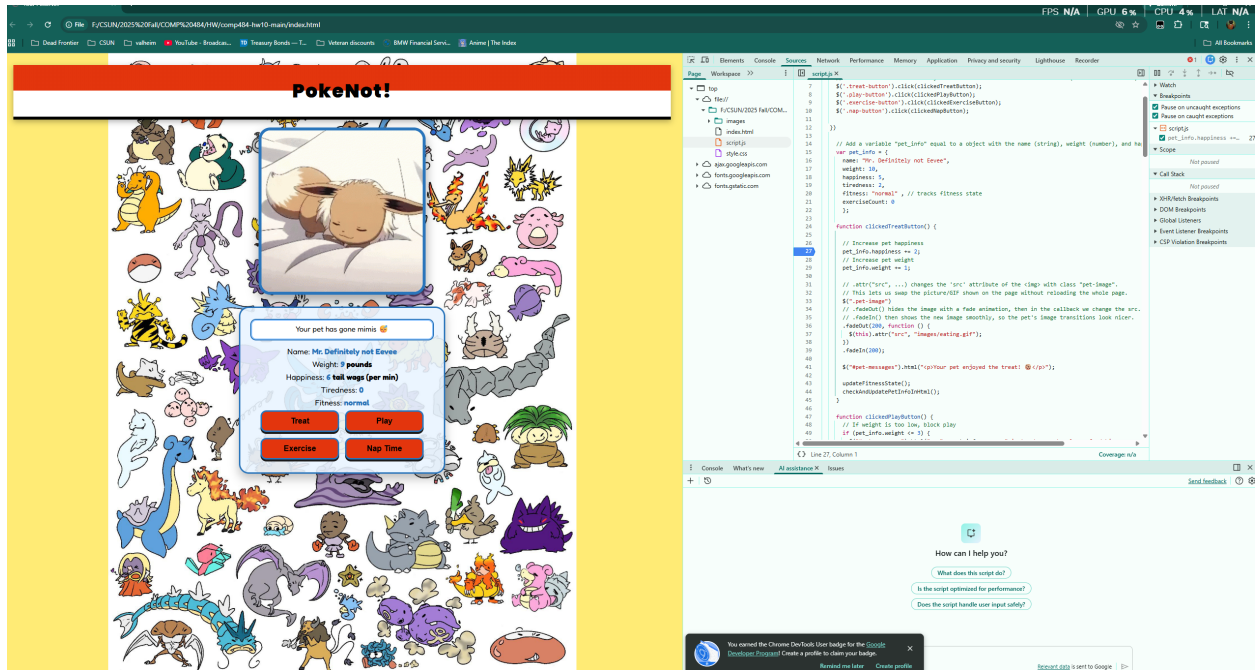
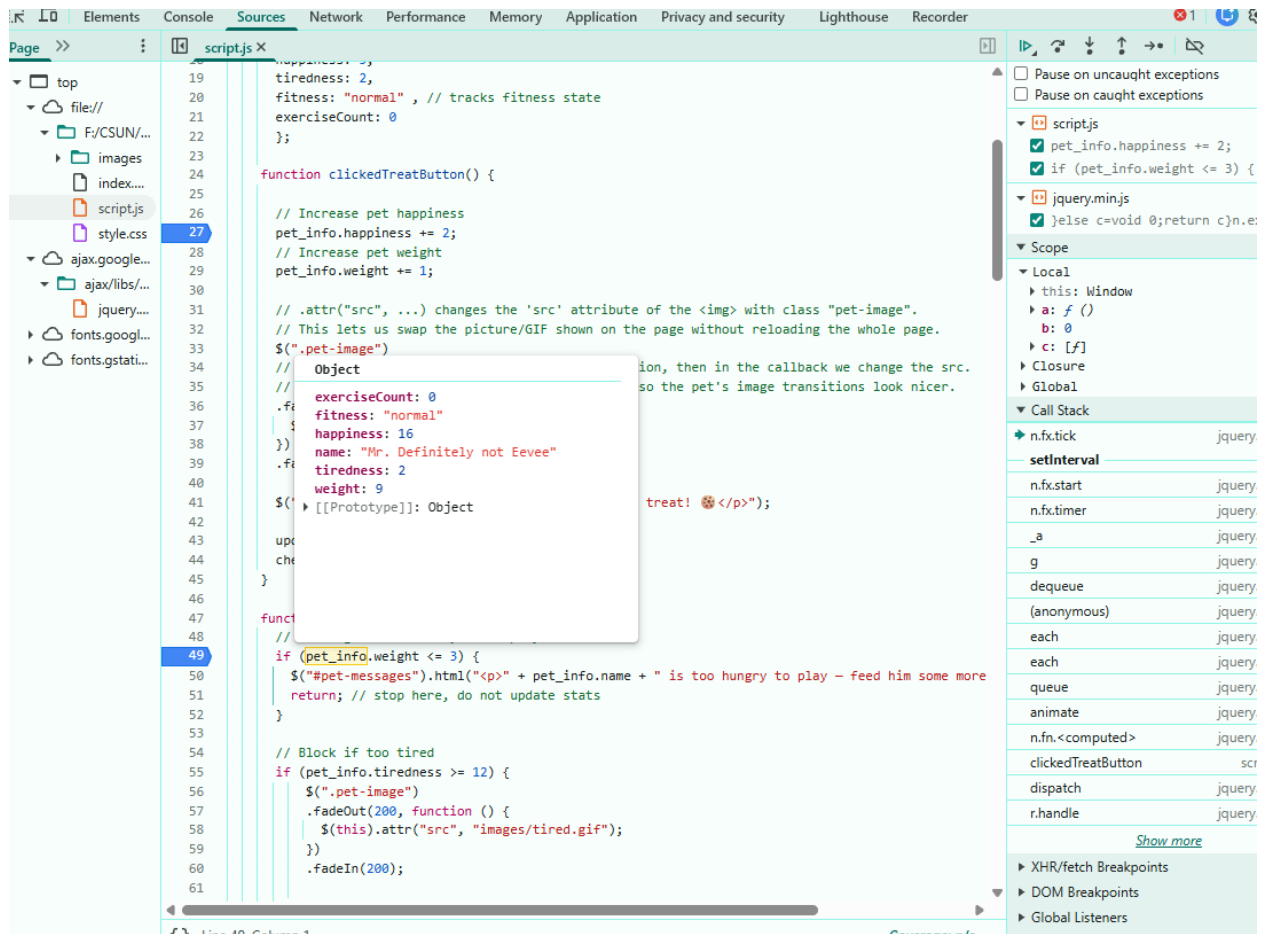


