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學習

# google-chrome-devtools

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#google-

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devtools

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# 1: google-chrome-devtools

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## Examples

sources<sub>CTRL + O</sub> + o for Mac。

javaScript/ CSS

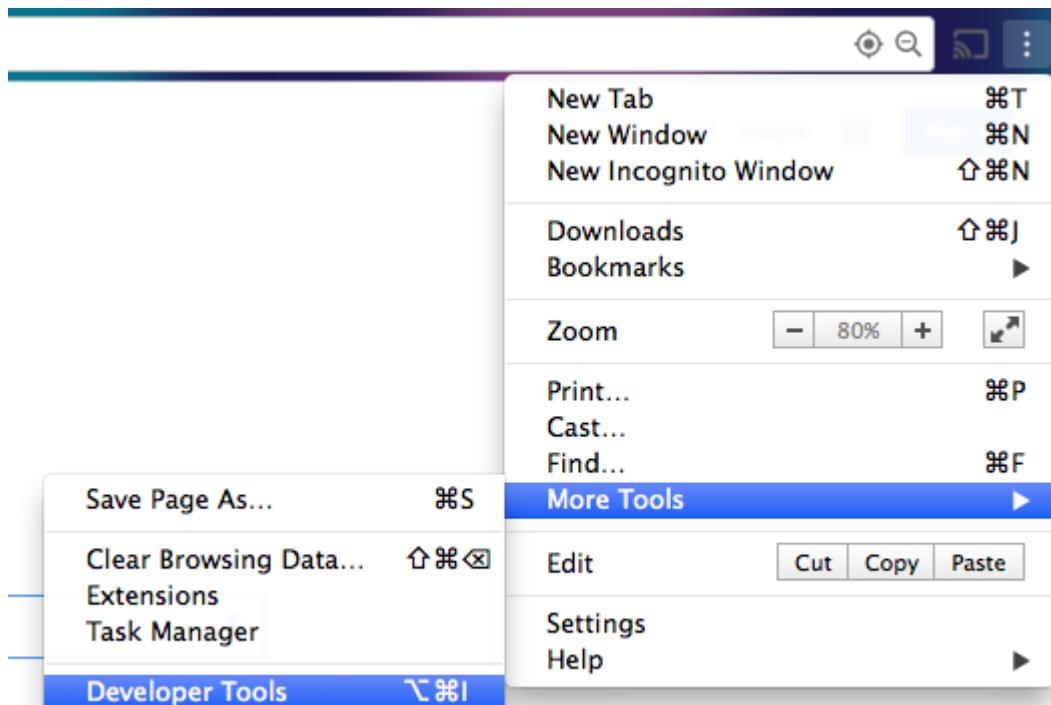
<sub>CTRL + SHIFT + O</sub> mac <sub>O + SHIFT + O</sub> javaScript/ CSS。

