

Web Inspector and Modern JavaScript

Session 512

Timothy Hatcher

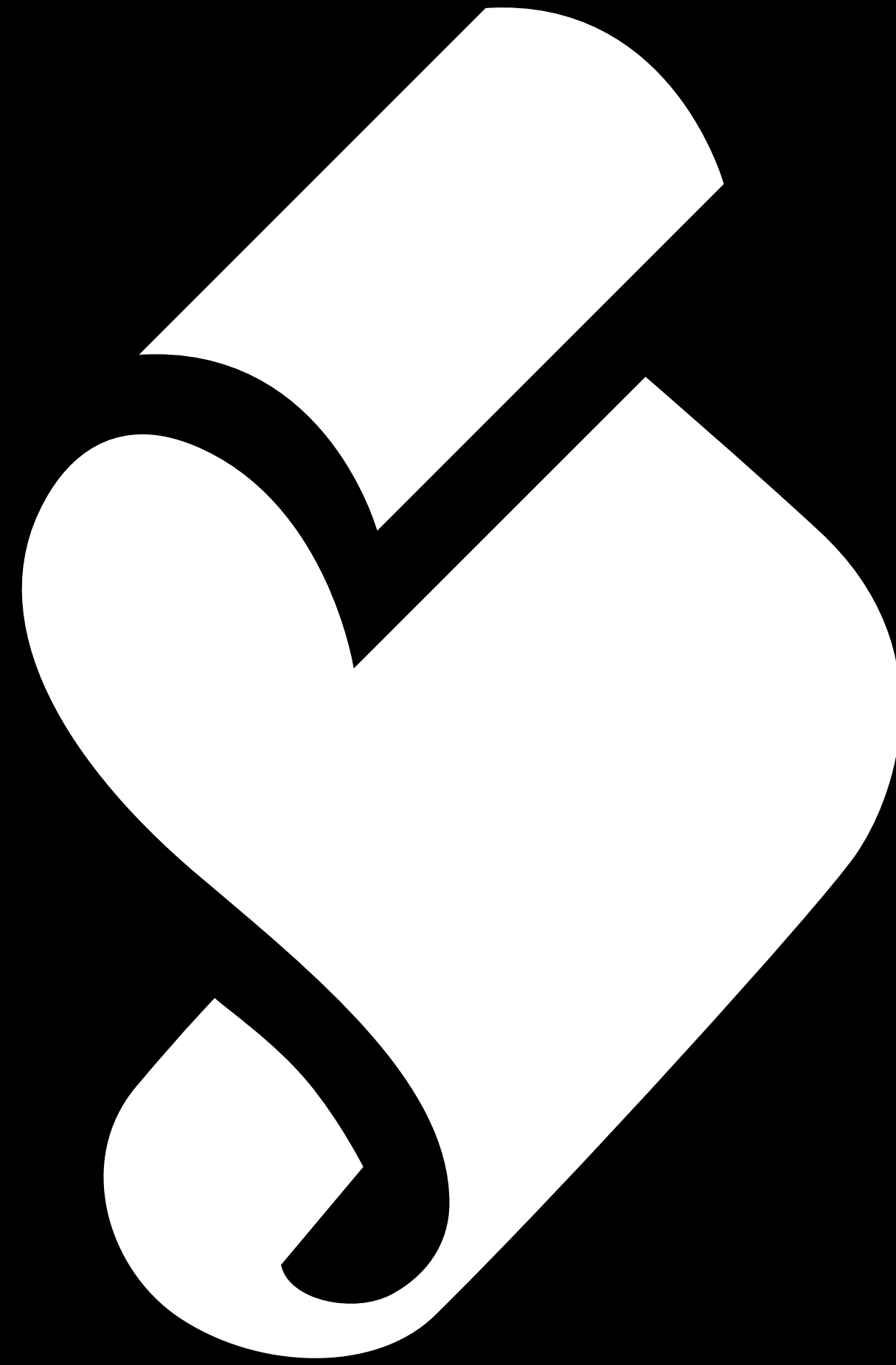
WebKit Developer Experience Manager

Web Inspector and Modern JavaScript

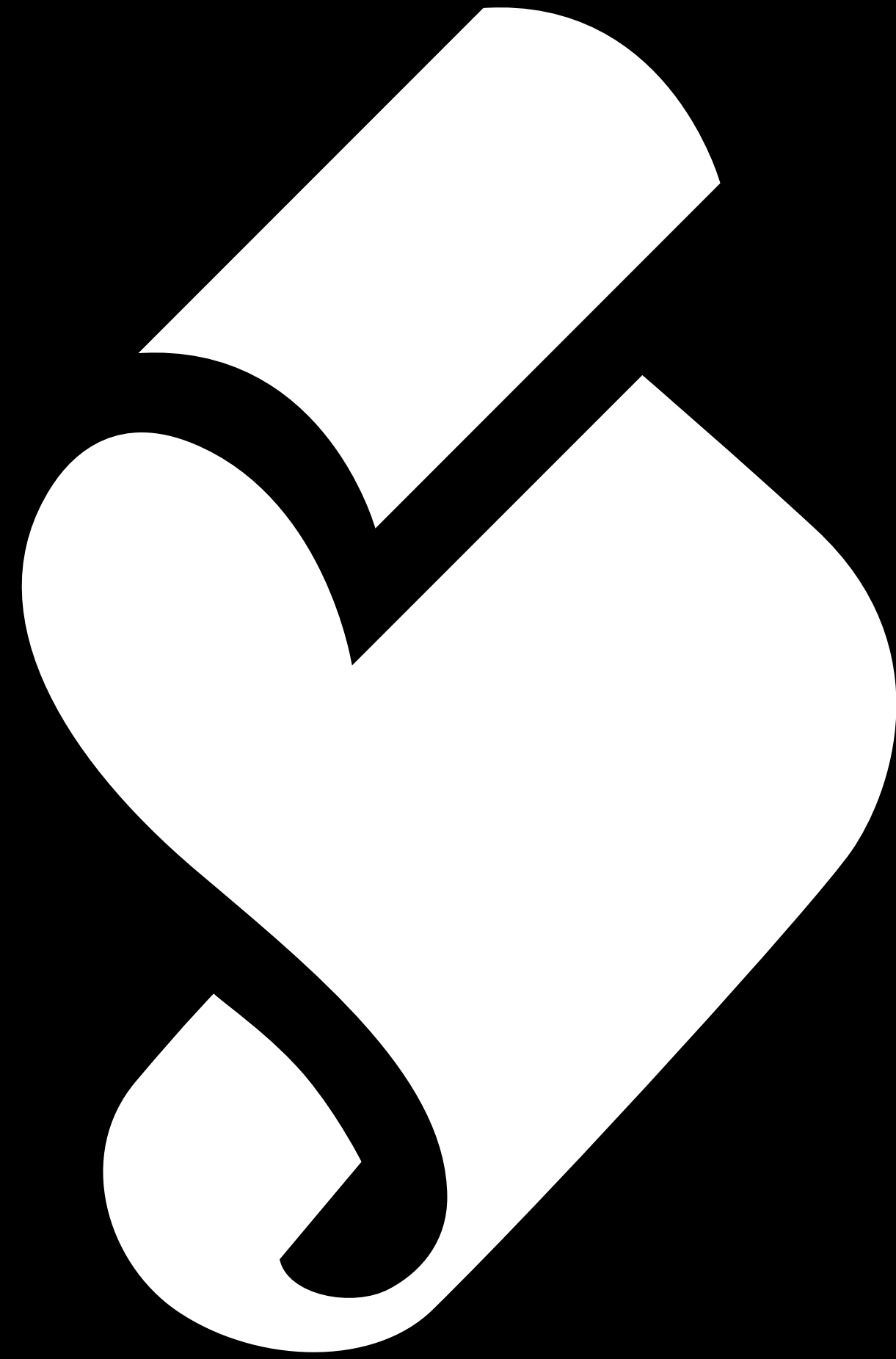
Web Inspector and Modern JavaScript

Modern JavaScript and Web Inspector

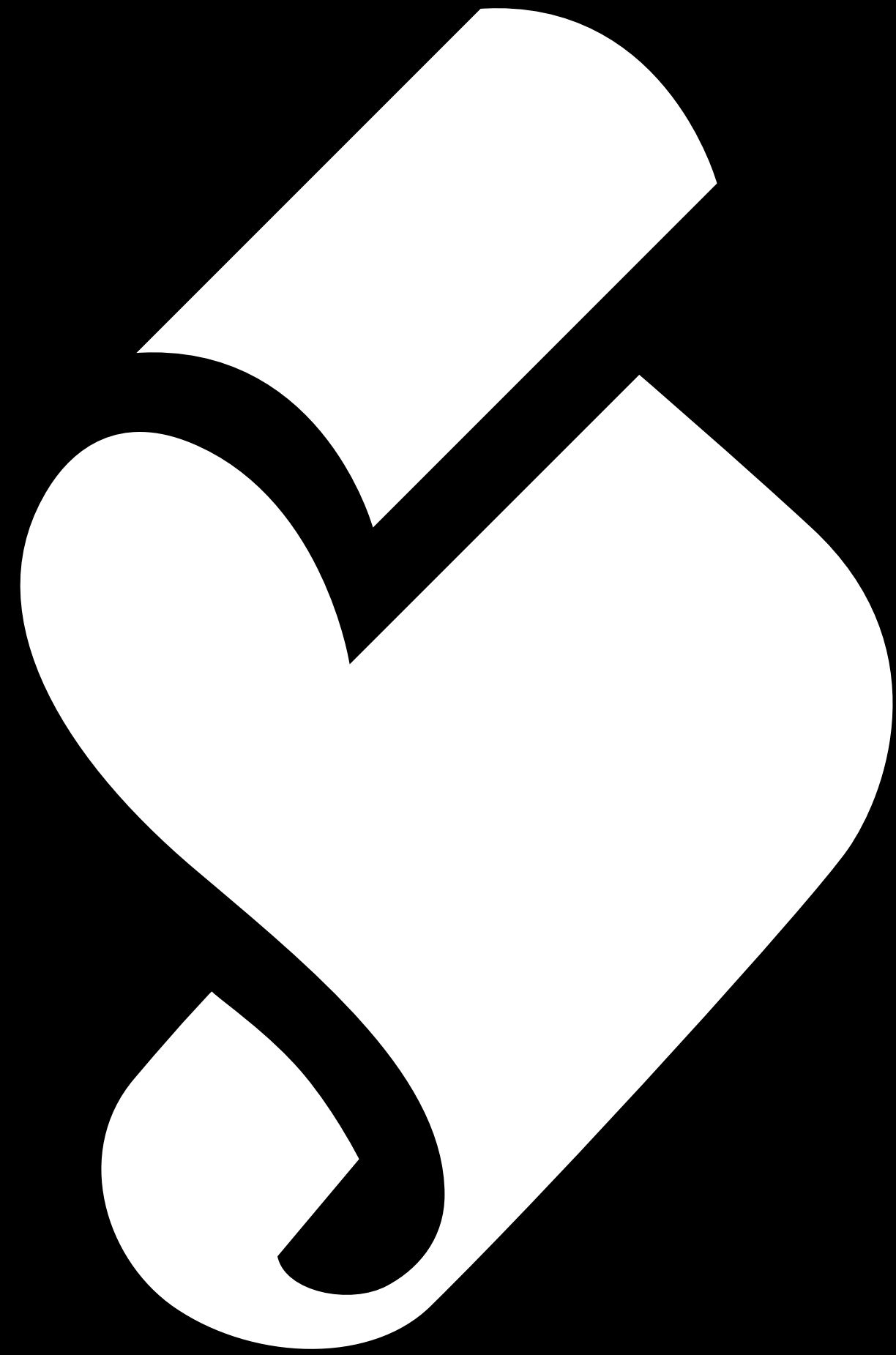
Modern JavaScript



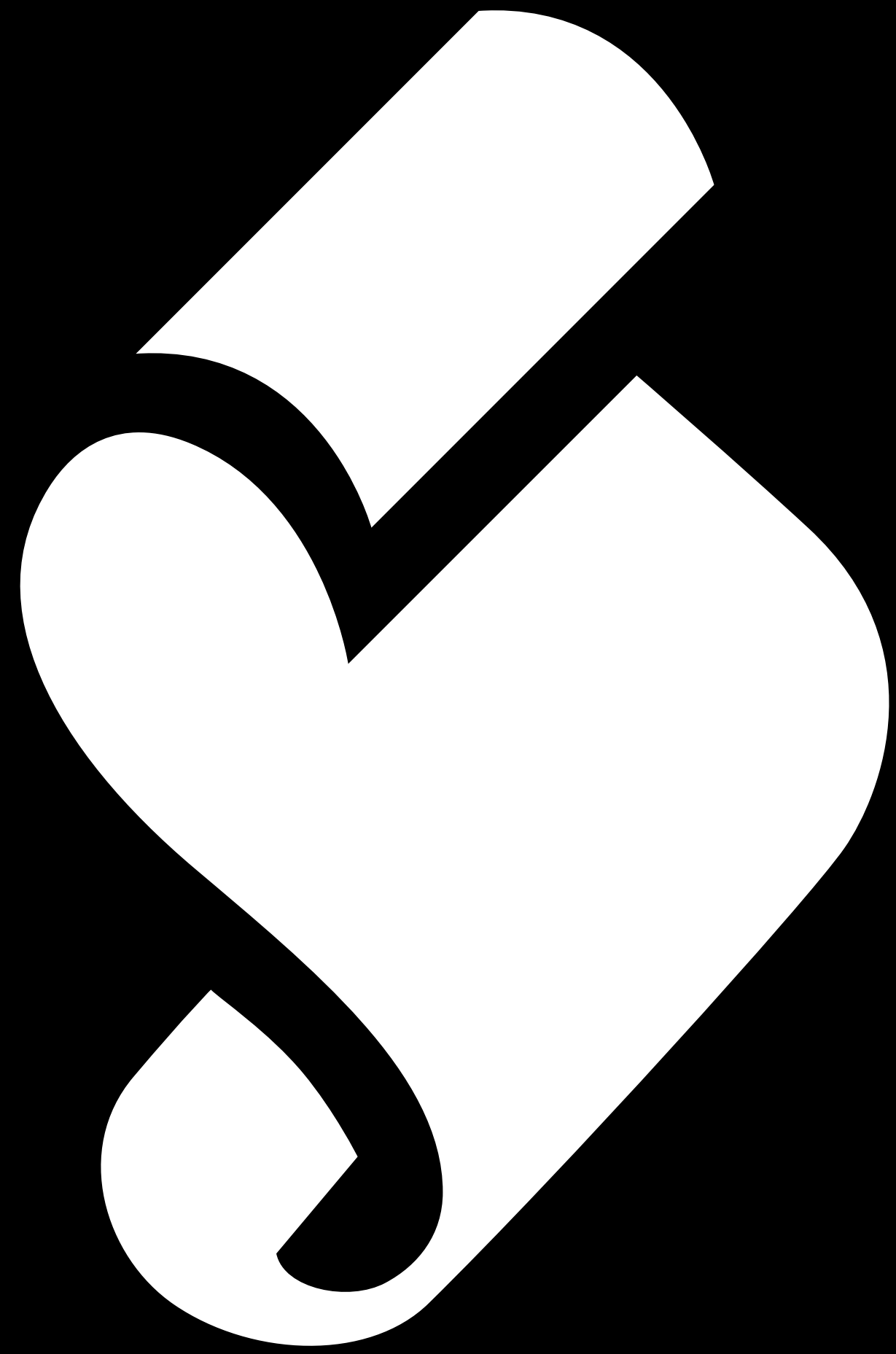
JavaScript



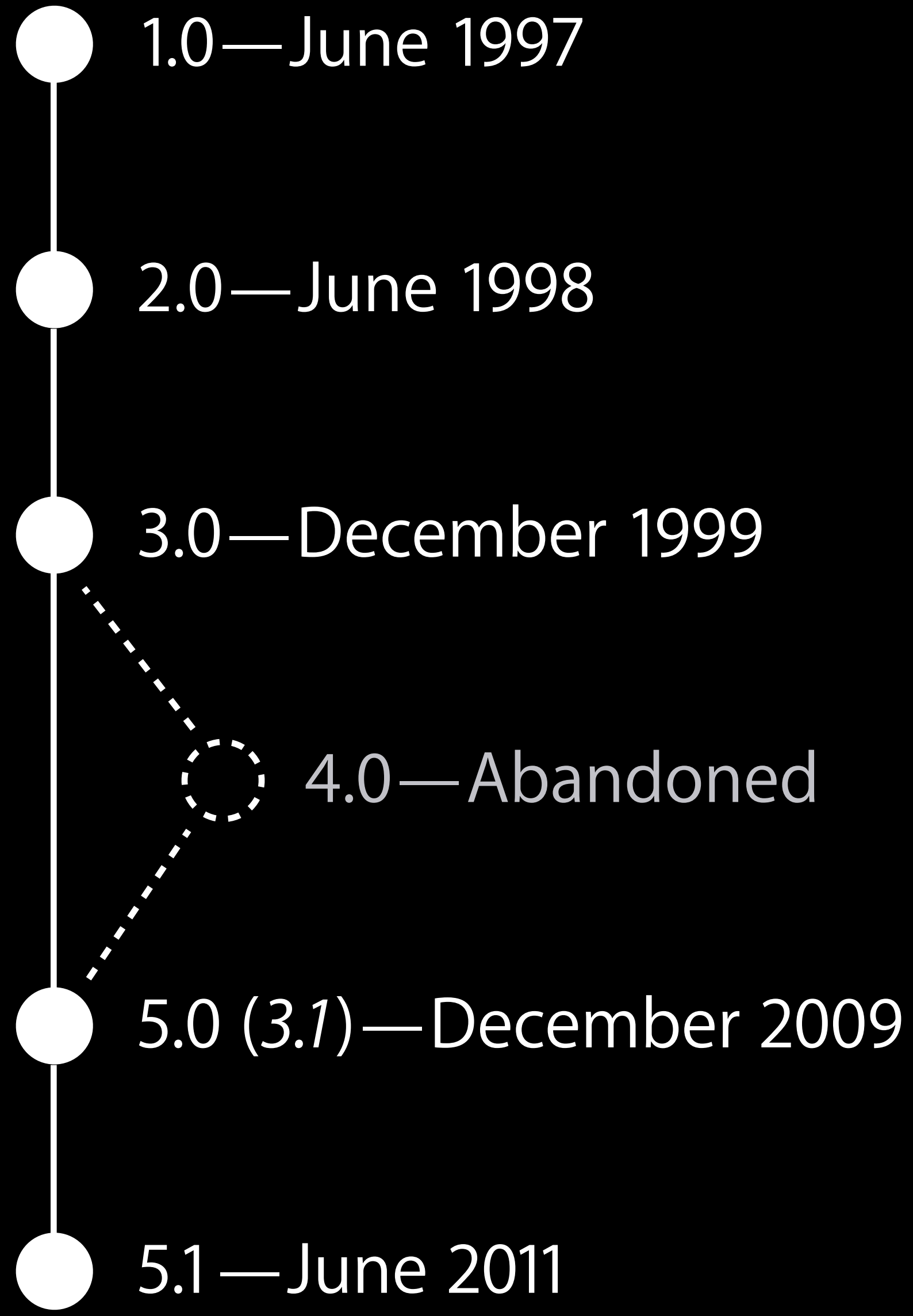
ECMAScript

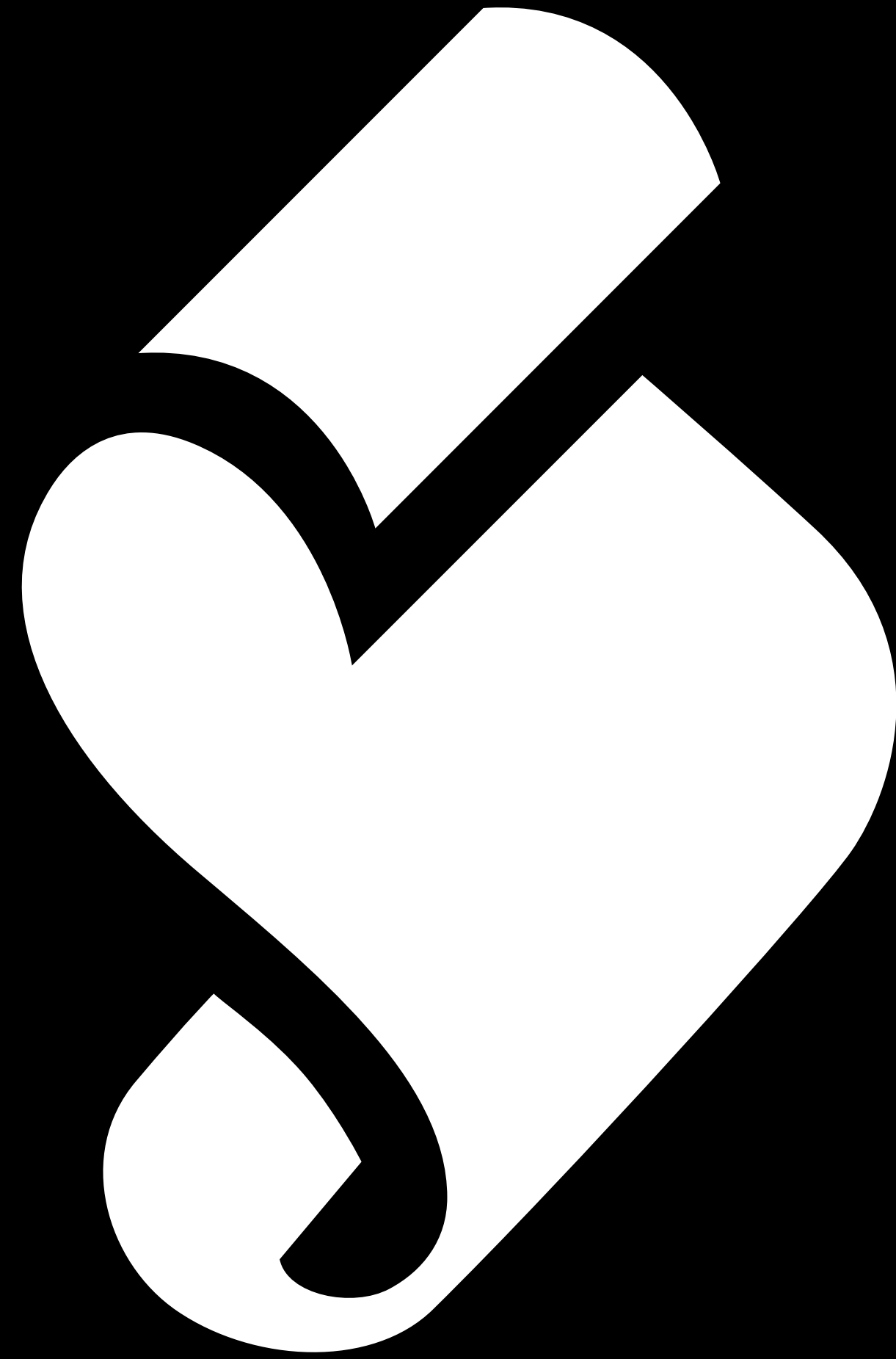


ECMAScript



ECMAScript





ECMAScript



ECMAScript



ECMAScript



JavaScript





Destructuring

Spread Operator

NEW

Maps

Sets

Math Additions

For-of Loops

Iterators

Computed Properties

Promises

Weak Maps

String Additions





Modern JavaScript

Language highlights

Math Additions

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Math Additions

Modern JavaScript

Math Additions



acosh
log10
fround
sinh
tanh
cbrt
log1p
hypot
log2
trunc
cosh
expm1
asinh
atanh
imul

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Modern JavaScript

Map Object

Modern JavaScript

Map Object

```
var simpleMap = {};
```

Modern JavaScript

Map Object

```
var simpleMap = {};  
simpleMap["foo"] = 42;
```

Modern JavaScript

Map Object

```
var simpleMap = {};  
simpleMap["foo"] = 42;  
delete simpleMap["foo"];
```

Modern JavaScript

Map Object

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var simpleMap = new Map;  
simpleMap.set("foo", 42);  
simpleMap.delete("foo");
```

Modern JavaScript

Map with Object Keys

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var nodeMap = new Map;  
nodeMap.set(node, data);  
nodeMap.get(node).foo;
```

Modern JavaScript

Map with Weak References

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var nodeMap = new WeakMap;  
nodeMap.set(node, data);  
node.remove();
```

Modern JavaScript

Language highlights

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Maps and Sets

Destructuring

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Modern JavaScript

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Modern JavaScript

Destructuring Arrays

Modern JavaScript

Destructuring Arrays

```
foo() { return [1, 2] }
```

Modern JavaScript

Destructuring Arrays

```
foo() { return [1, 2] }
```

```
var result = foo();
```

Modern JavaScript

Destructuring Arrays

```
foo() { return [1, 2] }
```

```
var result = foo();
```

```
var alpha = result[0];
```

Modern JavaScript

Destructuring Arrays

```
foo() { return [1, 2] }
```

```
var result = foo();
```

```
var alpha = result[0];
```

```
var beta = result[1];
```

Modern JavaScript

Destructuring Arrays

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
foo() { return [1, 2] }
```

```
var [alpha, beta] = foo();
```

Modern JavaScript

Destructuring Objects

Modern JavaScript

Destructuring Objects

```
foo() { return {x: 4, y: 9} }
```


Modern JavaScript

Destructuring Objects

```
foo() { return {x: 4, y: 9} }
```

```
var result = foo();
```

Modern JavaScript

Destructuring Objects

```
foo() { return {x: 4, y: 9} }
```

```
var result = foo();  
var myX = result.x;
```

Modern JavaScript

Destructuring Objects

```
foo() { return {x: 4, y: 9} }
```

```
var result = foo();
```

```
var myX = result.x;
```

```
var y = result.y;
```

Modern JavaScript

Destructuring Objects

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
foo() { return {x: 4, y: 9} }
```

```
var {x: myX, y} = foo();
```

Modern JavaScript

Language highlights

Math Additions

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Modern JavaScript

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Promises

Modern JavaScript