## Chrome dev Commands

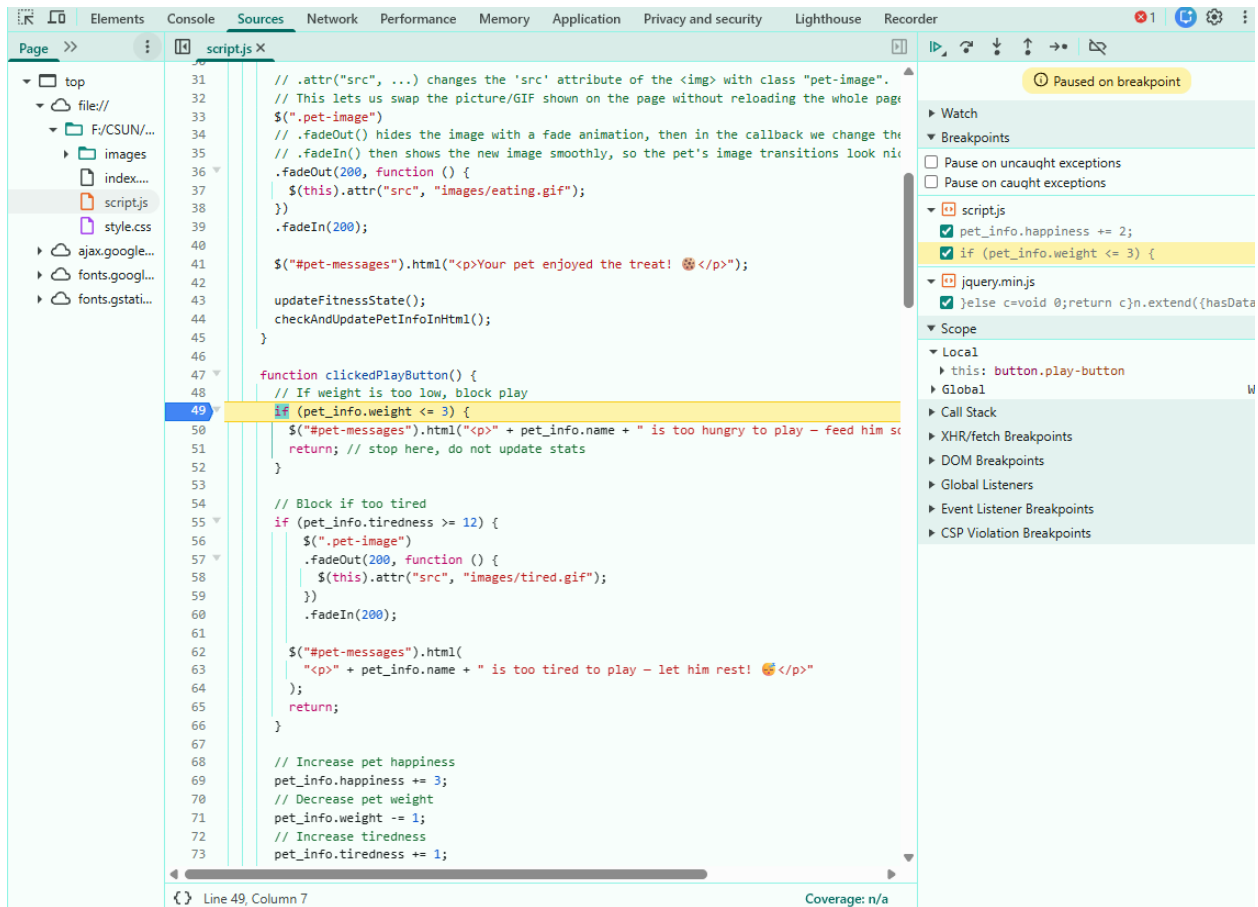
### Debugging java script tool :



