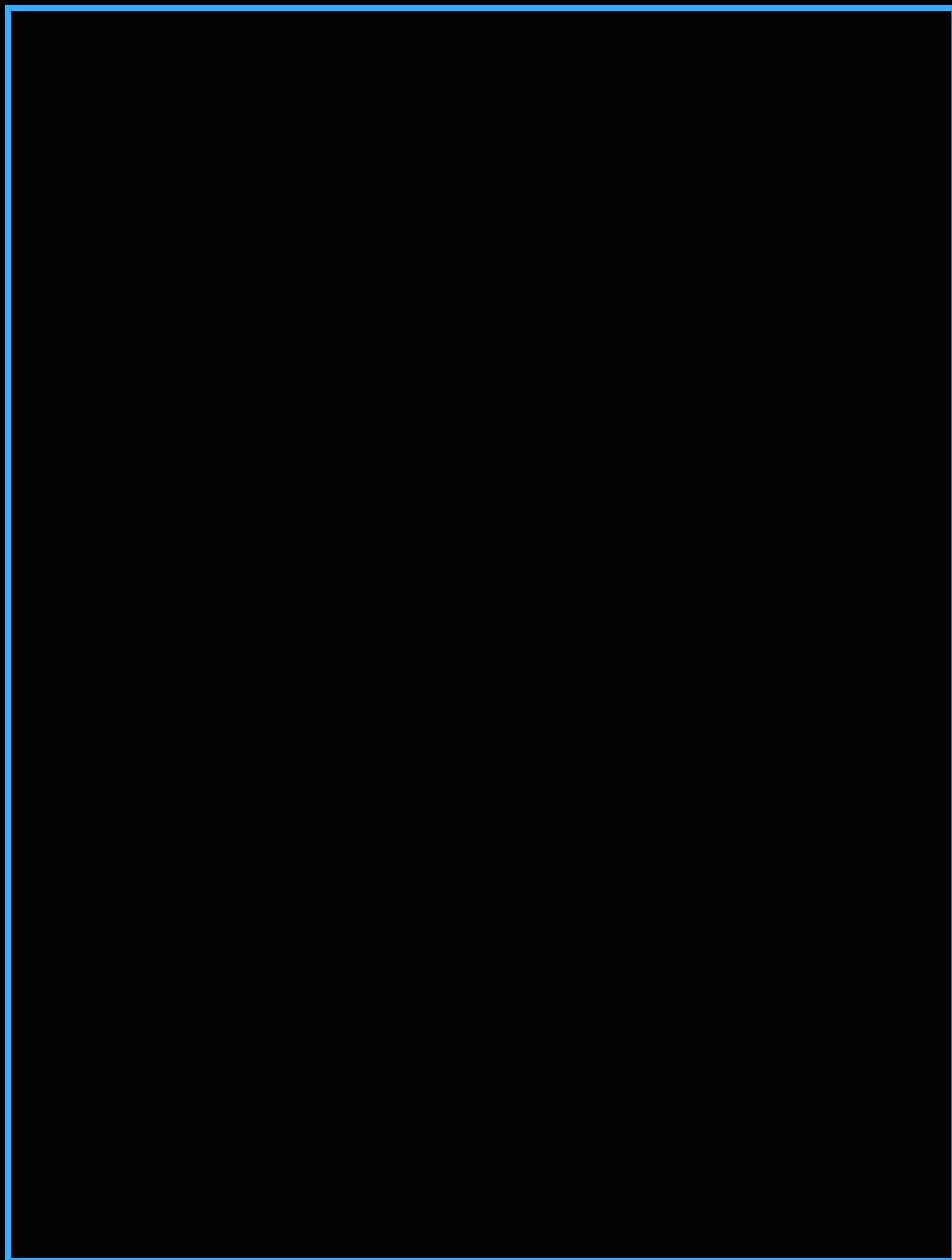
Responsive Design



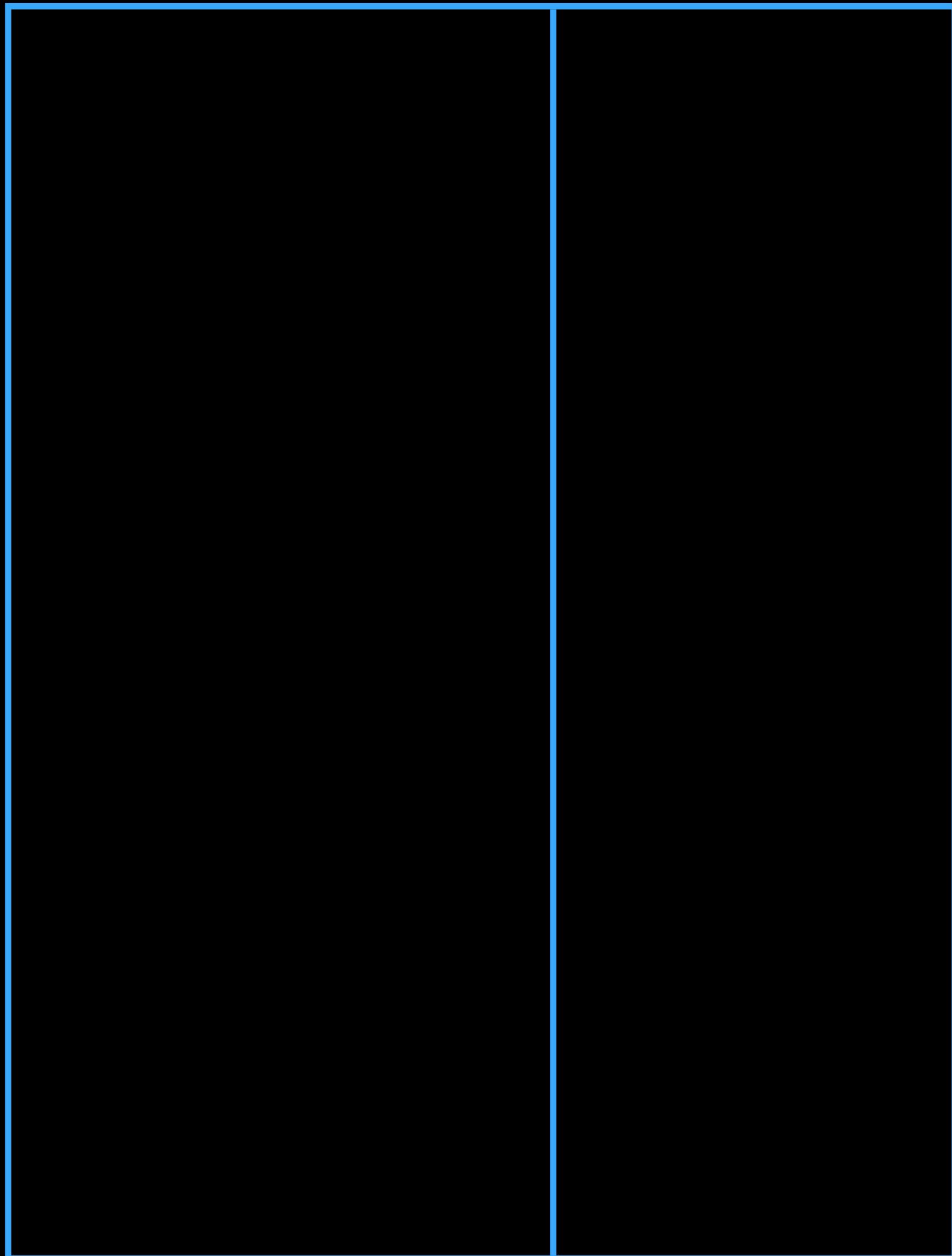
Responsive Design



