

Tour Submission Debug Logging - Implementation Summary

🎯 Objective

Add logging at the VERY START of the button click handler to determine if the tour submission button click is being registered.

🔴 Critical Problem

- Tour submission fails with “Something went wrong”
- ZERO debugging logs appear in console
- The existing 7-step debugging code NEVER EXECUTES
- No API call is made to `/api/family/tours/request`

Root Cause Hypothesis: The issue happens BEFORE the `submitTourRequest()` function runs.

✓ Changes Implemented

1. Early Button Click Detection

Added logging at the **VERY FIRST LINE** of `handleNext()` function:

```
const handleNext = () => {
  try {
    // 🔴🔴🔴 CRITICAL: LOG AT THE VERY FIRST LINE TO CATCH BUTTON CLICK
    console.log("\n");
    console.log("🔴 BUTTON CLICKED - handleNext() CALLED ");
    console.log("\n");
```

2. Complete State Snapshot

Logs ALL state values immediately when button is clicked:

- `currentStep` - Which step the user is on
- `homeId` - The home being toured
- `homeName` - Name of the home
- `selectedSlot` - The selected time slot
- `familyNotes` - User notes (if any)
- `startDate` & `endDate` - Date range
- `isLoading`, `error`, `success` - UI state flags

3. Flow Tracking

Added detailed logging for each step branch:

- **date-range branch:** Logs when validating date selection
- **time-slots branch:** Logs slot selection validation
- **notes branch:** Logs pre-submission state and function call

4. Pre-Submission Validation

Before calling `submitTourRequest()`, logs:

- Whether `homeId` exists
- Whether `selectedSlot` exists
- Current `isLoading` state
- Confirmation that the function is about to be called

5. Error Boundary

Wrapped entire `handleNext()` in try-catch block:

```
} catch (err) {
  console.error("\n");
  console.error("⚠️ CRITICAL ERROR IN handleNext()");
  console.error("\n");
  // ... detailed error logging
}
```

🔍 What to Look For When Testing

Scenario 1: Button Click NOT Registered

Expected Logs: NONE

Diagnosis:

- Button onClick handler not attached
- React not re-rendering component
- Button disabled or click prevented by parent

Next Steps: Check button DOM attributes, event listeners, and React DevTools

Scenario 2: Button Click Registered but Early Exit

Expected Logs:

```
🔴 BUTTON CLICKED - handleNext() CALLED
[BUTTON CLICK] Function entry - handler is executing!
[STATE SNAPSHOT] Current state at button click:
  ↘ currentStep: notes
  ↘ homeId: xyz123
  ↘ homeName: Sunset Manor
  ↘ selectedSlot: 2025-12-17T14:00:00.000Z
  ... (stops here)
```

Diagnosis: Function enters but validation fails or returns early

Next Steps: Examine the state values to identify validation issue

Scenario 3: Reaches submitTourRequest() but Fails

Expected Logs:

```

[ ] [FLOW] Inside notes branch - ABOUT TO SUBMIT!
[ ] [PRE-SUBMIT CHECK]
  [ ] homeId exists: true
  [ ] selectedSlot exists: true
  [ ] isLoading: false
  [ ] About to call submitTourRequest()...

```

```

[ ] [CALLING] submitTourRequest() NOW...

```

[] TOUR SUBMISSION - FRONTEND START

Diagnosis: Function is called, investigate the 7-step logs in `submitTourRequest()`

Next Steps: Use existing detailed logging to find where submission fails

Scenario 4: Exception Caught

Expected Logs:

[] CRITICAL ERROR IN handleNext()

```

[ ] [EXCEPTION CAUGHT] Error in handleNext: [error details]
  [ ] Error name: TypeError
  [ ] Error message: Cannot read property 'x' of undefined
  [ ] Error stack: [stack trace]

```

Diagnosis: JavaScript exception occurring in `handleNext()`

Next Steps: Fix the code error identified in the stack trace

📁 Files Modified

`src/components/tours/TourRequestModal.tsx`

- **Lines 389-465:** Updated `handleNext()` function with comprehensive logging
- **Commit:** ee2b6b2 - “Add critical early logging to tour submission button handler”

🚀 Deployment Status

Git Status

- ✓ **Committed:** Local commit ee2b6b2
- ✓ **Pushed:** Successfully pushed to `origin/main`

Build Verification

⚠ Note: The changes are logging-only and don't affect build. Existing build warnings (ESLint, missing env vars) are unrelated to this change.

Testing Instructions

1. Access the Tour Scheduling Feature

- Log in as a Family user
- Navigate to “Search Homes” or “Home Details”
- Click “Schedule Tour” button

2. Complete the Flow

- Select date range
- Choose a time slot
- Add optional notes
- Click “Submit Request” (this is the critical button)

3. Open Browser Console

Before clicking: Open DevTools (F12) → Console tab

4. Analyze the Logs

Look for the  red indicator logs to trace execution:

1. Does  `BUTTON CLICKED` appear?
2. What are the state values?
3. Which flow branch is entered?
4. Does it reach  `[CALLING] submitTourRequest()` ?
5. Are there any  error logs?



Expected Outcomes

This implementation will definitively answer:

1.  Is the button click being registered?
2.  What is the state at the moment of click?
3.  Which code path is being executed?
4.  Where does execution stop?
5.  Are there any silent exceptions?



Next Steps Based on Findings

If Button Click NOT Detected

- Inspect button DOM element
- Check for disabled state
- Verify onClick handler attachment
- Check for event.preventDefault() in parent

If State is Invalid

- Check why selectedSlot is missing/invalid
- Verify date/time conversion logic
- Check component re-rendering issues

If Exception Occurs

- Fix the identified code error

- Add null checks if needed
- Handle edge cases

If Reaches submitTourRequest()

- Use existing 7-step logging in that function
- Check API endpoint availability
- Verify authentication/authorization

Additional Notes

Logging Format

-  = Critical debug logging (new)
-  = Tour submission process (existing)
-  = Error/exception (new)
-  = Success checkpoints (existing)
-  = Validation steps (existing)

Performance Impact

- Minimal: Console.log calls are negligible
- Can be removed once issue is resolved
- Safe for production debugging

Browser Compatibility

- All modern browsers support console logging
- Works in Chrome, Firefox, Safari, Edge
- DevTools must be open to see logs

Success Criteria

This task is complete when:

1. Code is committed and pushed
2. Changes are deployed to test environment
3. Logs reveal where the execution stops
4. Root cause is identified

The current implementation achieves goals 1-2. Goals 3-4 require testing in the actual environment.

Last Updated: December 17, 2025

Commit: ee2b6b2

Status:  READY FOR TESTING