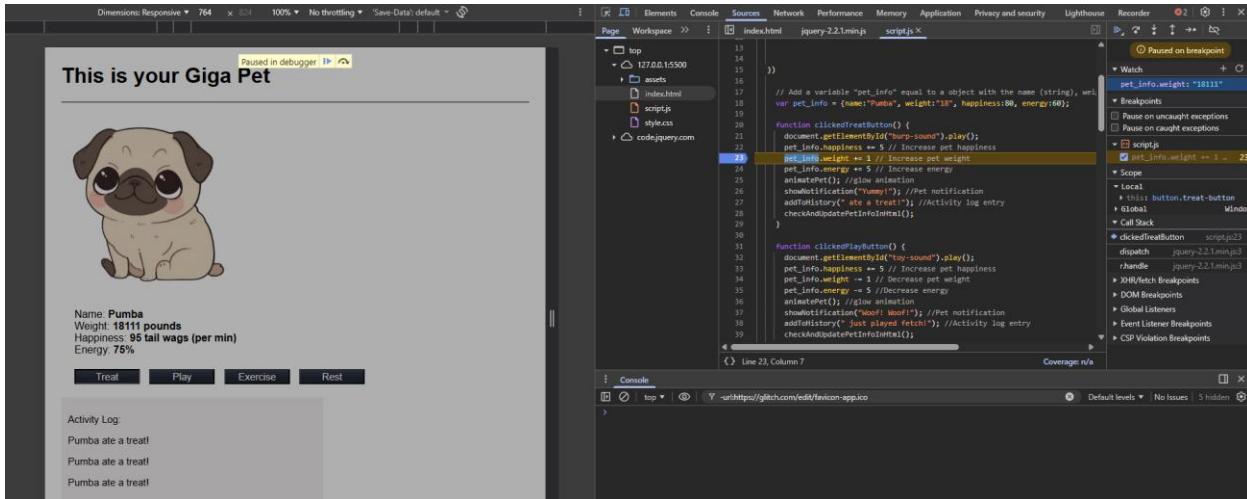


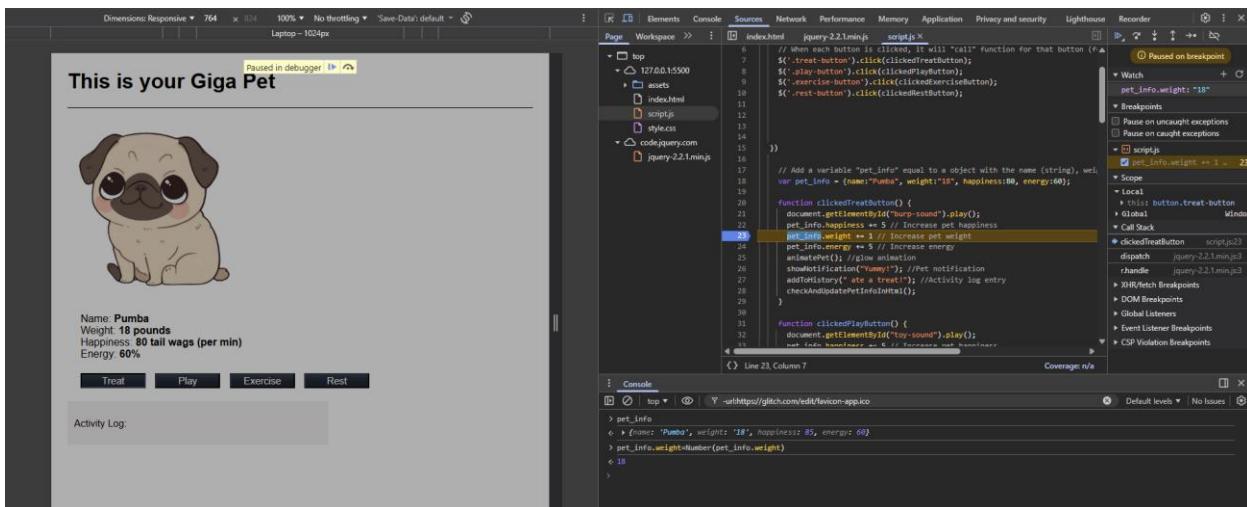
## Debug Java Script

I first paused my code and added a breakpoint at line 23 because I was getting an addition error for the weight. It is supposed to be adding one instead it was adding one at the end of the whole number. So instead of  $18+1=19$ , I was getting 181.