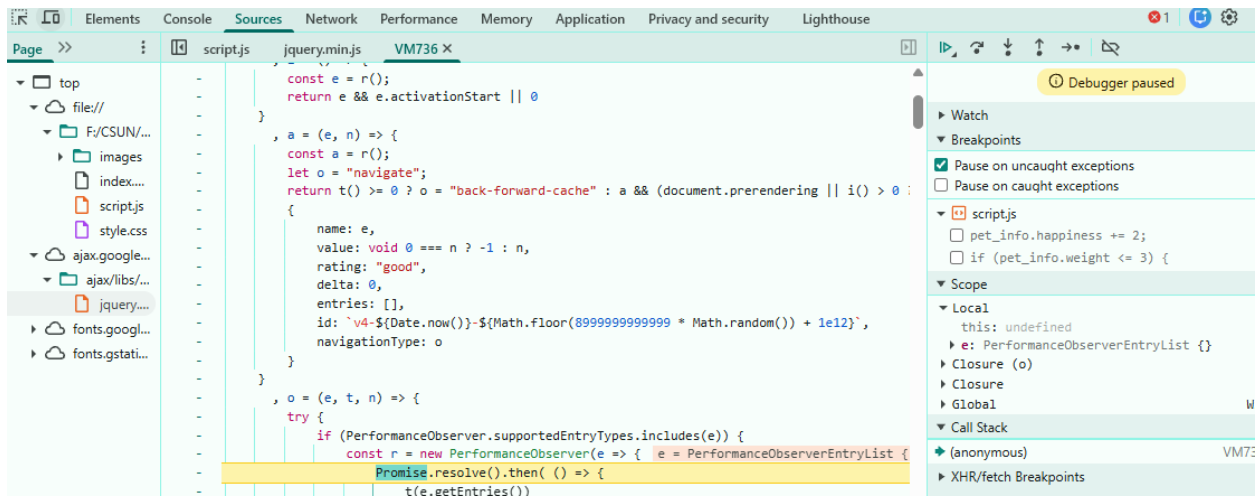
1. Here I just open the dev tools on my current page



2. here you can see the pet info that will be updated when the button is clicked



3. here I selected the breakpoint to be the if statement



4. here I noticed that it was pausing on the jquery code rather than my own code

## DOM:

The screenshot displays a web browser window with a game titled "PokeNot!". The game interface features a background of various Pokémon. In the center, there is a modal window for a Pokémon named "Mr. Definitely not Eevee". The modal displays the following information:

- Name: Mr. Definitely not Eevee
- Weight: 5 pounds
- Happiness: 10 tails wags (per min)
- Tiredness: 9
- Fitness: normal

Below the information, there are four buttons: "Feed", "Play", "Exercise", and "Nap Time".

To the right of the browser window, the Chrome DevTools "Elements" panel is open, showing the DOM tree. The tree structure is as follows:

```
<!DOCTYPE html>
<html>
  <head> ... </head>
  <body>
    <header>
      <h1> PokeNot! </h1>
    </header>
    <main> flex
      <section class="pet-image-container"> ... </section> flex
      <section class="dashboard"> ... </section>
    </main>
  </body>
</html>
```

The "Styles" panel on the right shows the default user agent styles for the selected element, including:

- margin: 0
- border: 0
- padding: 0
- display: none

A box model diagram is also visible, showing the element's dimensions and spacing.

1. here I took a sc of the dom tree that is going over the html page

```
▼ <div class="button-container"> (flex)
  <button class="treat-button"> Treat </button> == $0
  <button class="play-button"> Play </button>
  <button class="exercise-button"> Exercise </button>
  <button class="nap-button"> Nap Time </button>
</div>
</section>
</main>
</body>
</html>
```

html body main section.dashboard div.button-container button.treat-button

button 1 of 5

2. here I use the search function to find the button class

```
▼ <div class="button-container"> (flex)
  <button class="treat-button"> Treat </button> == $0
  <button class="play-button"> Play </button>

> $0
< <button class="treat-button"> Treat </button>
>
```

3. here I searched for the \$0 value in the console to look for what would populate

```
▼ <div id="pet-messages">
  <p>Mr. Definitely not Eevee is too hungry to exercise – feed him some more before making him do more!</p> ==
</div>
```

4. Here I edit the text in the dom

```
▼ <p> == $0
  "Mr. Definitely not Eevee is too hungry to exercise – feed him some more before making him do more!"
</p>

▼ <h3> == $0
  "Mr. Definitely not Eevee is too hungry to exercise – feed him some more before making him do more!"
</h3>
```

5. Here I change the header of this text from <p> to <h3>