Spread Operator for calls

```
function foo(a, b, c) {}  
var args = [1, 2, 3];  
foo.apply(null, args);
```

Modern JavaScript

Spread Operator for calls

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
function foo(a, b, c) {}  
var args = [1, 2, 3];  
foo(...args);
```


Modern JavaScript

Spread Operator with constructors

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var parts = fetchParts();  
var d = new Date(...parts);
```

Modern JavaScript

Spread Operator in array literals

```
var a = [1, 2, 3];  
var z = [5, 6, 7];  
var all = [1, 2, 3, 4,  
           5, 6, 7];
```

Modern JavaScript

Spread Operator in array literals

A white rounded square containing the word "NEW" in a colorful, multi-colored font.

```
var a = [1, 2, 3];
```

```
var z = [5, 6, 7];
```

```
var all = [...a, 4, ...z];
```

Modern JavaScript

Language highlights

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Maps and Sets

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Promises

Modern JavaScript

Traditional loops

```
var len = items.length;  
for (var i = 0; i < len; ++i)  
    total += items[i];
```

Modern JavaScript

Traditional loops

```
items.forEach(function(item) {  
    total += item;  
});
```

Modern JavaScript

For-of Loop

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
for (var item of items)  
    total += item;
```


Modern JavaScript

For-of Loop and Sets

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
for (var value of someSet)  
  process(value);
```

Modern JavaScript

For-of Loop and Maps

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
for (var [k, v] of someMap)
  process(k, v);
```

Modern JavaScript

For-of Loop and WeakMaps



```
for (var [node] of nodeMap)  
    node.remove();
```

Modern JavaScript

Language highlights

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Maps and Sets

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For-of Loops

Promises

Modern JavaScript

Language highlights

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For-of Loops

Promises

Modern JavaScript

Promises

```
load(url);
```

Modern JavaScript

Promises



```
var data = load(url);
```

Modern JavaScript

Promises

```
load(url, function(a) {  
    load(a.url, process);  
});
```


Modern JavaScript

Promises

```
load(url, function(a) {  
  load(a.url, function(b) {  
    load(b.url, process);  
  });  
});
```

Modern JavaScript

Promises

A white rounded square containing the word "NEW" in a stylized, multi-colored font.

```
load(url).then(function(a) {  
  return load(a.url);  
}).then(function(b) {  
  return load(b.url);  
}).then(process);
```

Modern JavaScript

Waiting for all Promises

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var imgs = [load(a), load(b)];  
Promise.all(imgs).then(done);
```

Modern JavaScript

Racing your Promises

A white rounded square containing the word "NEW" in a colorful, outlined font.

```
var imgs = [load(a), load(b)];  
Promise.race(imgs).then(done);
```

Modern JavaScript

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Modern JavaScript

Modern JavaScript and Web Inspector

Web Inspector

Web Inspector — www.apple.com

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 - homepage.js — images.apple.com
 - promomanager.js — images.apple.com
 - prototype.js — images.apple.com
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 - billboard.css — images.apple.com
 - enhanced.css — images.apple.com
 - home.css — images.apple.com
 - navigation.css — images.apple.com
- XHRs
- Cookies — www.apple.com
- Local Storage — www.apple.com
- Session Storage — www.apple.com

78 1.80 MB 846ms 0 0 0

div... ul.piped.right li.first a