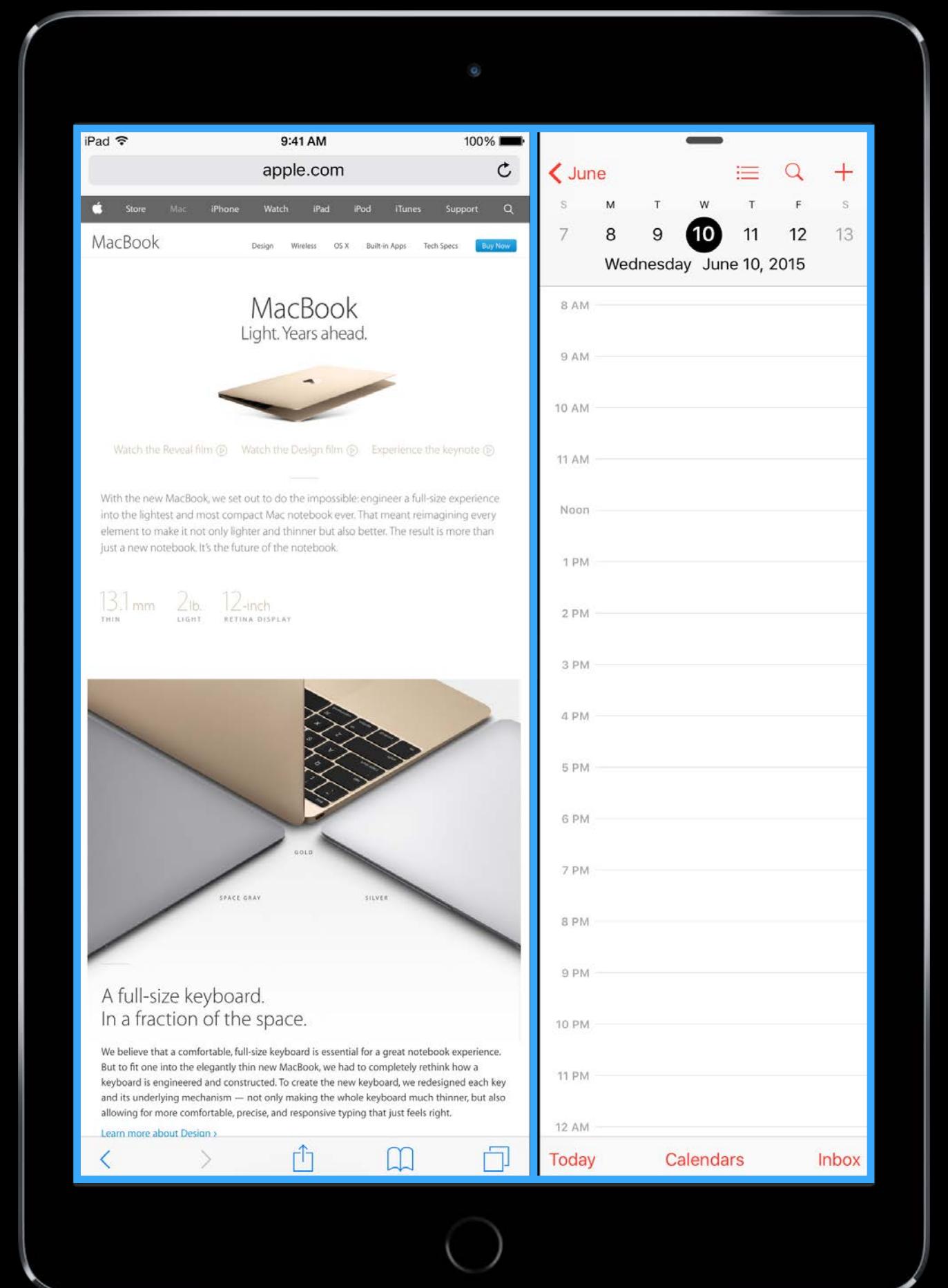
Responsive Design



Responsive Design



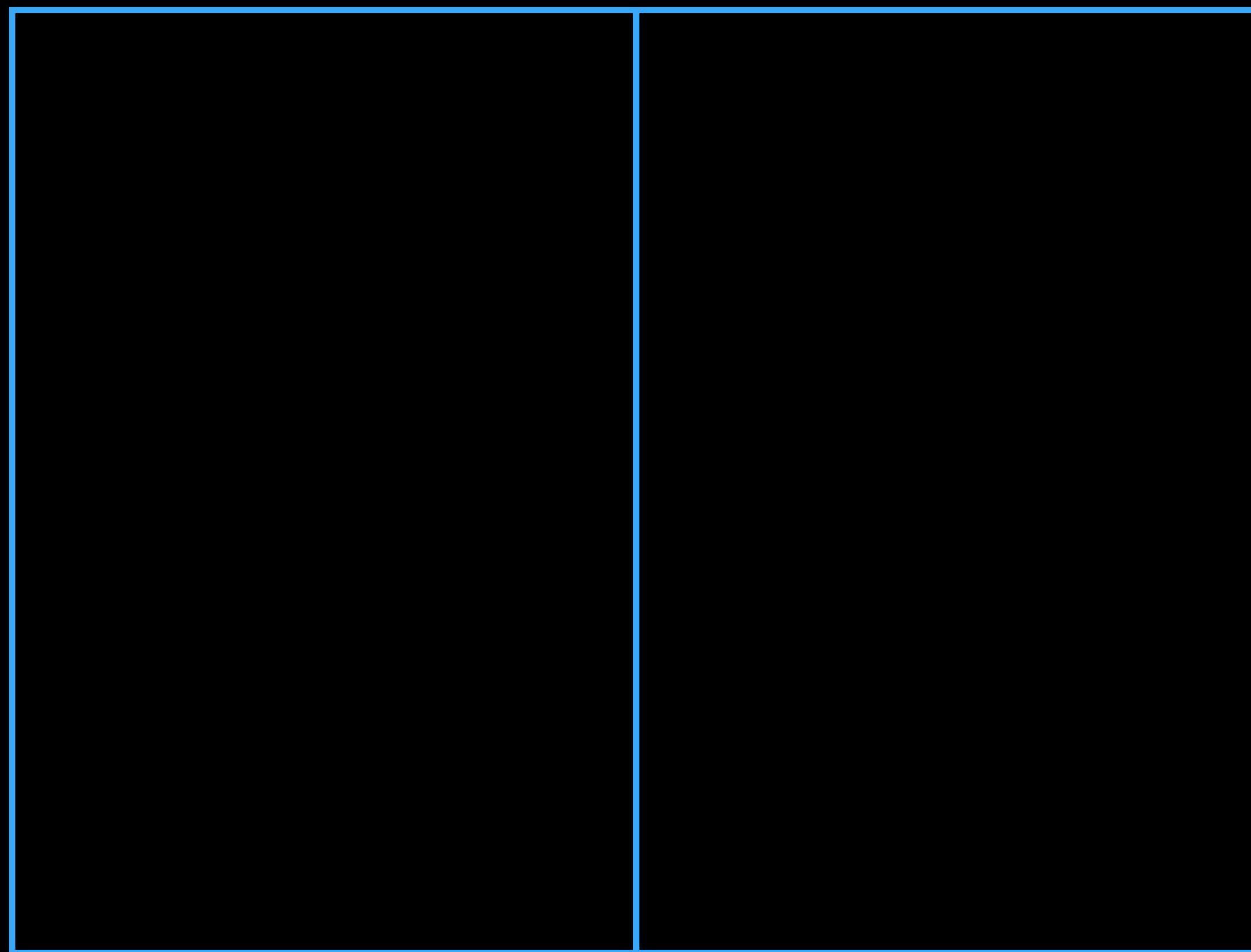
Responsive Design



