**3 Things You Can Do With Developer Tools**

Web 231

Assignment 9.4

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**3 Things You Can Do With Developer Tools**

Developer tools in browsers are a great tool because there are so many things you can do with them. When you create a site you often log messages to the console to make sure your JavaScript is working as expected. (developers.google.com) To log a message, you insert an expression like console.log('Hello, Console') into your JavaScript. (developers.google.com) This expression tells the browser to log the message to the console. When you view your code using developer tools you'll be able to see any errors that are caught in the console. Making this a great tool to be able to debug your JavaScript. In the console, your able to interact with your code and make changes in order to eliminate the bug because the console has full access to the page's window. (developers.google.com) The developer tools also let you pause a script in the middle of its execution. (developers.google.com) While you're paused, you can use the console to view and change the page's window or DOM at that moment in time. (developers.google.com) This will make debugging more convenient and save a lot of time because you won't need to go through your code line by line trying to figure out where the error is occurring. Not only can you debug your JavaScript using the console, you can also use the console to try out new code. Being able to use the developer tools in this manner, makes it like a playground where you can try new features in order to learn how to use them in your own code.

Besides being able to debug your JavaScript and make changes to the DOM using developer tools, you can also use it to edit your CSS. While viewing your webpage in a browser you can hover over a specific area then right click and select inspect which will open the elements panel for the code your hovering over. In the elements panel you can change the CSS rules that are being applied to your code. (developer.mozilla.org) In the elements panel you can see the rules view which lists all the rules that apply to the selected element, ordered from most specific to least specific. (developer.mozilla.org) This is where you can change the display of certain CSS and rules by choosing from the :hov, .cls or + or changing the value directing in the CSS. (developer.mozilla.org) Not only can you make edits in this area but you can also add new CSS by going under the style editor in Firefox. In Chrome you can edit the CSS under the styles tab or you can click on the linked style sheet which will take you to the sources panel and show the CSS for the selected area. Here you can either remove or add CSS rules. If your working with a linked CSS file you can go to the sources tab and open the CSS file you want to edit. (rafaltomal.com) Then you right click on the tab and choose add folder to workspace. (rafaltomal.com) Once the folder is added to the workspace you can use ctrl + s to save your changes directly to your CSS file. Using the developer tools to edit your CSS makes changes easier because you'll be able to see them happen directly in the browser without having to save the file then reopen it every time. This will save so much time with designing a website.

Another tool you can use is device mode to approximate how your page looks and performs on a mobile device.(developers.google.com) Using this tool helps you see what your page will look like if someone views it on a mobile device. Everyone uses phones, tablets, laptops, etc. to access the internet. So this tool if very helpful so you'll know how your page responds to being viewed on these items. In order to use this tool, you have to click the toggle device toolbar to open the UI that enables you to simulate a mobile viewport. (developers.google.com) Once here you can drag the handles to change your height and width or enter in the dimensions you need. You can also use media query breakpoints above the viewport to change the dimensions. Another option is using the device list, from here you can choose the device such as an iphone to see what your page will look like when viewed on one. (developers.google.com) You can rotate your view as if your rotating a phone or tablet. Since phones and tablets are mobile you are able to throttle the network and CPU option so you can test your website using the different tiers that mobile devices use. (developers.google.com) These will slow down the throttle and CPU in order to mimic the CPU of a mobile device. (developers.google.com) Within this tool there are many options you can change in order to make the viewport respond like a mobile device. We just have to keep in mind when using this tool that we are still on a computer so they won't react exactly the way a mobile device does, but, will give us an idea of how the webpage will respond.

Before researching these developer tools, I knew they existed but had no idea what they were used for. After this week, I now realize the developer tools within browsers are a very important part of web development. There are so many different ways to test your website and even make changes. Being able to use these different tools will make the development process of websites more efficient and save us a lot of time because we can use them for debugging, and choosing what changes to make on our CSS by viewing it before enforcing the change.

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