```

<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en-US" lang="en-US">
  <head>...</head>
  <body class="home" id="home">
    <script type="text/javascript">...</script>
    <script src="http://images.apple.com/global/nav/scripts/globalnav.js" type="text/javascript" charset="utf-8"></script>
    <nav id="globalheader" class="apple globalheader-js svg globalheader-loaded globalheader-loaded">...</nav>
    <script type="text/javascript">AC.GlobalNav.Instance = new AC.GlobalNav();</script>
    <div id="globalheader-loaded-test"></div>
    <div id="top">...</div>
    <article id="billboard" data-hires="true" class>...</article>
    <script type="text/javascript">...</script>
    <aside class="promos" data-hires="true" id="promos">...</aside>
    <footer id="homefooter" data-hires="true">
      <div class="wrapper">
        <p class="left">...</p>
        <ul class="piped right">
          <li class="first">
            <a href="/sitemap/" onclick="s_objectID='http://www.apple.com/sitemap/_1';return this.s_oc?this.s_oc(e):true">Site Map</a>
          </li>
          <li>...</li>
          <li>...</li>
          <li>...</li>
          <li>...</li>
          <li>...</li>
          <li class="worldwide">...</li>
        </ul>
        <!--/right-->
        <div class="clear left">...</div>
        <!--/left-->
        <div class="right">...</div>
      </div>
    <!--/wrapper-->
  </footer>
<!--/homefooter-->
</body>
</html>

```

Computed Rules Metrics

a — Style Attribute
No Properties — Click to Edit

+ New Rule

#homefooter .piped a — home.css:69
display: inline-block;
margin: 0;
padding: 0;
border: none;

.piped a — base.css:212
border-left: 1px solid #797c80;
padding: 0 0 0 0.75em;
margin-left: 0.75em;

a:link, a:visited, a:active — base.css:112
text-decoration: none;

a:link, a:visited, a:active — base.css:112
text-decoration: none;

a — base.css:111
color: #08c;

a:-webkit-any-link — User Agent Stylesheet
color: -webkit-link;
text-decoration: underline;
cursor: auto;

Inherited From: li.first

li — User Agent Stylesheet
display: list-item;
text-align: -webkit-match-parent;

Inherited From: ul.piped.right

#homefooter .right — home.css:61

Filter Resource List







NEW







WebKit



WebKit



JavaScriptCore

Web Inspector

New features

Mac App inspection

JavaScriptCore support

Source Code Timelines

Breakpoint Probes

Accessibility details

Color and Gradient editing

Web Inspector

New features

Mac App inspection

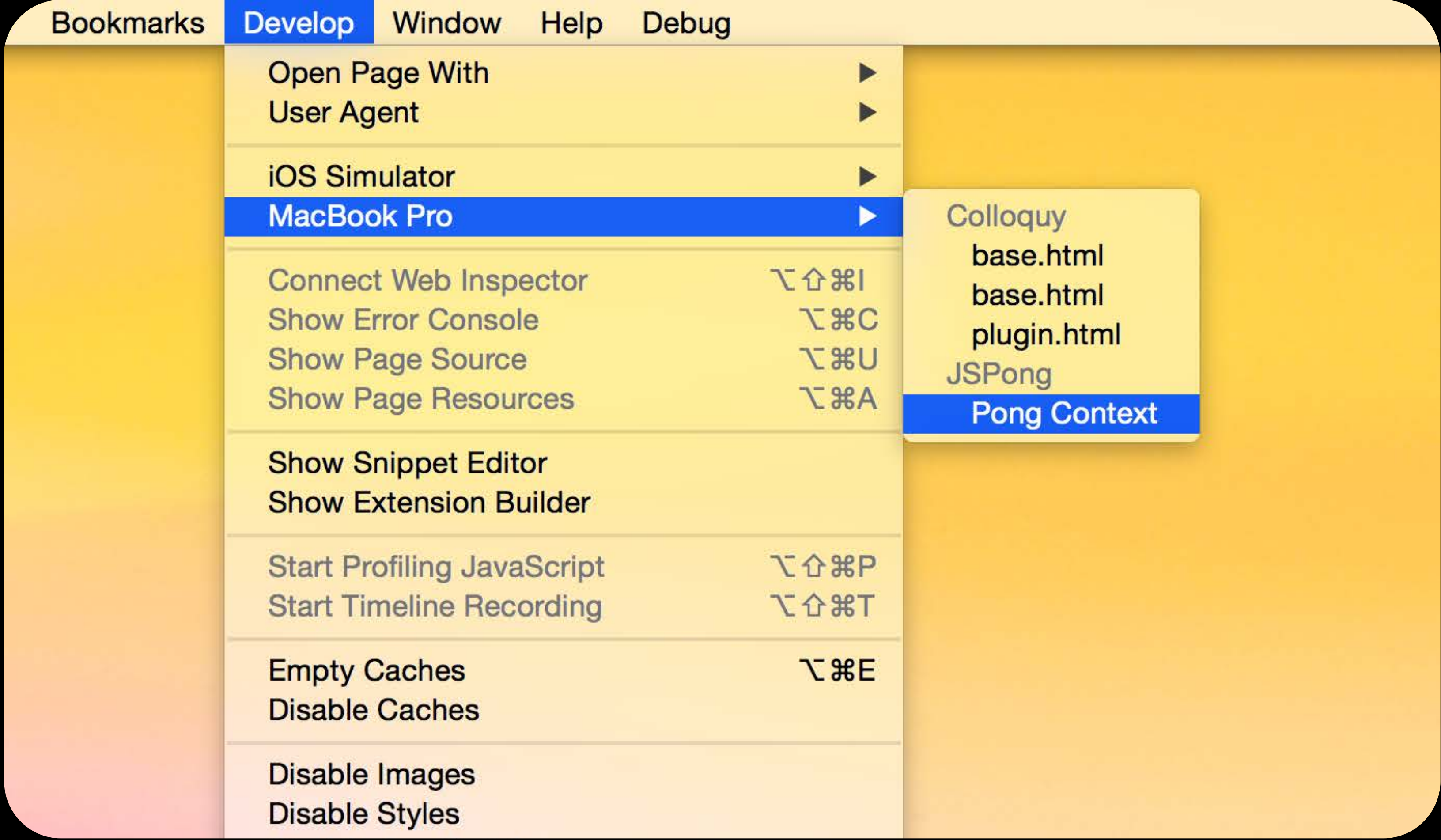
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Bookmarks

Develop

Window

Help

Debug

Open Page With
User Agent

iOS Simulator

MacBook Pro

Connect Web Inspector
Show Error Console
Show Page Source
Show Page Resources

⌘⇧⌘I
⌘⌘C
⌘⌘U
⌘⌘A

Show Snippet Editor
Show Extension Builder

Start Profiling JavaScript
Start Timeline Recording

⌘⇧⌘P
⌘⇧⌘T

Empty Caches
Disable Caches

⌘⌘E

Disable Images
Disable Styles

Colloquy

base.html
base.html
plugin.html

JSPong

Pong Context



`"com.apple.security.get-task-allow"`

Web Inspector

New features

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Web Inspector — MacBook Pro — JSPong — Pong Context

Resources Debugger Console Scope Chain

Debugger Paused

Call Stack

- nextMove — PongAI.js:11

Breakpoints

- All Exceptions
- All Uncaught Exceptio...
- PongAI.js
 - Line 11

```
1 var lastBally = 0;
2
3 function nextMove(paddle, ball)
4 {
5     var bally = ball.middleY;
6     var ballDirection = bally > lastBally
7       ? kUpDirection
8       : kDownDirection;
9     lastBally = bally;
10
11     if (bally > paddle.top)
12         return kUpDirection;
13
14     if (bally < paddle.bottom)
15         return kDownDirection;
16
17     return ballDirection;
18 }
19
```

Local Variables

- ball: Shape
 - ballDirection: 1
 - bally: 103
- paddle: Shape
- this: GlobalObject

Global Variables

Console

Filter Console Log | All Errors Warnings Logs

- > paddle
- < ▶ Shape
- > paddle.top
- < 196
- > paddle.middleX
- < 2
- > paddle.middleY
- > paddle.middleX

Filter Breakpoint List

Web Inspector — MacBook Pro — JSPong — Pong Context

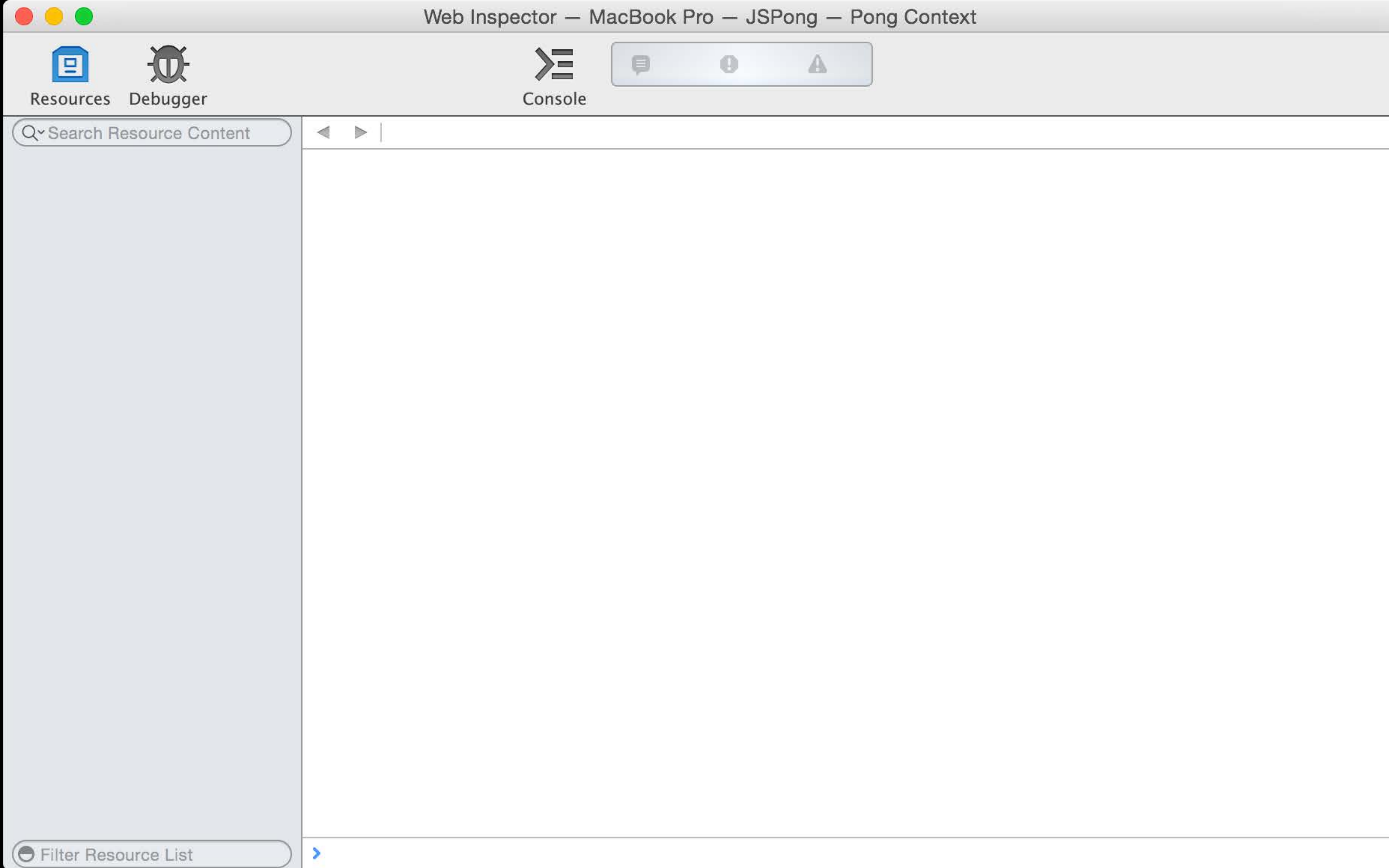
Resources Debugger Console

411 0 0

Filter Console Log All Errors Warnings Logs

```
ball position: 373.5, 369
ball position: 377.5, 365
ball position: 381.5, 361
ball position: 385.5, 357
ball position: 389.5, 353
ball position: 393.5, 349
ball position: 397.5, 345
ball position: 401.5, 341
ball position: 405.5, 337
ball position: 409.5, 333
ball position: 413.5, 329
ball position: 417.5, 325
ball position: 421.5, 321
ball position: 425.5, 317
ball position: 429.5, 313
ball position: 433.5, 309
ball position: 437.5, 305
ball position: 441.5, 301
ball position: 445.5, 297
ball position: 449.5, 293
ball position: 453.5, 289
ball position: 457.5, 285
ball position: 461.5, 281
ball position: 465.5, 277
ball position: 469.5, 273
ball position: 473.5, 269
```

> |



Web Inspector

JavaScript Source URLs

– [JSContext `evaluateScript:withSourceURL:`]

`JSEvaluateScript(..., sourceURL, ...)`

Web Inspector

JavaScript Source URLs



– [JSContext `evaluateScript:withSourceURL:`]

`JSEvaluateScript(..., sourceURL, ...)`

Web Inspector

JavaScript Context Name

