LEARNING google-chrome-devtools

#google-chrome-devtools

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About

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Chapter 1: Getting started with google-chrome-devtools

Remarks

This section provides an overview of what google-chrome-devtools is, and why a developer might want to use it.

It should also mention any large subjects within google-chrome-devtools, and link out to the related topics. Since the Documentation for google-chrome-devtools is new, you may need to create initial versions of those related topics.

Examples

Search by filename

While in the sources tab use `CTRL`+`O` (`▯`+`O` for Mac) to search by filename.

Go to member (javaScript function/CSS rule)

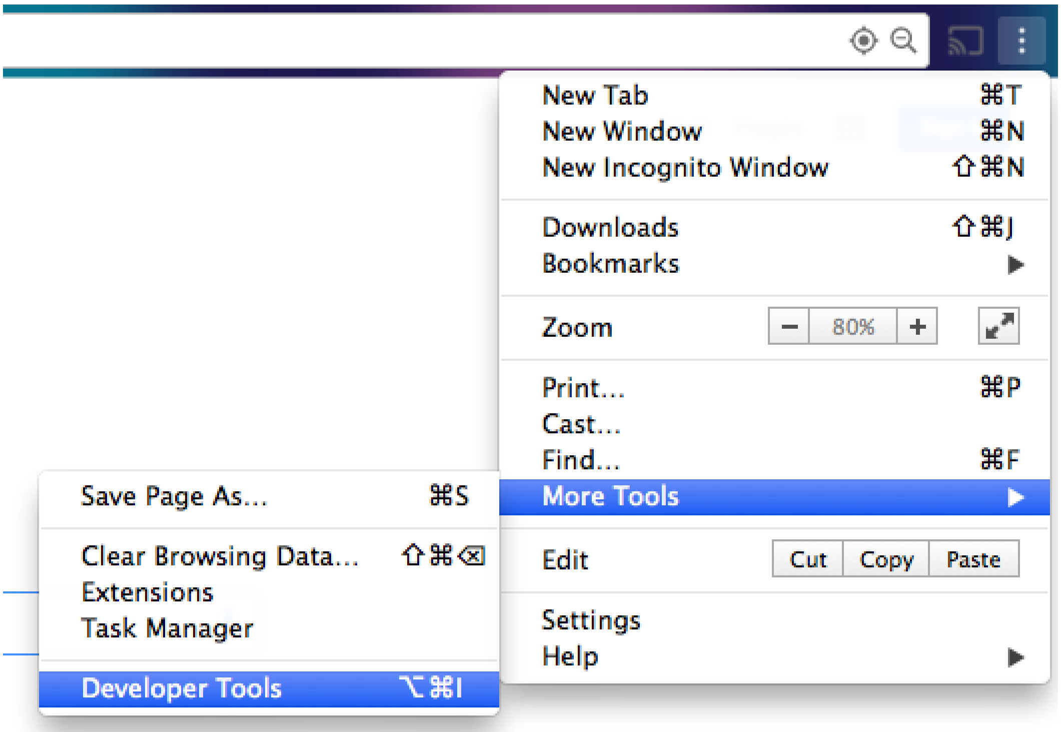
Use `CTRL`+`SHIFT`+`O` (`▯`+`SHIFT`+`O` for mac) to navigate to a javaScript function/CSS rule when viewing a file.