The screenshot shows a browser developer tools window with the "Sources" tab selected. A breakpoint is set on line 23 of the `script.js` file. The code snippet shows a variable `pet_info` being modified. The original value is `pet_info = {name: "Pumba", weight: "18", happiness: 80, energy: 60};`. At the breakpoint, the value is shown as `pet_info = {name: "Pumba", weight: "18111", happiness: 80, energy: 60};`. The `weight` property has been updated to a string of `18111` instead of the expected `19`.

Right here I was fixing the code directly into the console. I made sure that `pet_info.weight` was a number and not a string.



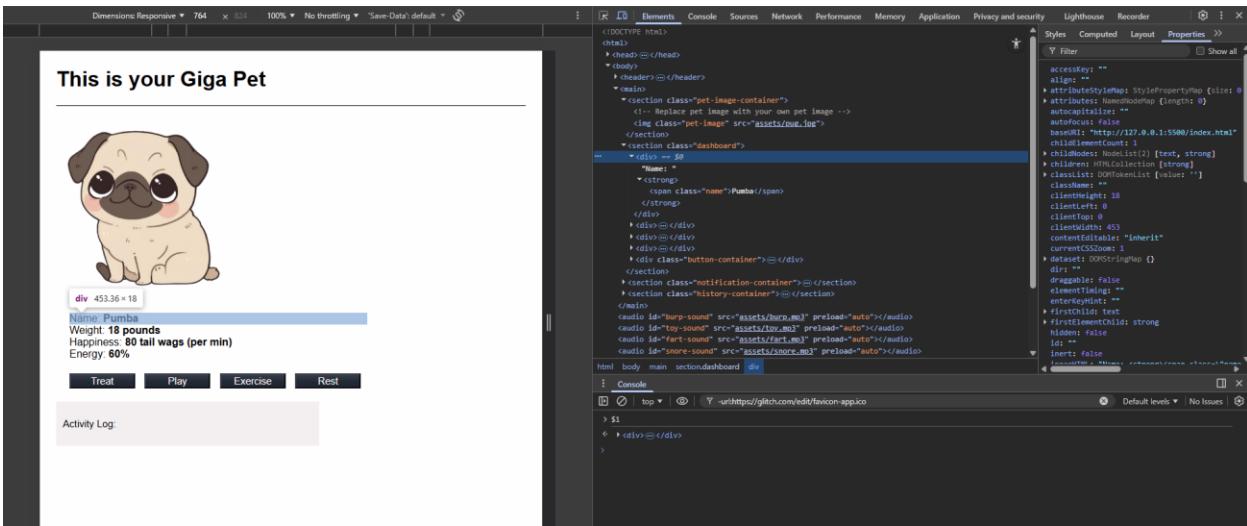
The screenshot shows the browser developer tools debugger after the fix. The code in the `script.js` file has been modified in the console to ensure that `pet_info.weight` is a number. The `weight` property is now correctly updated to `19` when the button is clicked.

That resolved my debug error and I was getting the correct weight displayed now.