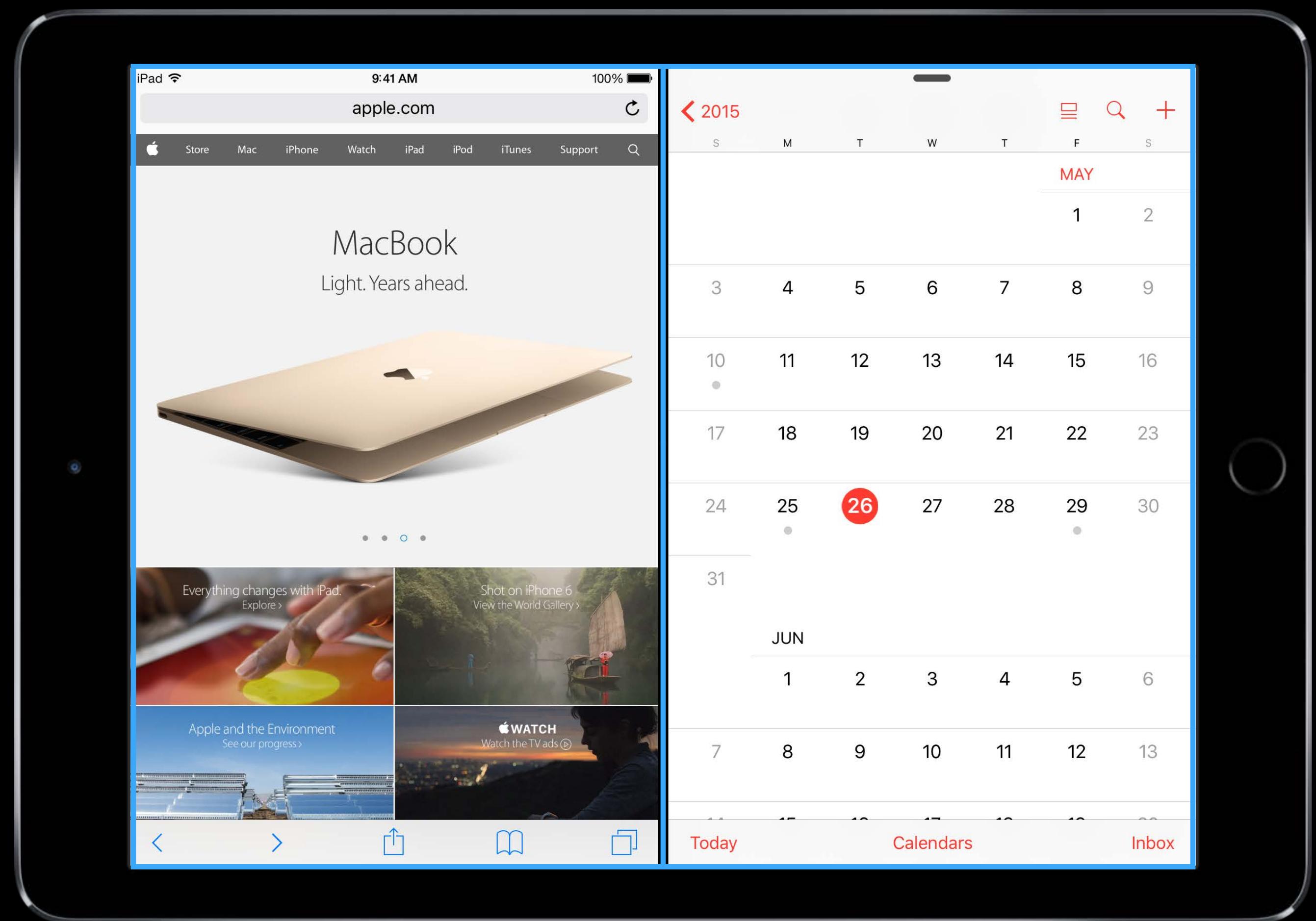
Responsive Design



Responsive Design



Responsive Design



Responsive Design

@supports

@media

srcset



Safari File Edit View History Bookmarks

Develop Window Help

Open Page With
User Agent

Jono's MacBook Pro

Enter Responsive Design Mode ⌘R

Show Web Inspector ⌘I
Show Error Console ⌘C
Show Page Source ⌘U
Show Page Resources ⌘A