Accessing Chrome Dev Tools

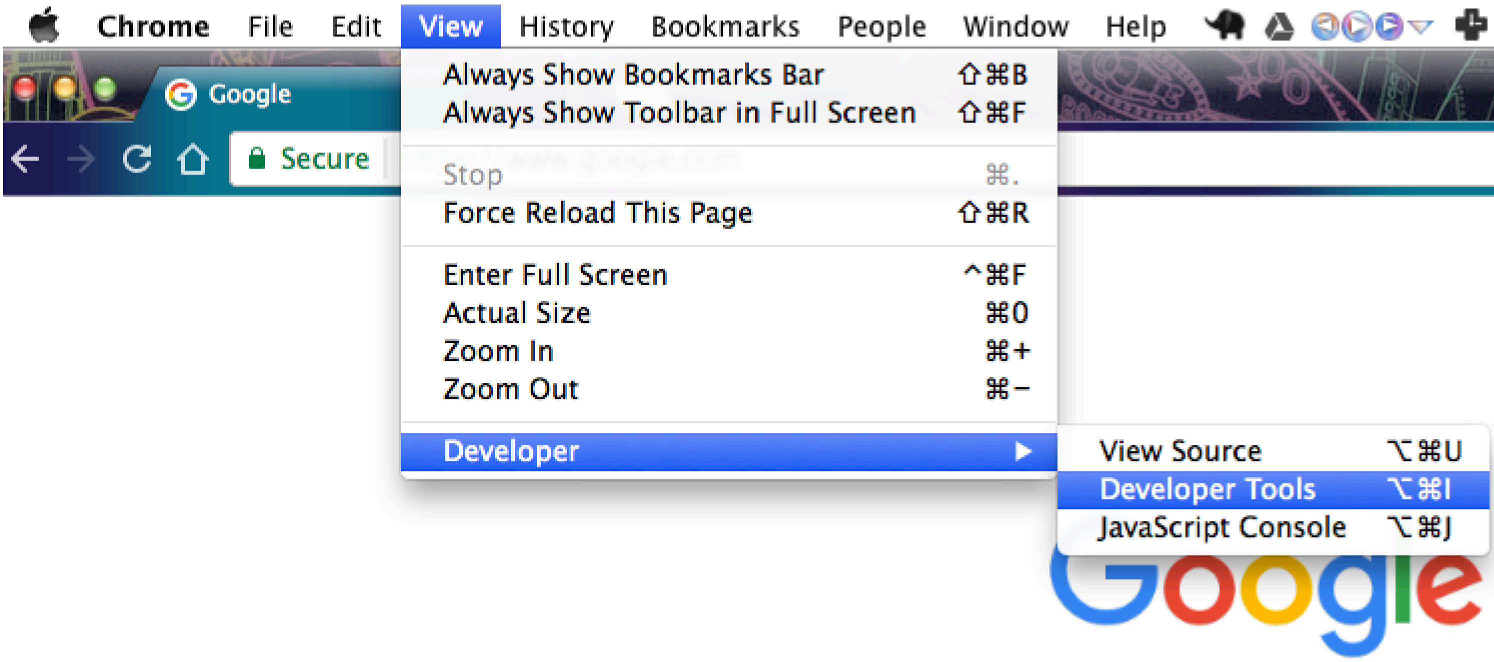
While chrome browser is open to any tab (except welcome tabs) you have three options to open Chrome Dev Tools:

Keyboard: Type `command ▯`+`option`+`i`

Browser Menu: Click 'Menu' > 'More Tools' > 'Developer Tools'



Program Menu (*at top of your screen*): Click 'View' > 'Developer' > 'Developer Tools'



Read Getting started with google-chrome-devtools online: https://riptutorial.com/google-chrome-devtools/topic/1423/getting-started-with-google-chrome-devtools

Chapter 2: Editable Content

Introduction

You can use `document.body.contentEditable = true` or `document.designMode = 'on'` to edit content in browser.

Examples

Making content editable

Open console:

- `Ctrl+Shift+J` (Windows/Linux)
- `Cmd+Opt+J` (Mac)

Insert `document.body.contentEditable = true` or `document.designMode = 'on'` and press `ENTER`