```
@interface JSContext
@property NSString *name;
@end
```

```
JSGlobalContextSetName(...)
```

Web Inspector

JavaScript Context Name



```
@interface JSContext
@property NSString *name;
@end
```

```
JSGlobalContextSetName(...)
```

Demo

Mac App and JavaScriptCore inspection

Web Inspector

Mac App and JavaScriptCore inspection

Any web view or JavaScript context

Only apps with “get task allow” entitlement

Name your contexts, pages, and scripts

Web Inspector

New features

Mac App inspection

JavaScriptCore support

Source Code Timelines

Breakpoint Probes

Accessibility details

Color and Gradient editing

Web Inspector

New features

Mac App inspection

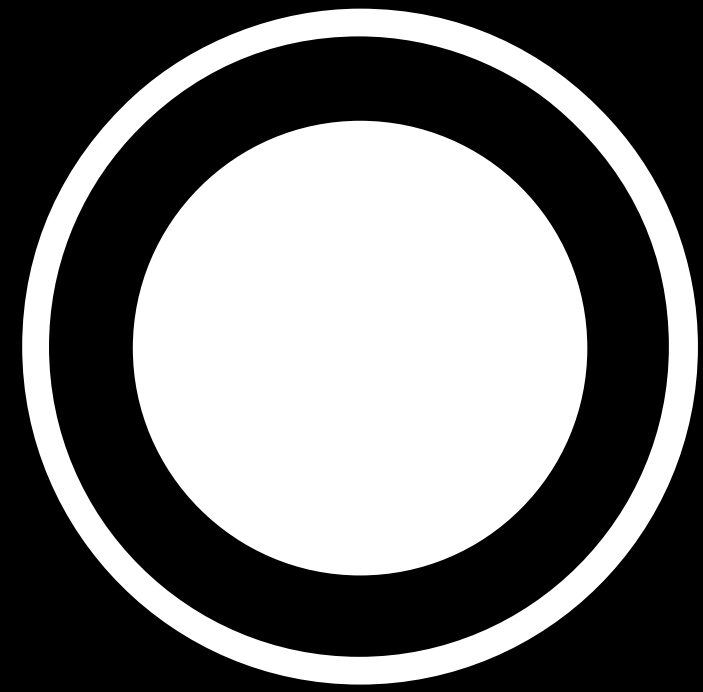