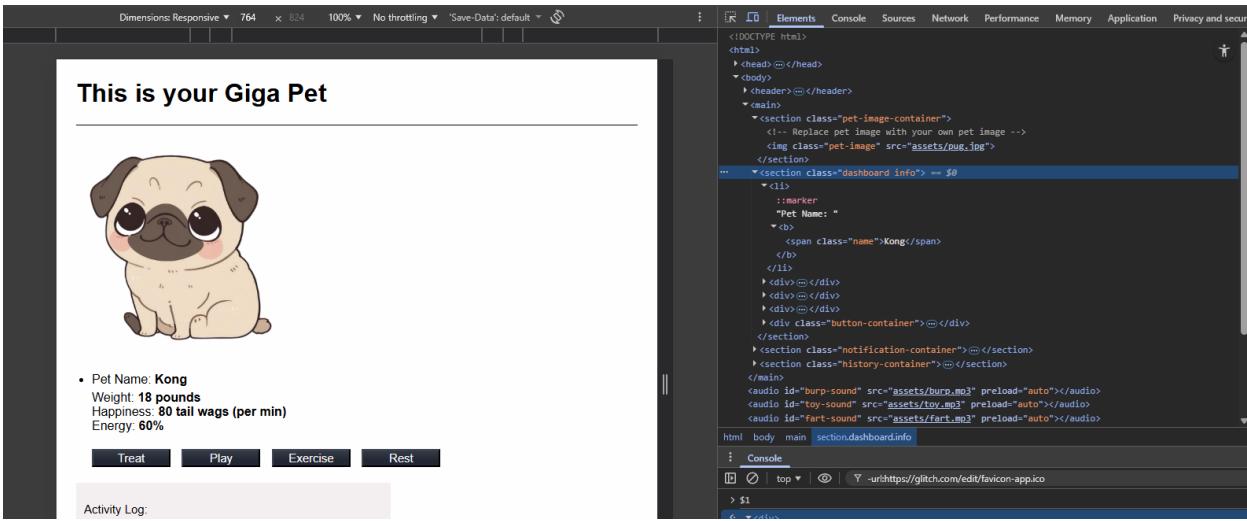
## DOM nodes

Here I selected the dashboard section in the DOM Tree. And then I viewed the current node and then viewed the node in object format.

I scroll into view here after searching the previous node in the navigation history. I also scrolled into view the element



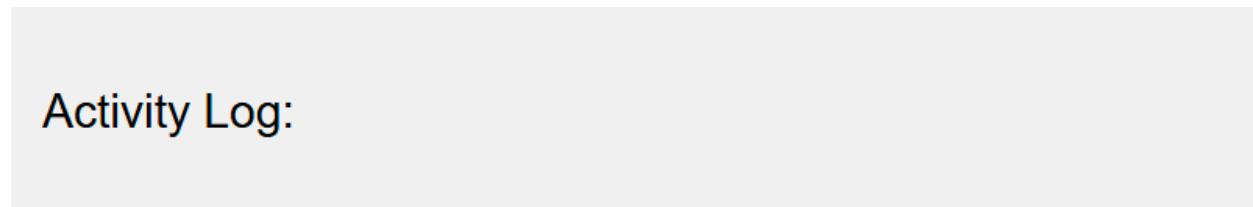
Here I directly edited the in DOM. (Edit the content, Edit attributes, Edit node type, Edit HTML)



Here I duplicated the history container node.

```
<body>
  <header> @@ </header>
  <main>
    <section class="pet-image-container">
      <!-- Replace pet image with your own pet image -->
      
    </section>
    <section class="dashboard info"> @@ </section>
    <section class="notification-container"> @@ </section>
    <section class="history-container"> @@ </section>
    <section class="history-container"> == $0
      <div> @@ </div>
    </section>
  </main>
<audio id="burp-sound" src="assets/burp.mp3" preload="auto"></audio>
<audio id="toy-sound" src="assets/toy.mp3" preload="auto"></audio>
<audio id="fart-sound" src="assets/fart.mp3" preload="auto"></audio>
<audio id="snore-sound" src="assets/snore.mp3" preload="auto"></audio>
<!-- Your web-app is https, so your scripts need to be too -->
```

This is the screenshot of the duplicated node.



Here I dragged the pet image in the header.

A screenshot of a web application. At the top, there is a header with the text 'This is your Giga Pet'. Below the header is a large, cute pug image. Underneath the image is a section containing pet statistics: 'Pet Name: Kong', 'Weight: 18 pounds', 'Happiness: 80 tail wags (per min)', and 'Energy: 60%'. Below these stats are four buttons labeled 'Treat', 'Play', 'Exercise', and 'Rest'. Further down the page, there are two sections labeled 'Activity Log:' with some placeholder text.

```
<head> @@ </head>
<body>
  <header>
    <h1> This is your Giga Pet </h1>
    
  <main>
    <section class="pet-image-container">
      <!-- Replace pet image with your own pet image -->
    </section>
    <section class="dashboard info"> @@ </section>
    <section class="notification-container"> @@ </section>
    <section class="history-container"> @@ </section>
    <section class="history-container"> == $0
      <div> @@ </div>
    </section>
  </main>
<audio id="burp-sound" src="assets/burp.mp3" preload="auto"></audio>
<audio id="toy-sound" src="assets/toy.mp3" preload="auto"></audio>
<audio id="fart-sound" src="assets/fart.mp3" preload="auto"></audio>
<audio id="snore-sound" src="assets/snore.mp3" preload="auto"></audio>
<!-- Your web-app is https, so your scripts need to be too -->
<script src="https://code.jquery.com/jquery-2.2.1.min.js" integrity="sha256-gv0AFzTH6trSrAwH1lP9xc9Qx5Z3fEW6kew+000=" crossorigin="anonymous"></script>
<!-- Code injected by live-server -->
```

html body header img.pet-image

Console

\$1

```
<div>
  "Name: "
  <strong>
    <span class="name">Pumba</span>
  </strong>
</div>
```

Here I force a hover state in the treat button.

Hide a node

## Delete an element

