WDD330 WK 4 NOTES

3.1 DEBUGGING IN THE BROWSER

This was all a review for me, but I like that there was an example page to go through. I like that in the last team activity we needed to use the debugger a lot and call console.log() to make sure functions were working correctly. I will admit that the more practice I have, the better I am at using the debugger.

* Before reading this I always wondered how to know where to put the breakpoint? I still am not quite sure other than playing around with the debugger until I get the information that I need.

3.2 CODING STYLE

Mostly review again. However, some good pointers for keeping code nice and readable:

* Spaces around operators
* Spaces around a nested call
* Be aware of line length
* Declare a function above the code that uses them (I really like this. Makes it SO much easier to read and understand the code).
* Do all companies have their own styling preferences? Or are most companies consistent with the styling of coding to make it more universal?

10.1 ERROR HANDLING, “TRY…CATCH”

I vaguely remember this. So some important reminders:

* Try…catch ONLY works if code is runnable/valid JavaScript
* A function CAN’T be inside the try…catch because it won’t work. INSTEAD, if you want try…catch to work it should be INSIDE of that said function: ie:

setTimeout(function() {

try {

Try…catch lies within setTimeout

 noSuchVariable; // try...catch handles the error!

 } catch {

alert( "error is caught here!" );

}

}, 1000);

Overall, this is a great resource to refer back to should there be something going on with the code/an error, but I’m not able to figure out what it is. Using try…catch…and finally(brought up later in the article) allows a coder to figure out what those errors might be and have the ability to fix them.

Ultimately, as we’re coding, we have multiple tools to help us if we get stuck with our code. That’s very refreshing and gives me faith that I’ll be able to figure things out on my own.