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COMP484

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Homework 10

Breakpoints and Debugging

This is your Giga Pet



Name: Matt
Weight: 7 pounds
Happiness: 5 tail wags (per min)
Health: 3 HP

Treat

Play

Exercise

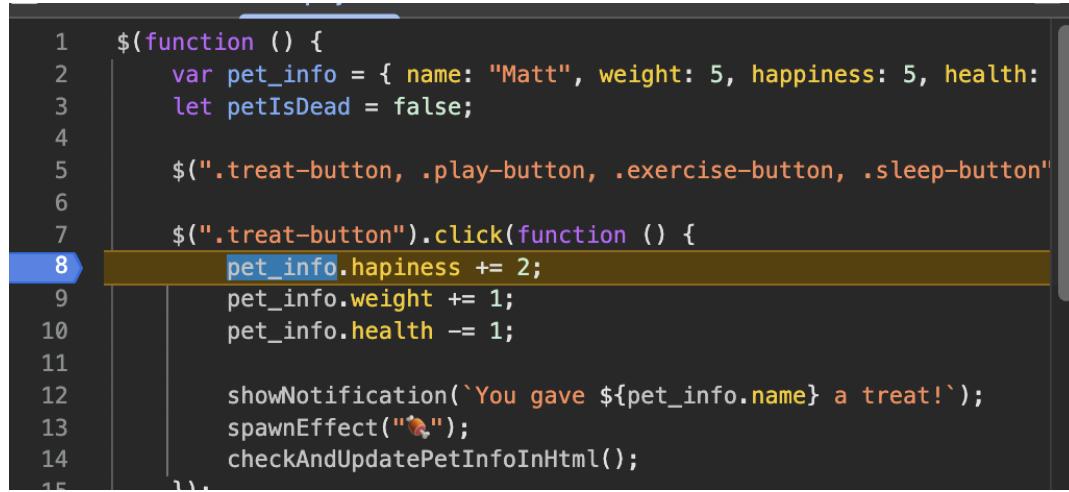
Sleep

You gave Matt a treat!

Fig. 1 Project 2 Treat Click Event

As shown above, when the user clicks the ‘Treat’ button, it displays a message and should increase ‘Weight’, decrease ‘Health’, and increase ‘Happiness’. However, here, ‘Happiness’

remains at its starting value of 5. We can use Chrome Dev Tools by setting a breakpoint at where this state is supposed to update.



```
1 $(function () {
2     var pet_info = { name: "Matt", weight: 5, happiness: 5, health:
3         let petIsDead = false;
4
5         $(".treat-button, .play-button, .exercise-button, .sleep-button"
6
7             $(".treat-button").click(function () {
8                 pet_info.happiness += 2;
9                 pet_info.weight += 1;
10                pet_info.health -= 1;
11
12                showNotification(`You gave ${pet_info.name} a treat!`);
13                spawnEffect("🍪");
14                checkAndUpdatePetInfoInHtml();
15            });
16        });
17    });
18});
```

Fig. 2 Project 2 Breakpoint Set

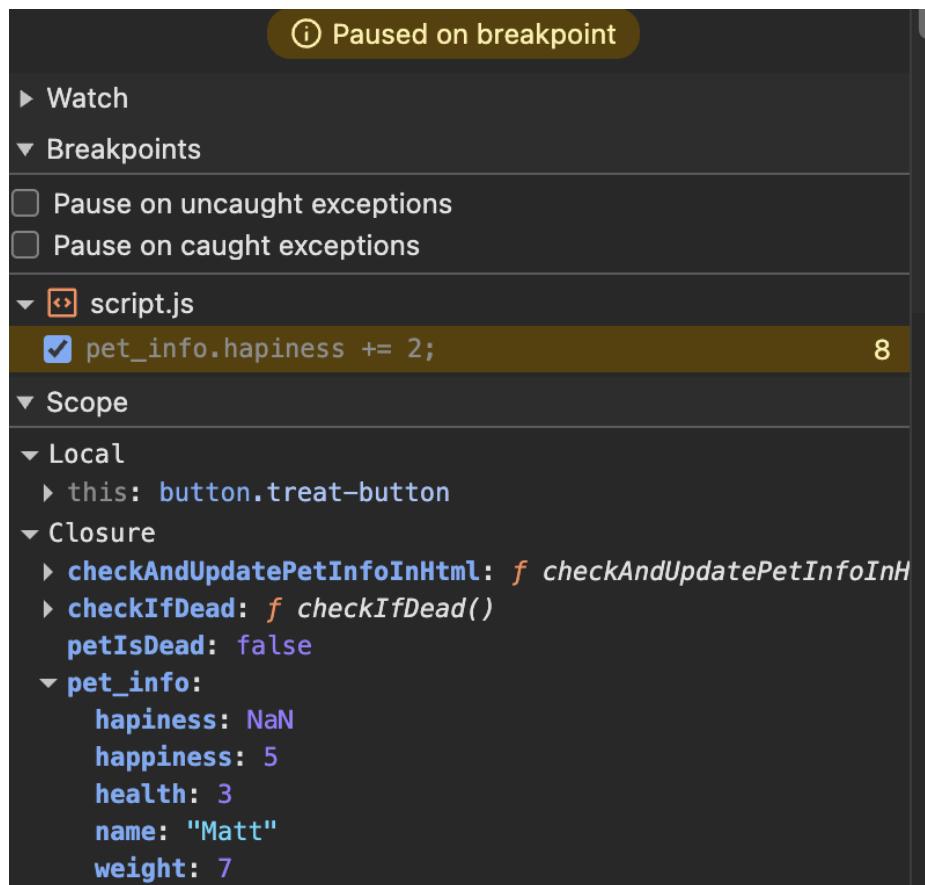
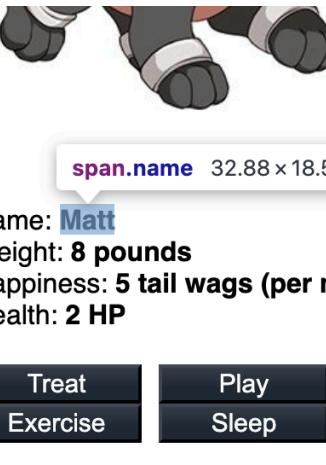


