Debugging is the process of finding errors in JavaScript code utilizing tools built into an internet browser. All major browsers provide a debugging console. There are also debugging extensions available for code editors like Brackets and Visual Studio Code. Using browser debugging tools instead of the console.log function, makes finding errors in code much easier and faster. With browser debugging tools, a programmer can filter for click events, add break points, and step through the code to find where an error is occurring. For this assignment, I tried out three different debugging tools.

I attempted to utilize the Chrome debugging extension in Visual Studio Code, but it was not particularly user friendly and there is a steep learning curve. I was not able to successfully view my file in the VS Code debugging extension. I also had issues installing the Chrome debugging tool, Theseus, for Brackets. However, once installed, Theseus was more user friendly, but I still had difficulty trying to actually use the tool. I was able to load the file in the debugger, but the debug file was in a separate window from the code editor which seems to defeat the purpose of installing an extension in the first place.

After trying both of these code editor extensions, I went back to simply opening the file within the Chrome browser and accessing the developer tools built into it. The dev tools in Chrome and Firefox are very similar. I found a couple of tutorials on how to use the Chrome debugger. For the three methods I chose to research, simply using the in-browser dev tools was the easiest (for me) for finding code errors. I don’t fully understand how to use all of the features available for debugging code, but the following resources have a wealth of information for learning more about the Chrome web dev tools:

<https://javascript.info/debugging-chrome>

<https://developers.google.com/web/tools/chrome-devtools/javascript>