Chrome

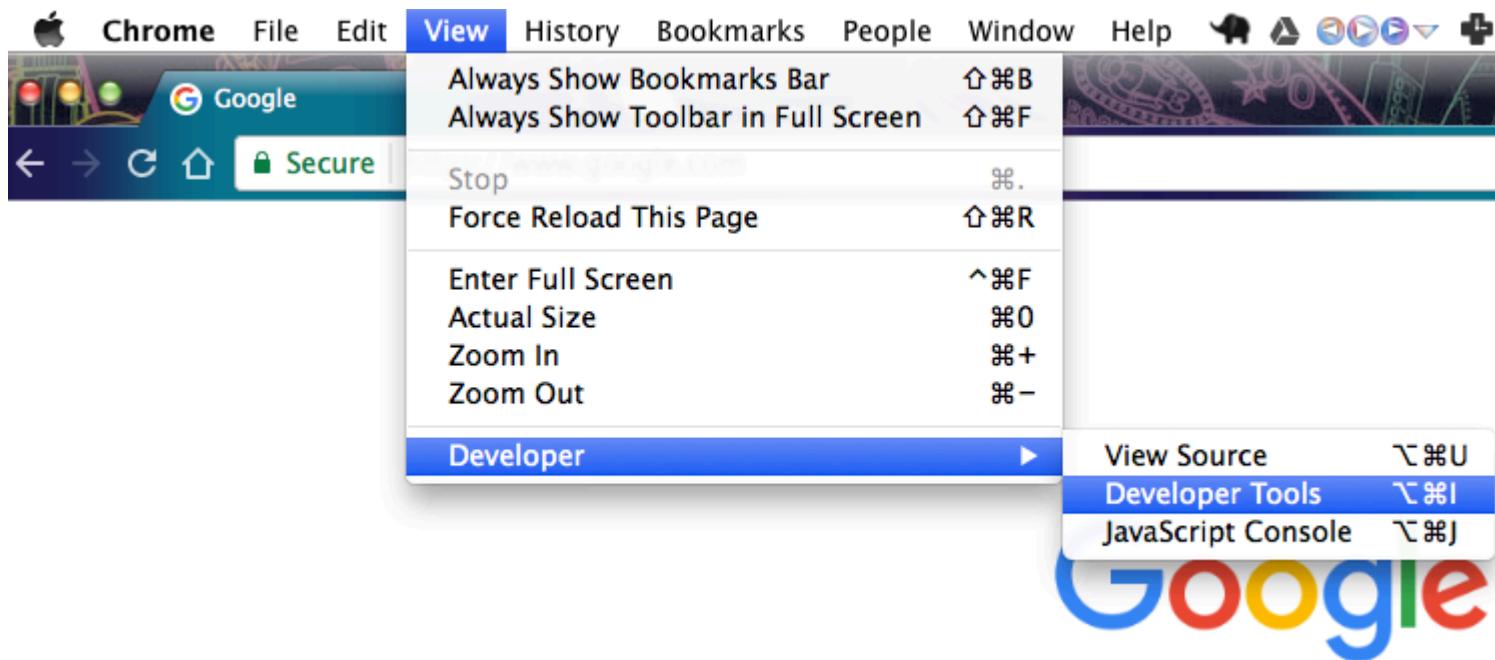
Chrome

<sub>⌘ + option + i</sub>

“>“>“”



“>“”>“”



google-chrome-devtools <https://riptutorial.com/zh-TW/google-chrome-devtools/topic/1423/google-chrome-devtools>

## 2:

```
document.body.contentEditable = true;document.designMode = 'on';
```

## Examples

- Ctrl+Shift+J Windows / Linux
- Cmd+Opt+J Mac

```
document.body.contentEditable = true;document.designMode = 'on';ENTER
```

<https://riptutorial.com/zh-TW/google-chrome-devtools/topic/9293/>

# 3:

## Examples

### Error.stack

#### Errorstack

The screenshot shows a developer tools window with the "events.js" file open in the left pane. The right pane displays the "Call Stack" panel, which is currently expanded. The stack trace starts with an error message: "Error: An exception events.js:988". Below this, the stack trace lists several frames, each with a URL and line number. The frames are: "[object Object].triggerForElement (http://www.corp.google.com/~yurys/closure-library/closure/goog/ui-hovercard.js:209:9)", "[object Object].handleTriggerMouseOver\_ (http://www.corp.google.com/~yurys/closure-library/closure/goog/events/listener.js:186:10)", "[object Object].handleEvent (http://www.corp.google.com/~yurys/closure-library/closure/goog/events/listener.js:157:26)", "Object.fireListener (http://www.corp.google.com/~yurys/closure-library/closure/goog/events/events.js:753:21)", "HTMLDocument.<anonymous> (http://www.corp.google.com/~yurys/closure-library/closure/goog/events/events.js:986:26)", and "HTMLDocument.<anonymous> (http://www.corp.google.com/~yurys/closure-library/closure/goog/events/pools.js:157:36)". The "Scope Variables" and "Breakpoints" sections are also visible in the panel.

### console.trace

JavaScript [console.trace](#)

```
positioning.js events.js hovercard.js* ▶ V ▶ C ▶ S ▶ E
214 goog.ui.HoverCard.prototype.triggerForElement = function(element) {
215   console.trace();
216   if (anchorElement == this.currentAnchor_) {
217     // Element is already showing, just make sure it
218     // stays there.
219     this.clearHideTimer();
220     return;
221   }
222 }
```

{ } Line 214, Column 19

Console Search Emulation Rendering

✖️ <top frame> ▼ <page context> ▼

RECOMPILATION AND UPDATE SUCCEEDED.  
Recompilation and update succeeded.  
Recompilation and update succeeded.

4 ▼ console.trace()  
    goog.ui.HoverCard.triggerForElement  
    goog.ui.HoverCard.handleTriggerMouseOver\_  
    goog.events.fireListener  
    goog.events.handleBrowserEvent\_  
    (anonymous function)

>

console.assert

console.assertJavaScript false

The screenshot shows the Google Chrome DevTools developer panel. The top tab bar has three tabs: "positioning.js", "events.js", and "hovercard.js\* X". The "hovercard.js" tab is active and has a yellow warning icon. The code editor shows several lines of JavaScript. Line 219 contains a call to `console.assert`. Line 221 contains an if-statement. A red callout bubble with the text "Assertion failed:" points to the assert line. The code editor's status bar at the bottom says "{} Line 225, Column 4".

```
217
218
219 console.assert(this.currentAnchor_ == undefined, 'I
220
221 if (anchorElement == this.currentAnchor_) {
222   // Element is already showing, just make sure it
223   this.clearHideTimer();
224 }
```

Console Search Emulation Rendering

🚫 ⚡ <top frame> ▾ <page context> ▾

Recompilation and update succeeded.

✖ Assertion failed:

```
goog.ui.HoverCard.triggerForElement
goog.ui.HoverCard.handleTriggerMouseOver_
goog.events.fireListener
goog.events.handleBrowserEvent_
(anonymous function)
```

Recompilation and update succeeded.

Recompilation and update succeeded.

>

<https://riptutorial.com/zh-TW/google-chrome-devtools/topic/3148/>

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