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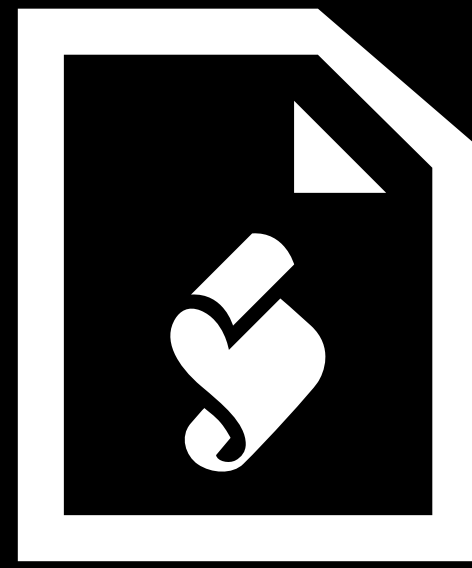
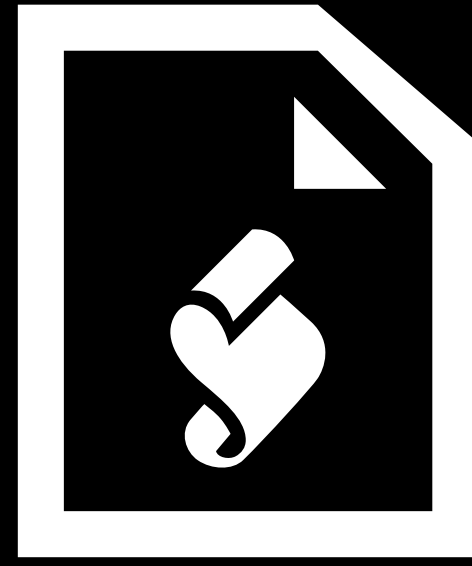
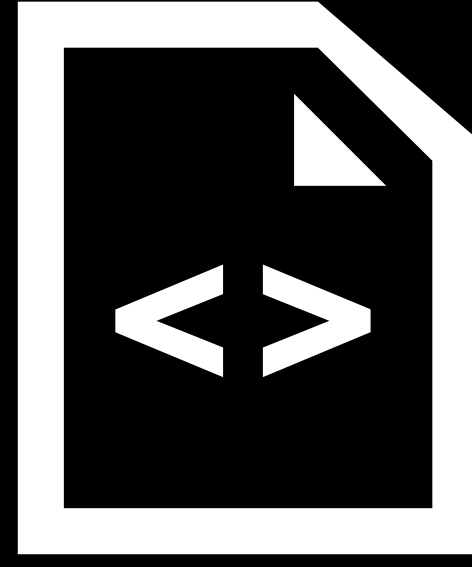
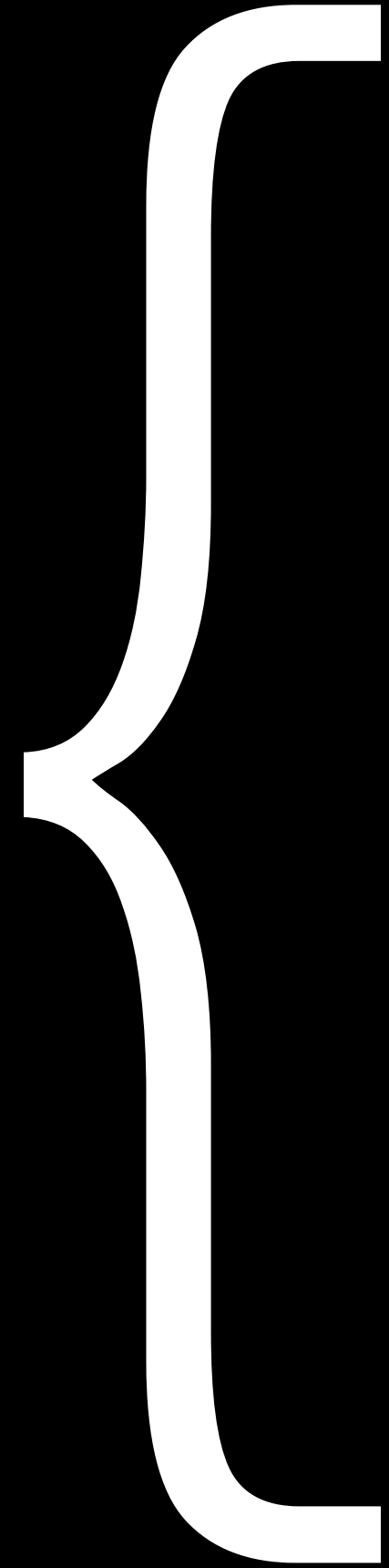


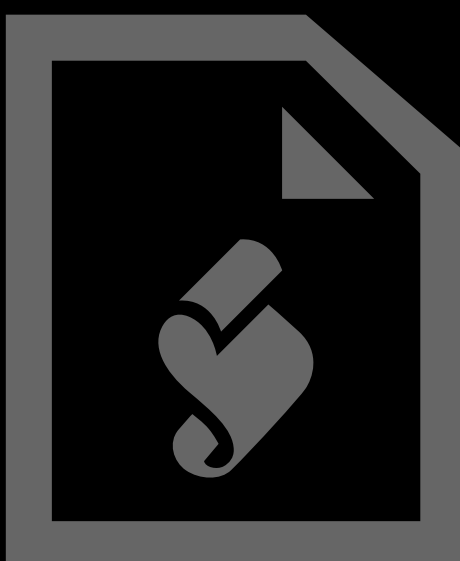
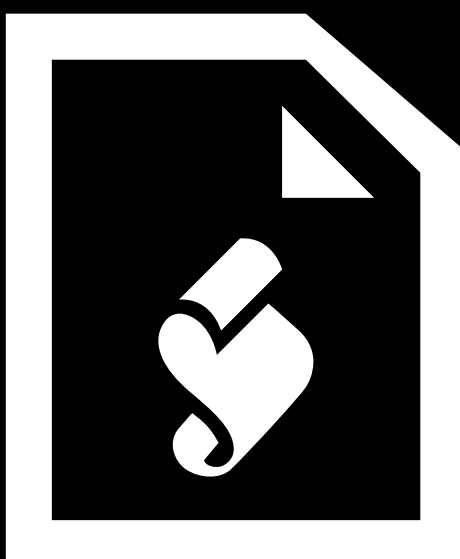
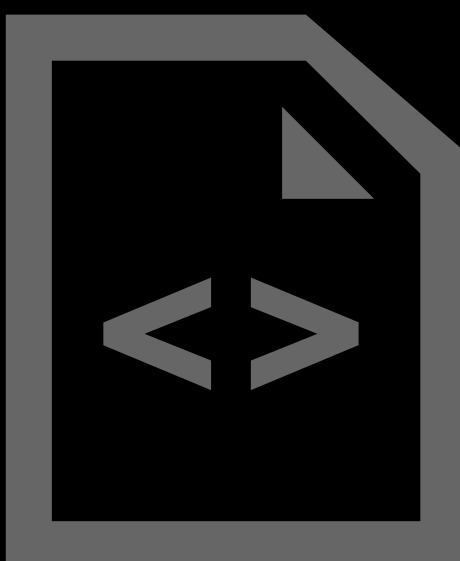
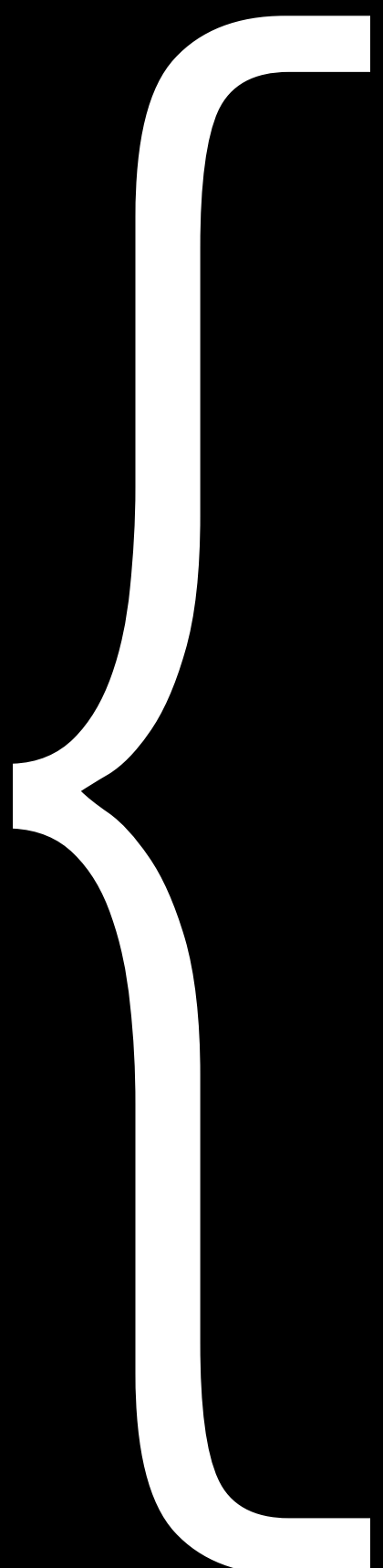


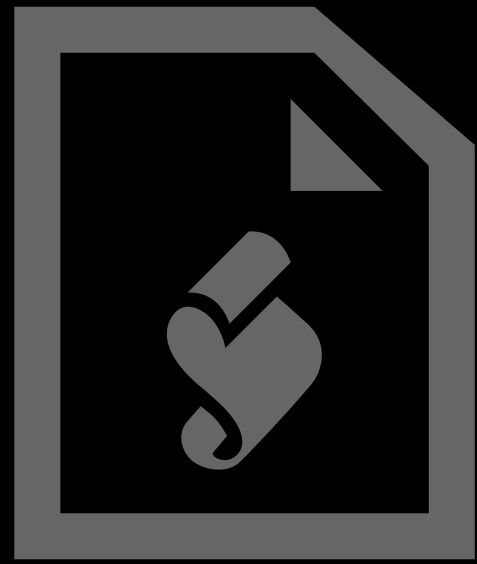
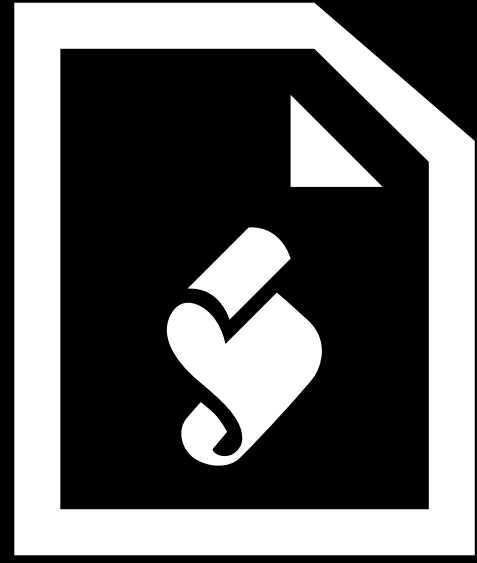
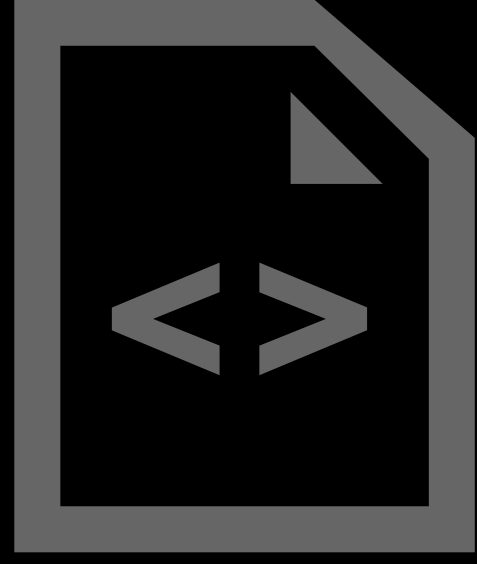


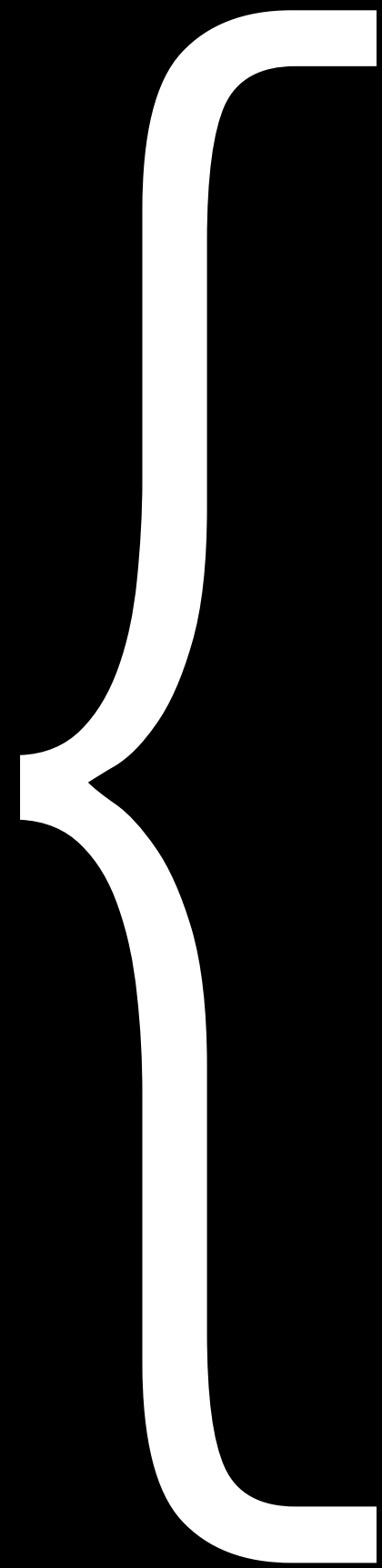
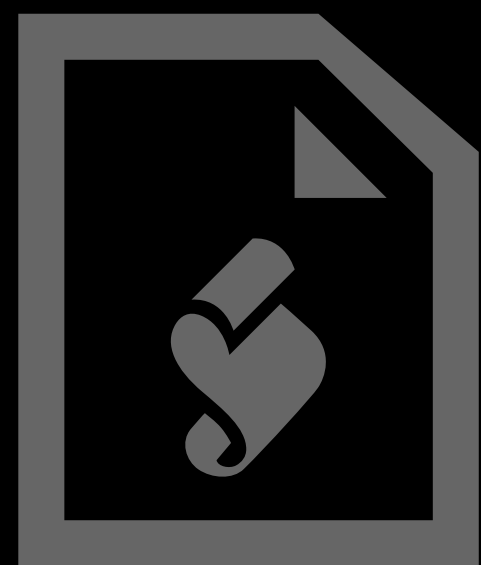
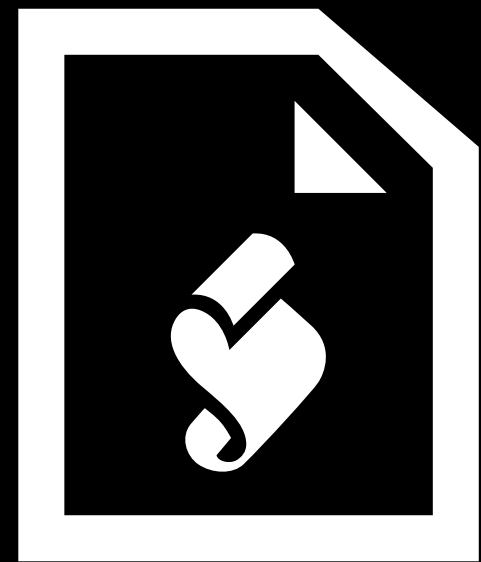
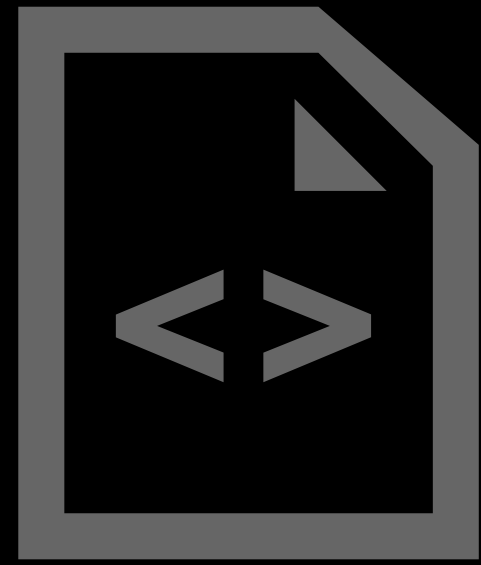


?









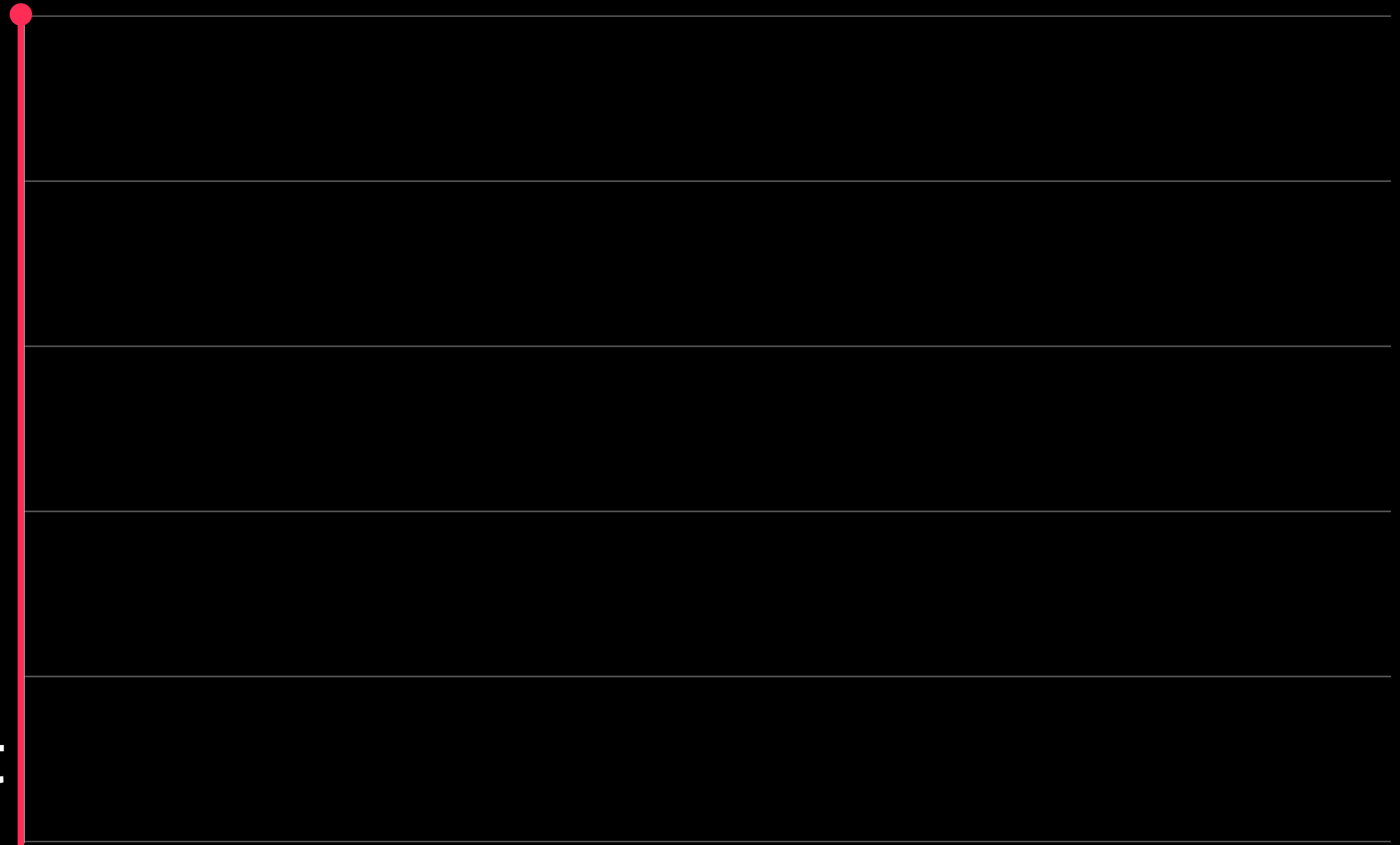
Move Event

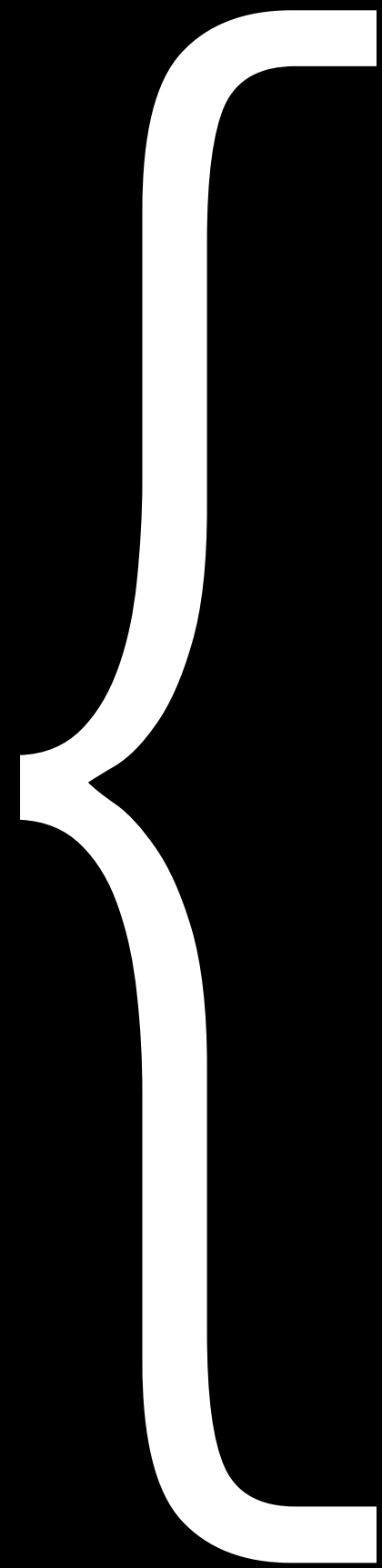
