

# Cheat Sheet – Errors & Debugging

## Console.log()

A quick and easy way to check if some code is actually reached/ being run or the value of a variable at a certain point during code execution, is to use the console.log() function for that.

It's not the best choice for "real" debugging for more complex bugs, but it gives you the chance to quickly check something.

```
console.log(example-with-variable);
```

## (Chrome) Developer Tools

A more powerful way of debugging, is to use developer tools in a browser. Chrome ships with excellent developer tools, which allow you to dive into the actual source code, set break points and evaluate variables during runtime.

Learn more about that here:

<https://developer.chrome.com/devtools/docs/javascript-debugging>

## Try-Catch

Sometimes, you execute code that might throw an error, but you can't know that while writing the code.

For such cases, JavaScript offers the try-catch block to try something and catch possible errors.

Learn more about try-catch here:

<https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Statements/try...catch>