

# Mallory Coleman Puzzle Debugger

For this project I had many difficulties because the folders/ files we did in class didn't push to github and I ended up losing all of the code I did that class. This which is why I had to ask around and do a lot of research. I do struggle a lot with javascript and appreciate when you explain something in a better way I will understand.

## **Debugger 1:**

The first problem I had with my javascript was that my images wouldn't drag and drop, I had the buttons at the bottom working which would show up in the top left middle but when i drag each image it wouldn't drop. I fixed this debugger by clicking inspect and researching what the error was, there was no puzzle drop inserted so I did some research

## **Debugger 2:**

The Second problem I had working with was that each time i dragged and drop a puzzle it would show up under the console.log each time and kept repeating, I did not want this to happen, I copied the "console.log" and research what I should put instead to prevent it from showing up many times. I put " console = console || {}; console.log = function(){};" where I had "console.log =(0); This prevent the console.log error showing up everytime i dragged and dropped a button.

## **What I would do in the future:**

If I were to do this project again, I would have started looking in a different area for research on how to work the second debugger because once I understood why It kept showing up I understood it way better. I also would have made an appointment to get that one on one time with you about this project since I had many difficulties.