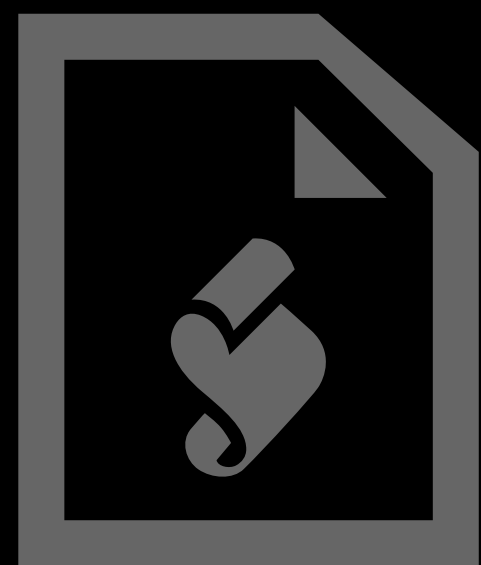
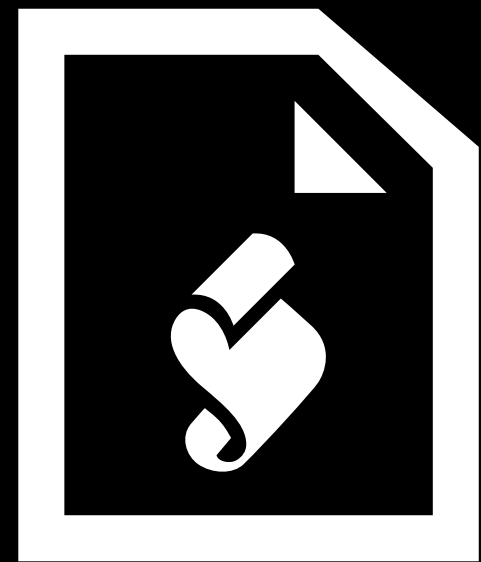
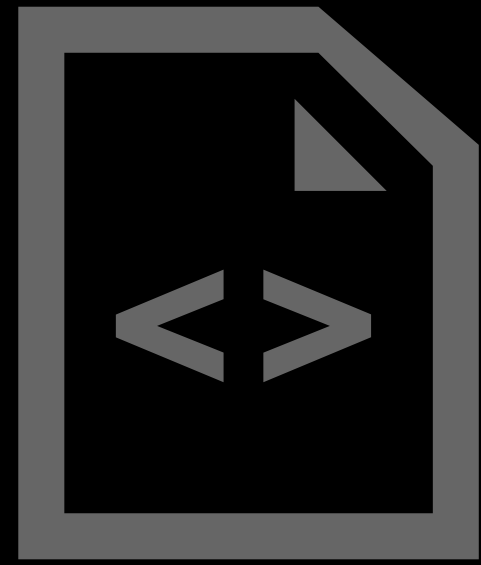
Click Event

Timer Added

Timer Fired

Forced Layout





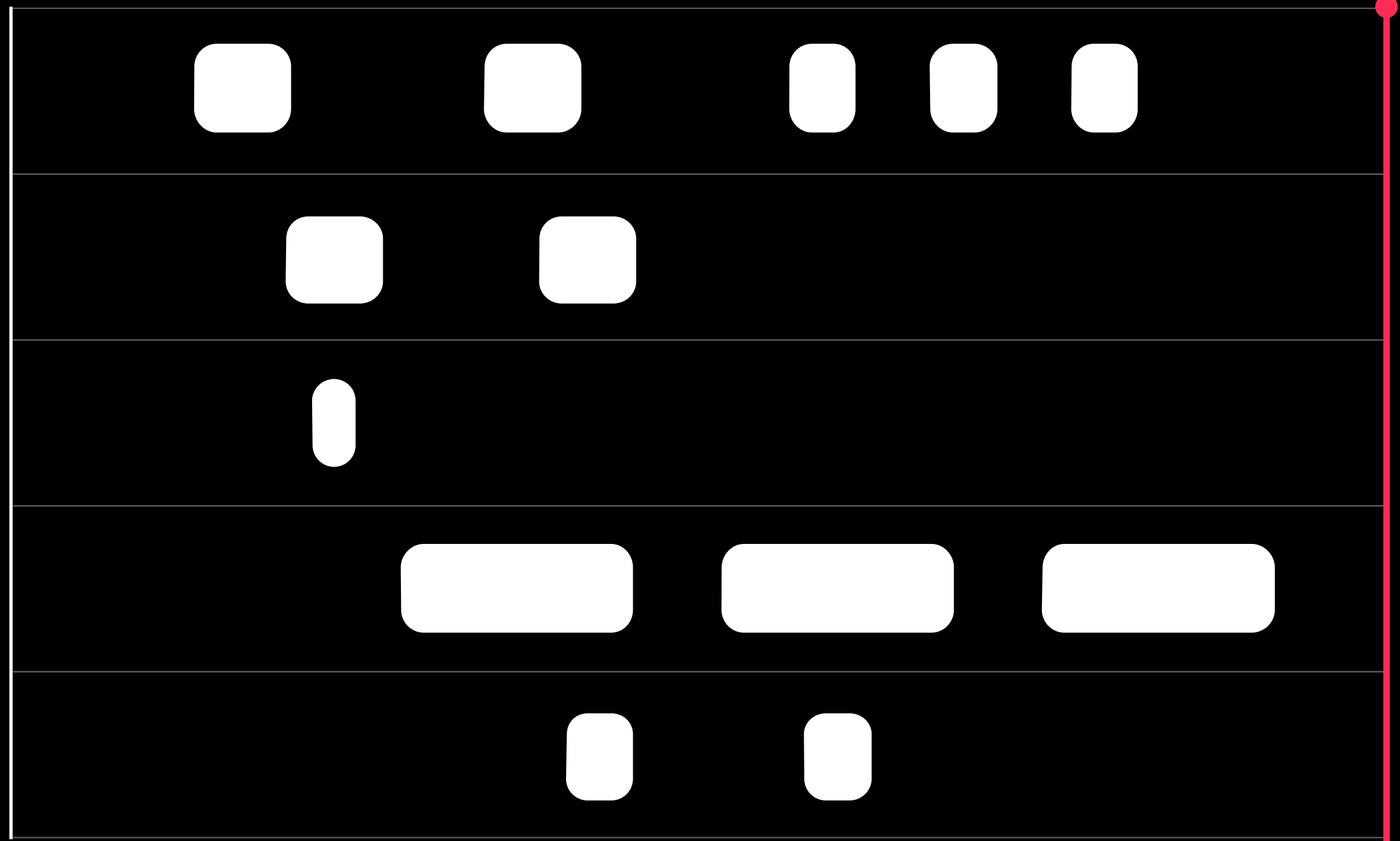
Move Event

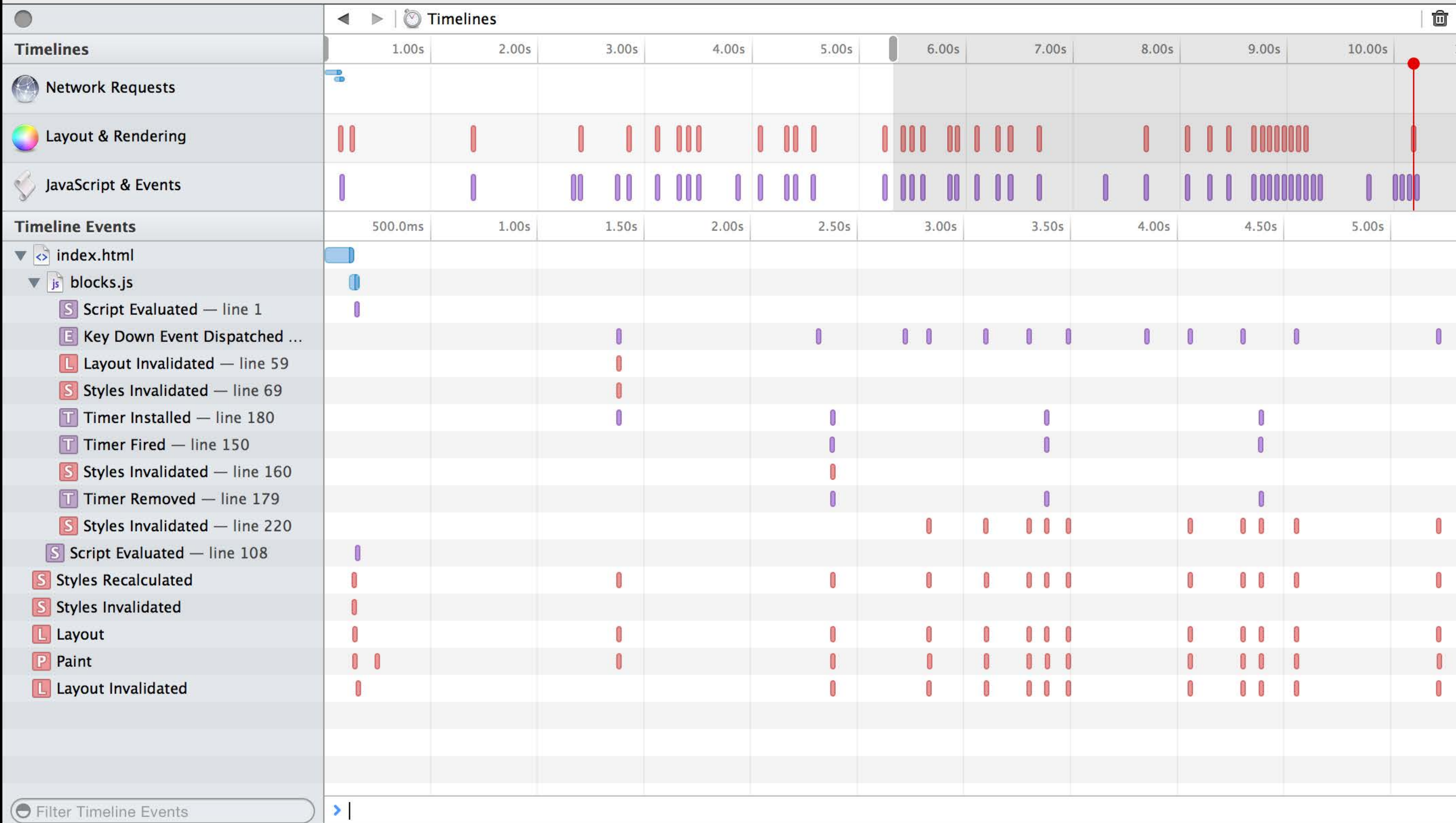
Click Event

Timer Added

Timer Fired

Forced Layout





Layout & Rendering

JavaScript & Events

Timeline Events

500.0ms 1.00s 1.50s 2.00s 2.50s

index.html

blocks.js

Script Evaluated — line 1

Key Down Event Dispatched ...

Layout Invalidated — line 59

Styles Invalidated — line 69

Timer Installed — line 180

Timer Fired — line 150

Styles Invalidated — line 160

Timer Removed — line 179

Styles Invalidated — line 220

Script Evaluated — line 108

Styles Recalculated

Styles Invalidated