Show Snippet Editor
Show Extension Builder

Start Timeline Recording ⌘↑⌘T

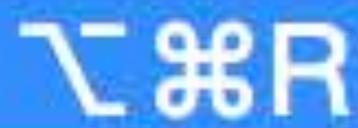
Empty Caches ⌘E
Disable Caches

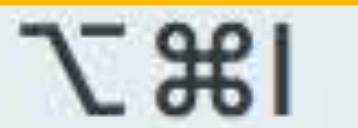
Disable Images
Disable Styles
Disable JavaScript
Disable Extensions
Disable Site-specific Hacks
Disable Local File Restrictions
Disable Cross-Origin Restrictions

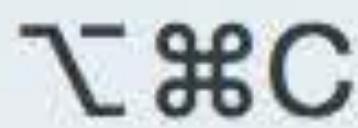
Allow JavaScript from Smart Search Field
Treat SHA-1 Certificates as Insecure

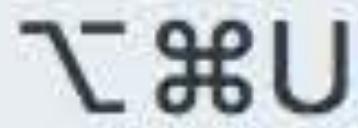
Open Page With
User Agent

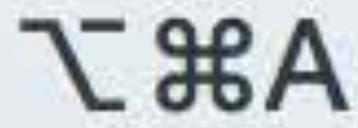
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Enter Responsive Design Mode 