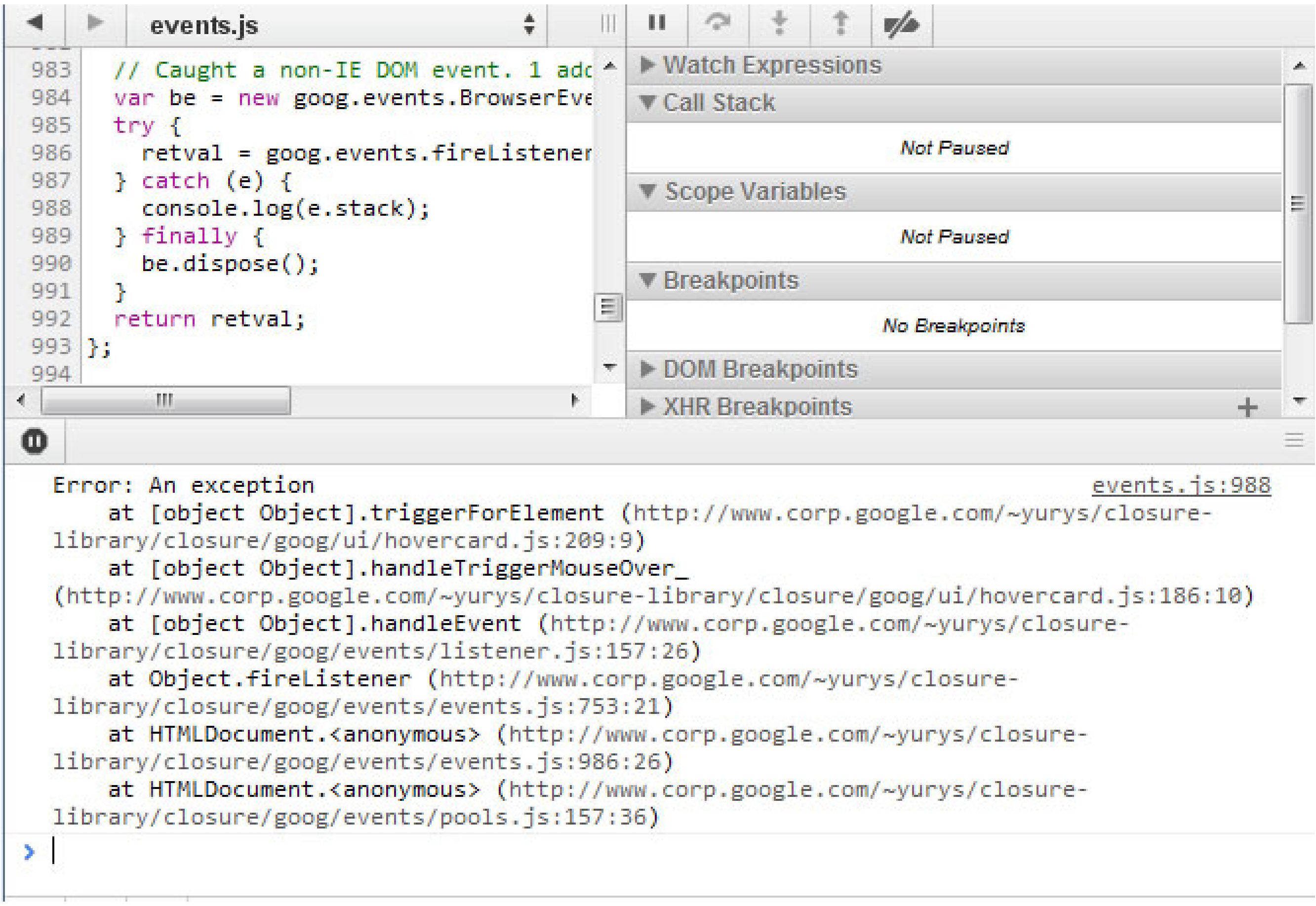
Read Editable Content online: https://riptutorial.com/google-chrome-devtools/topic/9293/editable-content

Chapter 3: Print stack traces

Examples

Error.stack

Each Error object has a string property named stack that contains the stack trace:

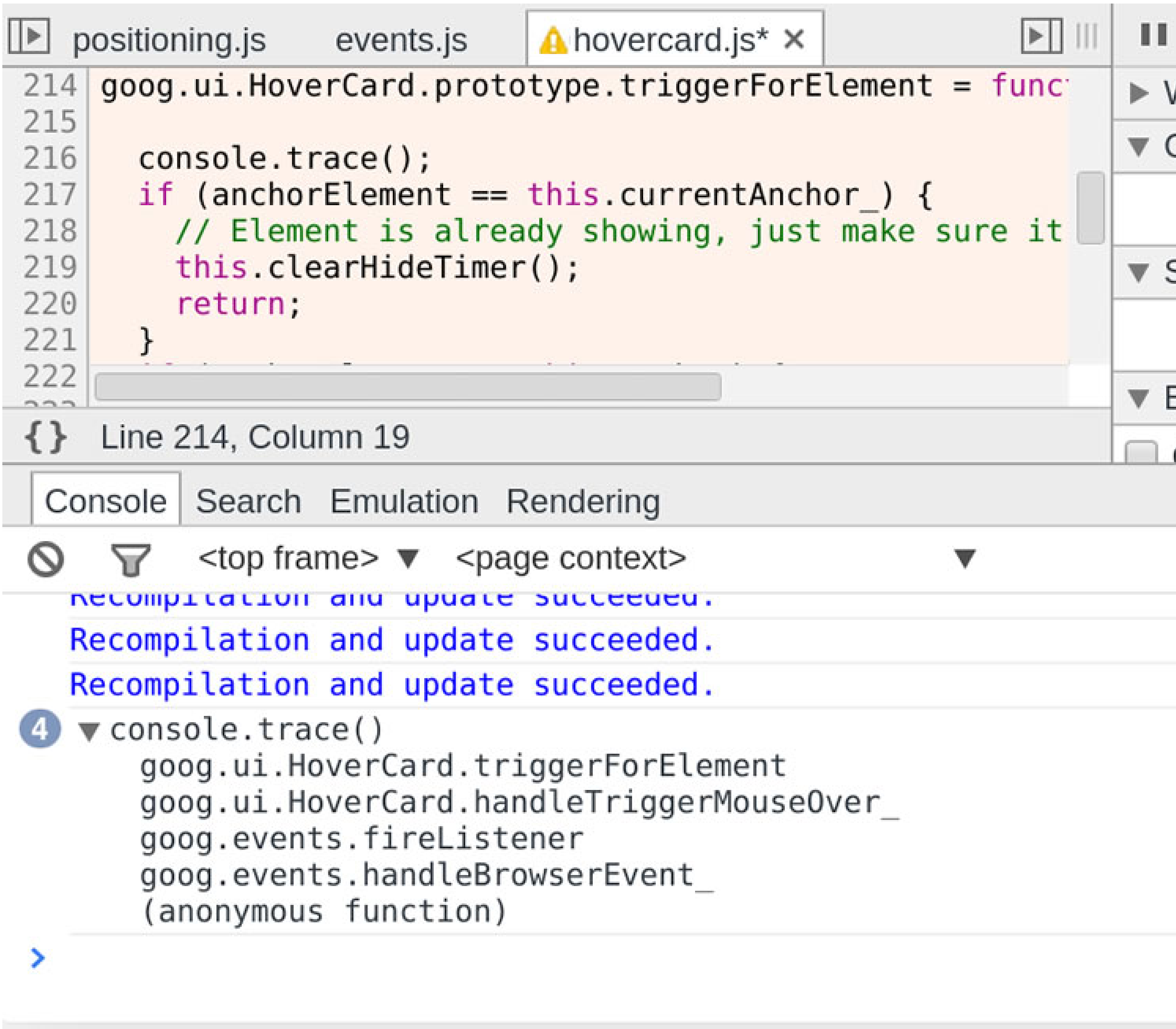


```
  // Caught a non-IE DOM event. 1 adc
  var be = new goog.events.BrowserEve
  try {
    retval = goog.events.fireListener
  } catch (e) {
    console.log(e.stack);
  } finally {
    be.dispose();
  }
  return retval;
};
```

```
Error: An exception                                                     events.js:988
    at [object Object].triggerForElement (http://www.corp.google.com/~yurys/closure-
library/closure/goog/ui/hovercard.js:209:9)
    at [object Object].handleTriggerMouseOver_
(http://www.corp.google.com/~yurys/closure-library/closure/goog/ui/hovercard.js:186:10)
    at [object Object].handleEvent (http://www.corp.google.com/~yurys/closure-
library/closure/goog/events/listener.js:157:26)
    at Object.fireListener (http://www.corp.google.com/~yurys/closure-
library/closure/goog/events/events.js:753:21)
    at HTMLDocument.<anonymous> (http://www.corp.google.com/~yurys/closure-
library/closure/goog/events/events.js:986:26)
    at HTMLDocument.<anonymous> (http://www.corp.google.com/~yurys/closure-
library/closure/goog/events/pools.js:157:36)
> |
```

console.trace()

Instrument your code with console.trace() calls that print current JavaScript call stacks:



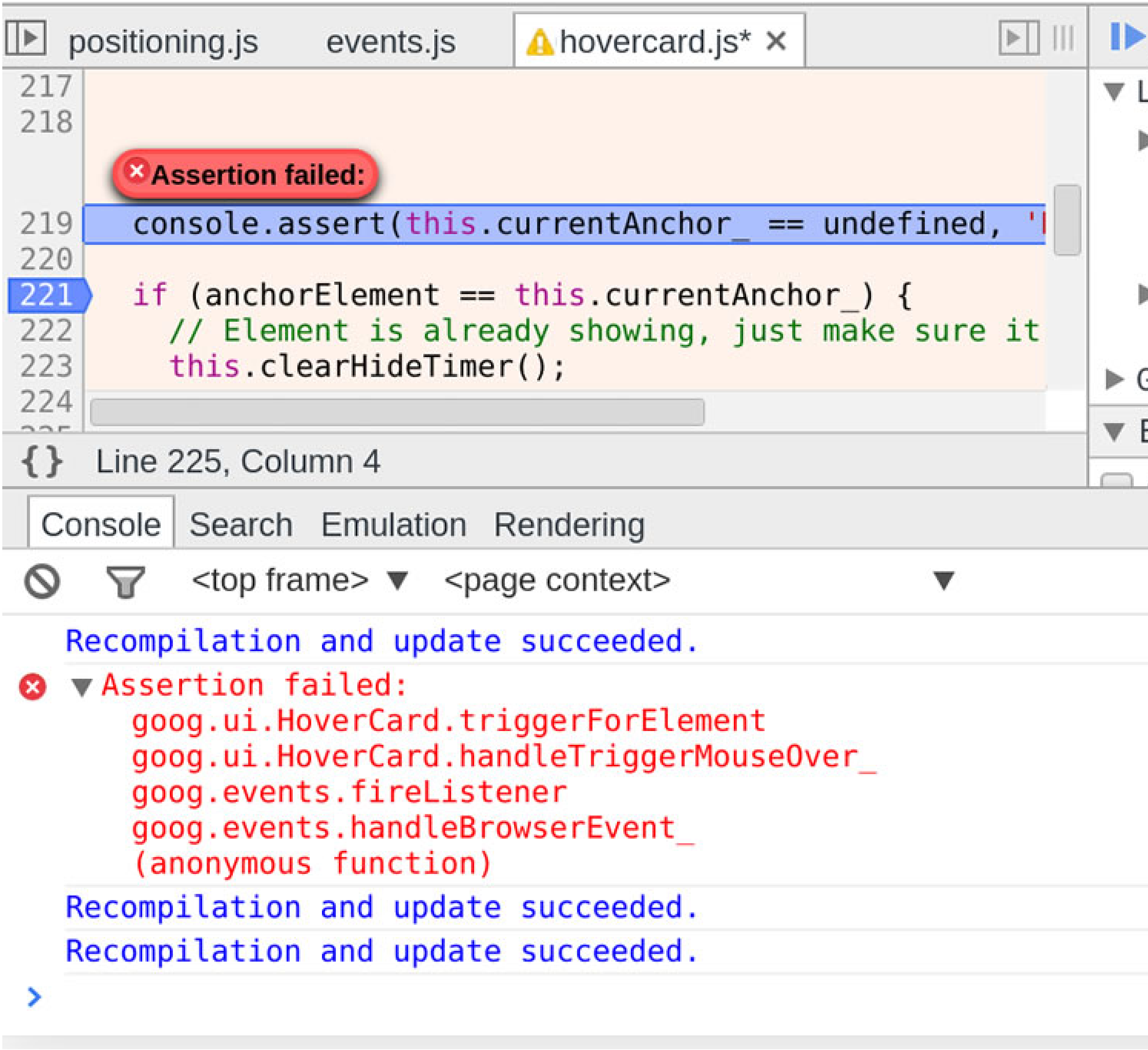
```
goog.ui.HoverCard.prototype.triggerForElement = func

  console.trace();
  if (anchorElement == this.currentAnchor_) {
    // Element is already showing, just make sure it
    this.clearHideTimer();
    return;
  }
```

```
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()

Place assertions in your JavaScript code by calling console.assert() with the error condition as the first parameter. When this expression evaluates to false, you will see a corresponding console record:



```
console.assert(this.currentAnchor_ == undefined, 'I

if (anchorElement == this.currentAnchor_) {
  // Element is already showing, just make sure it
  this.clearHideTimer();
```

```
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.
>
```

Read Print stack traces online: https://riptutorial.com/google-chrome-devtools/topic/3148/print-stack-traces

Credits

S. No	Chapters	Contributors
1	Getting started with google-chrome-devtools	CD.., cdrini, Community, Kara Carrell, UserNotFoundException
2	Editable Content	zucker
3	Print stack traces	UserNotFoundException