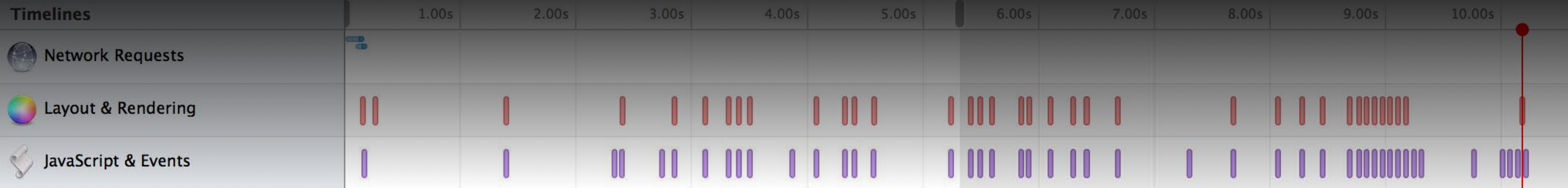
Layout

Paint

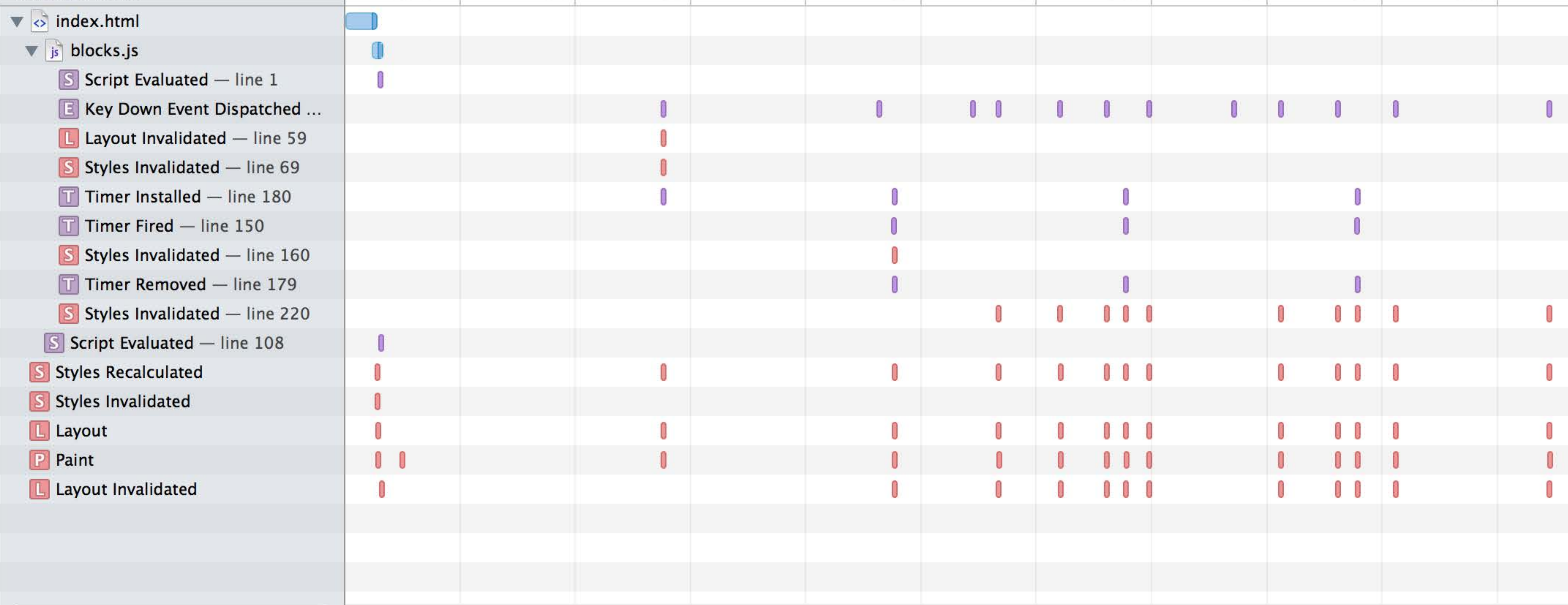
Layout Invalidated

Filter Timeline Events

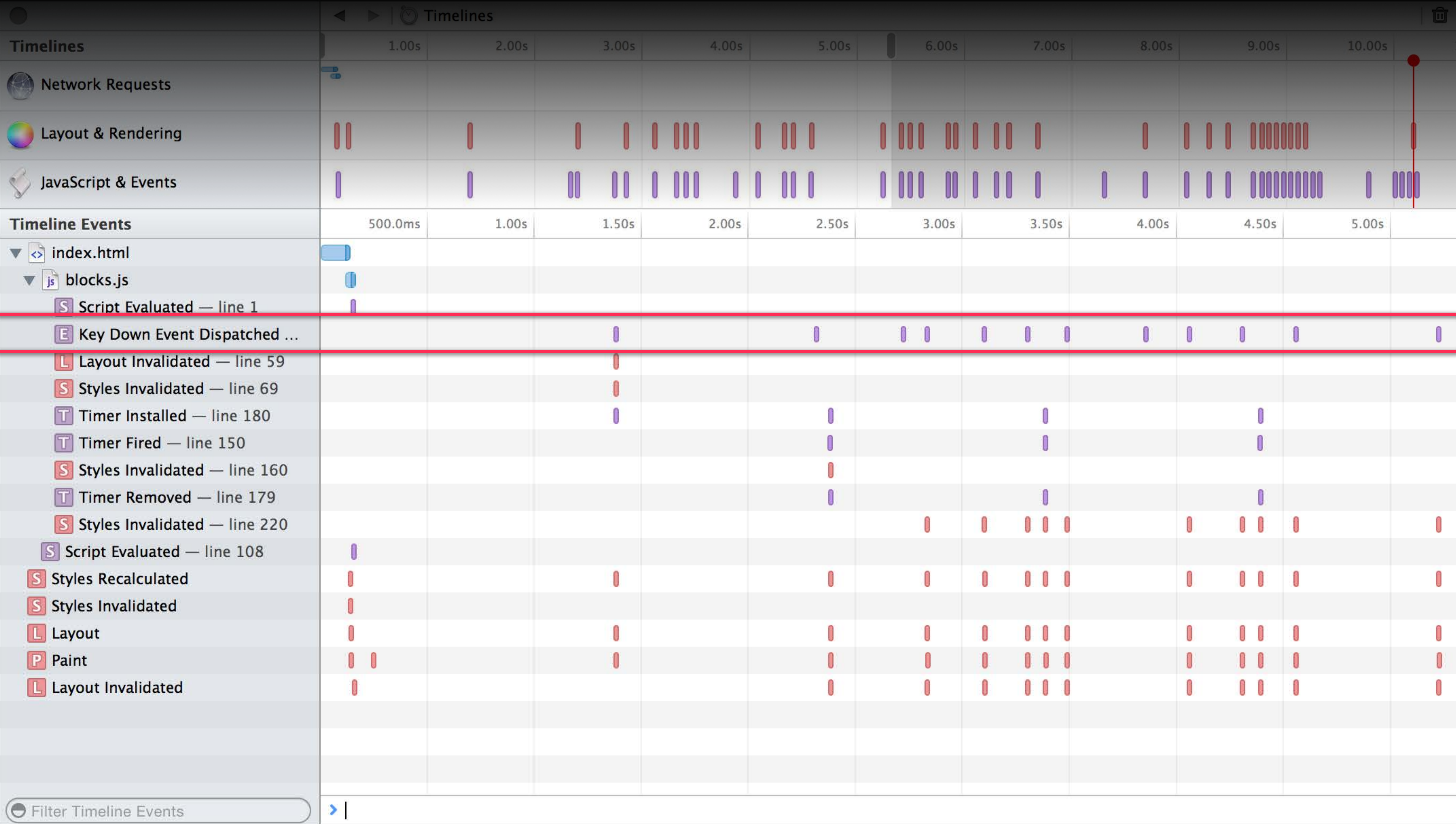




Timeline Events



Filter Timeline Events



Timelines

Network Requests

Layout & Rendering

JavaScript & Events

Timeline Events

index.html

blocks.js

Script Evaluated — line 1

Key Down Event Dispatched ...

Layout Invalidated — line 59

Styles Invalidated — line 69

Timer Installed — line 180

Timer Fired — line 150

Styles Invalidated — line 160

Timer Removed — line 179

Styles Invalidated — line 220

Script Evaluated — line 108

Styles Recalculated

Styles Invalidated

Layout

Paint

Layout Invalidated

Filter Timeline Events

index.html blocks.js