Fig. 3 Project 2 Breakpoint Scope

Once we inspect the scope of the breakpoint, we can view the values of each object, most importantly, ‘pet_info’ which are the variables that we are concerned about. Clearly, there is an additional variable ‘happiness’, showing that there is a typo in the script that goes unnoticed.

Live DOM Editing



span.name 32.88 × 18.5

Name: **Matt**
 Weight: **8 pounds**
 Happiness: **5 tail wags (per min)**
 Health: **2 HP**

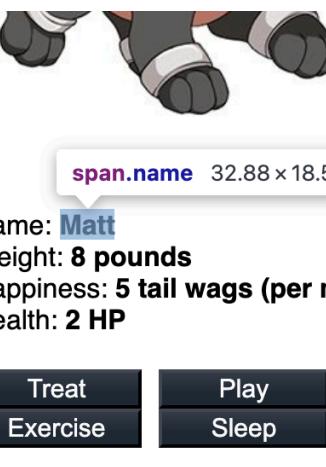
Treat	Play
Exercise	Sleep

```

<strong>
  <span class="name">Matt</span> == $0
</strong>
</div>
> <div>@@</div>
> <div>@@</div>
> <div>@@</div>
> <div class="button-container">@@</div>
> <div class="action-notification" style="di
> <div class="death-notification" style="dis
<button class="start-button" style="display
<button class="reset-button" style="display
</section>
</main>
<!-- Your web-app is https, so your scripts ne
<script src="https://code.jquery.com/jquery-2.
960x573feW6kem+000=" crossorigin="anonymous">
  
```

Fig. 4 Project 2 Name Span

See that we can access the DOM element that displays the name of our pet.



span.name 32.88 × 18.5

Name: **Brett**
 Weight: **8 pounds**
 Happiness: **5 tail wags (per min)**
 Health: **2 HP**

Treat	Play
Exercise	Sleep

```

<strong>
  <span class="name">Brett</span> == $0
</strong>
</div>
> <div>@@</div>
> <div>@@</div>
> <div>@@</div>
> <div class="button-container">@@</div>
> <div class="action-notification" style="di
> <div class="death-notification" style="dis
<button class="start-button" style="display
<button class="reset-button" style="display
</section>
</main>
<!-- Your web-app is https, so your scripts ne
<script src="https://code.jquery.com/jquery-2.
960x573feW6kem+000=" crossorigin="anonymous">
  
```

Fig. 5 Project 2 Live Editing Name Span

Through Chrome Dev Tools, we are able to edit the DOM and see the updates take place live.

Animations Spawning



Fig. 6 Project 2 'zzz' Animation

Chrome Dev Tools also allow us to inspect as animations spawn in the DOM.

```
et-image-container">
  ct" style="top: 127.027px; opacity: 0.837956;">z</div>
    image with your own pet image -->
  image" src="https://cdn.glitch.com/3aa98e05-3216-497c-a251-210ae4713a83
  ">
  t-container"></div>

ashboard">

  "name">Matt</span> == $0

  ton-container">@</div>
  ion-notification" style="display: block; opacity: 0.951967;">@</div>
  th-notification" style="display: none;">@</div>
```

Fig. 7 Project 2 Animation Spawning

See how the 'top', 'opacity', and 'display' styles change in regard to the animation.

Adding CSS Classes

```
'  
.pet-image {  
    height: 250px;  
}  
'
```

style.css:48

Fig. 8 Project 2 ‘.pet-image’ Original Style

```
'.pet-image {  
    height: 250px;  
    border: ▶ 5px solid ■ red;  
    transform: rotate(○5deg);  
}
```

*style.css:48

Fig. 9 Project 2 ‘.pet-image’ New Style



Fig. 10 Project 2 ‘.pet-image’ New Style Result