

Kevin Castellanos

Comp 484

Repo:

Pages:

JS Bug:

For this section, I added a small section that takes in two inputs and attempts to add the two provided values together, but not as integers, as they are supposed to be in value, but as string values. I intentionally used the jQuery .val() to read the inputs as strings and then used the “+” operator to directly add the two values, which caused string concatenation rather than integer adding properly.



Name: My Pet Name

Weight: ?? pounds

Happiness: ?? tail wags (per min)

Your pet is waiting...

DevTools JS Error

A

B

Bug demo: "1" + "5" = 15

Choose your pet:

New pet name

```
> typeof $("#dtA").val()
< 'string'
> typeof $("#dtB").val()
< 'string'
> |
```

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index.html script.js style.css

```

1 var pets = [
2   { name: "Appa", weight: 10, happiness: 5, img: "appa.png", alt: "Appa, YIP YIP!" },
3   { name: "Momo", weight: 4, happiness: 7, img: "momo.png", alt: "Momo, do something cool." }
4 ]
5 var petImagePool = ["dog.png", "cow.png", "snake.png"];
6
7 var currentPetIndex = 0;
8 var pet_info = pets[currentPetIndex]; // variable will always hold "current" object
9 $(function () { // Makes sure that your function is called once all the DOM elements of the page are ready to be used
10
11   // Bug error
12   $("#dtRunBug").off("click").on("click", function () {
13     var a = $("#dtA").val(); // string a = "1"
14     var b = $("#dtB").val(); // string b = "5"
15
16     var result = a + b; // INTENTIONAL BUG: string concatenation
17
18     $("#dtMathOutput").text('Bug demo: ' + a + " + " + b + " = " + result);
19   });
20
21
22   setupPetSelector();
23   // Called function to update the name, happiness, and weight of our pet in our HTML
24   checkAndUpdatePetInfoInHtml();
25
26   // When each button is clicked, it will "call" function for that button (functions are below)
27   $('.treat-button').click(clickedTreatButton);
28   $('.play-button').click(clickedPlayButton);
29   $('.exercise-button').click(clickedExerciseButton);
30
31   $('#pause-pet').click(pauseButton);
32   $('#resume-pet').click(resumeButton);
33
34   // ...
35 });
  
```

Paused on breakpoint

Watch

Breakpoints

Pause on uncaught exceptions

Pause on caught exceptions

script.js

var result = a + b; /... 16

Scope

Local

this: button#dtRunBug
a: "1"
b: "5"
result: undefined

Global Window

Call Stack

(anonymous) script.js:16

dispatch jquery-2.2.1.min.js:3

r.handle jquery-2.2.1.min.js:3

XHR/fetch Breakpoints

DOM Breakpoints

Global Listeners

Event Listener Breakpoints

CSP Violation Breakpoints

Line 16, Column 16 Coverage: n/a

DOM Console Change:

For this section, I added a visible HTML element so that there was a clear way to demonstrate the DOM editing. I then used the Chrome DevTools Console to change the element's text content in real time with a command.

This is your Giga Pet

Console proof: unchanged

Feed it, play with it, and try not to let it get too upset!



Name: My Pet Name
Weight: ?? pounds
Happiness: ?? tail wags (per min)
Your pet is waiting...

Default levels | 2 Issues: 2 | Favicon-app.ico:1

GET https://glitch.com/edit/Favicon-app.ico 500 (Internal Server Error)

>

This is your Giga Pet

Changed this!

Feed it, play with it, and try not to let it get too upset!



```
Elements Console Sources Network Performance Memory Application Privacy and security Lighthouse Recorder
Default levels | 2 Issues | 2 | 
GET https://glitch.com/edit/favicon-app.ico 500 (Internal Server Error)
> document.querySelector("#consoleProof").textContent = "Changed this!";
< 'Changed this!'
>
```