

JavaScript

Playing with console

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Why do we need JavaScript?

```
// changing DOM
```

```
$("#p.alert").css("color", "red");
```

```
// inserting new elements to DOM
```

```
var $new = $('<div id="object1"/>');
```

```
$('#body').append($new);
```

```
// handling user events
```

```
$("#target").click(function() {  
    alert("Handler for .click() called.");  
});
```

That \$ is jQuery, by the way, not plain JavaScript...

Inserting JavaScript into the page

```
<script>alert("That's all")</script>
```

According to HTML5 standard, you don't have to specify `type="text/javascript"` attribute...

How do you debug JavaScript?

It's pain...

No, seriously, you have a great friend:

```
console.log("I want to log this");
```

And where do we get the result?

Let's have a look...

What about timing?

```
console.time('label');  
// anything  
console.timeEnd('label');
```

Logs how long anything takes...

Useful console functions

```
console.dir()
```

```
inspect()
```

```
$0
```

```
$$()
```

```
monitorEvents()
```

Inspecting inner frames

Select box in Chrome

`cd ()` in Firefox

Useful also at jsfiddle.net. By the way, do you know jsfiddle?

Stack trace & breakpoints

Add breakpoints (Sources tab)

Step the debugger

Stack trace

Watch expressions

So, what's the message?

~~JavaScript is full of bugs and WTF moments that need debugging~~

Don't worry to play around.

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