Show Web Inspector 

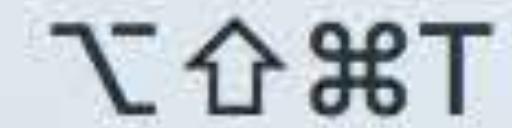
Show Error Console 

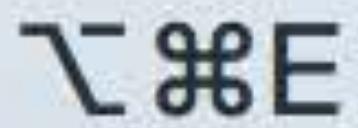
Show Page Source 

Show Page Resources 

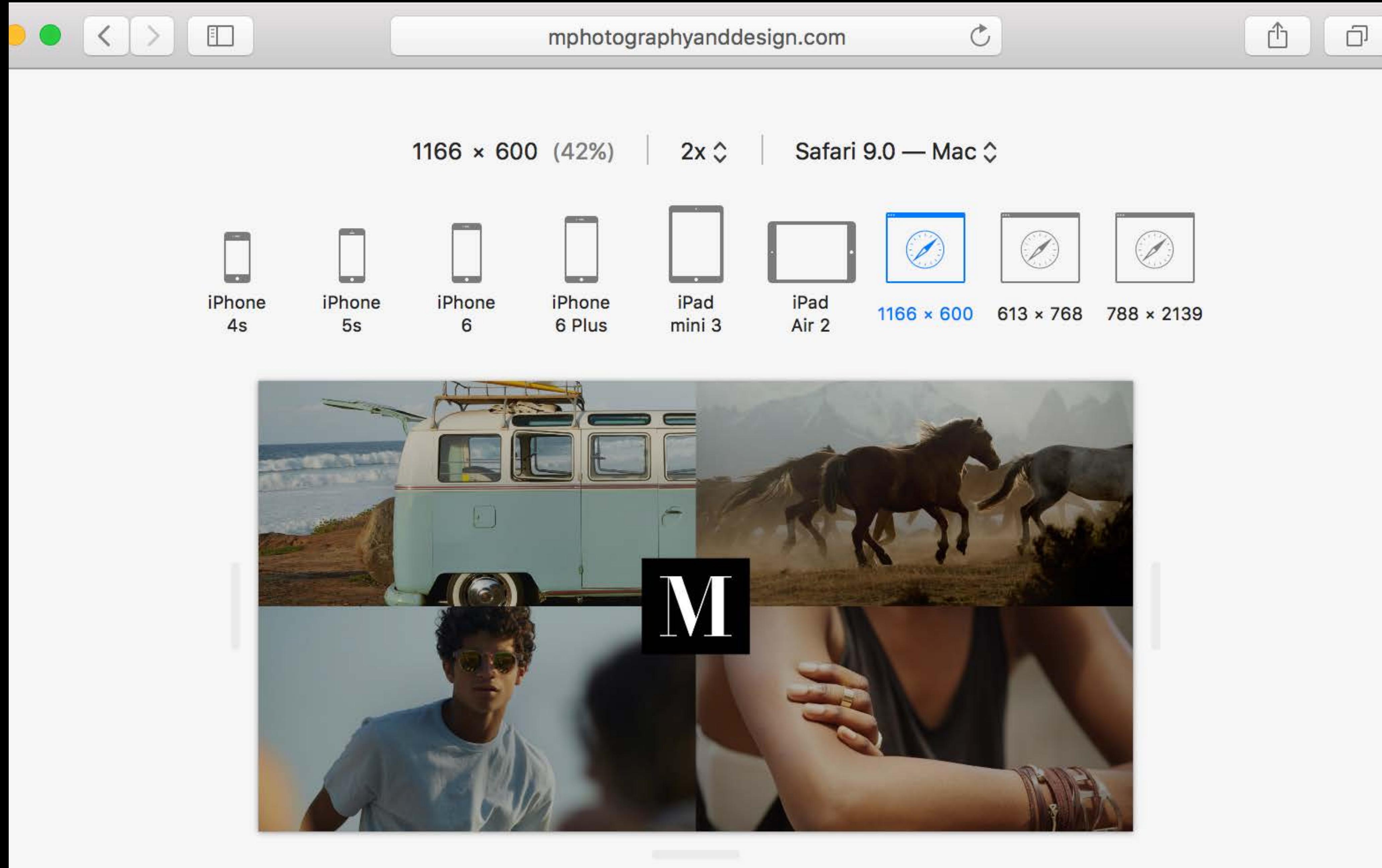
Show Snippet Editor

Show Extension Builder

Start Timeline Recording 

Empty Caches 

Disable Caches





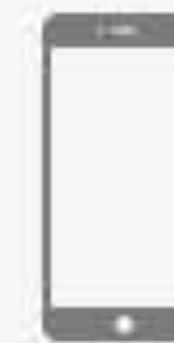
M



1166 × 600 (42%)

2x ◊

Safari 9.0 — Mac ◊

iPhone
4siPhone
5siPhone
6iPhone
6 PlusiPad
mini 3iPad
Air 2

1166 × 600



613 × 768



788 × 2139





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2x ◆

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Safari 9.0 — Mac ◊

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5siPhone
6iPhone
6 PlusiPad
mini 3iPad
Air 2

1166 × 600



613 × 768



788 × 2139



Demo

Responsive Design Mode

Andy Estes
Safari and WebKit Engineer

Responsive Design Mode

Focus is on layout and resolution

Scalable page preview

Screen size presets

iOS Multitasking screen size presets

Custom sizes

Works alongside Web Inspector

New in Safari 9

Responsive Design Mode

Web Inspector

+

Responsive Design Mode

When You Leave Here

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Get the developer release of OS X El Capitan

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Get the developer release of OS X El Capitan

Turn on the develop menu

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Customize Web Inspector tabs

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Use paint flashing and Rendering Frames Timeline

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Try Responsive Design Mode

Make Your Content Shine

More Information

Technical Support

Resources for Safari Developers

<http://developer.apple.com/safari/>

Safari Developer Library

<http://developer.apple.com/library/safari/>

General Inquiries

Jon Davis, Web Technologies Evangelist

web-evangelist@apple.com

Related Labs

Safari and WebKit Lab

Graphics, Games,
and Media Lab A Wednesday 10:00AM

Safari and WebKit Lab

Graphics, Games,
and Media Lab A Friday 12:00PM

 **WWDC 15**