```
71     field[y] = [];  
72     for (var x=0;x<width;x++) {  
73         field[y][x] = 0;  
74     }  
75 }  
76 }  
77  
78 function splash() {  
79 }  
80  
81 function registerEvents() {  
82     addEvent(document, "keydown", onKeyDown);  
83 }  
84  
85 function addEvent(el, event, handler) {  
86     if (el.addEventListener)  
87         el.addEventListener(event, handler, false);  
88     else if (el.attachEvent)  
89         el.attachEvent("on" + event, handler);  
90 }  
91  
92 function onKeyDown(e) {  
93     e = e || window.event;  
94     var keyCode = e.which || e.keyCode;  
95     switch (keyCode) {  
96         case 13: // enter  
97             dropPiece();  
98             break;  
99         case 32: // space  
100            if (!running) {  
101                startGame();  
102                return;  
103            }  
104         case 38: // up  
105             rotateActivePiece();  
106             break;  
107         case 39: // left  
108             moveActivePiece(1, 0);  
109             break;  
110         case 37: // right  
111             moveActivePiece(-1, 0);  
112             break;  
113         case 40: // down
```

Web Inspector

New features

Mac App inspection

JavaScriptCore support

Source Code Timelines

Breakpoint Probes

Accessibility details

Color and Gradient editing

Web Inspector

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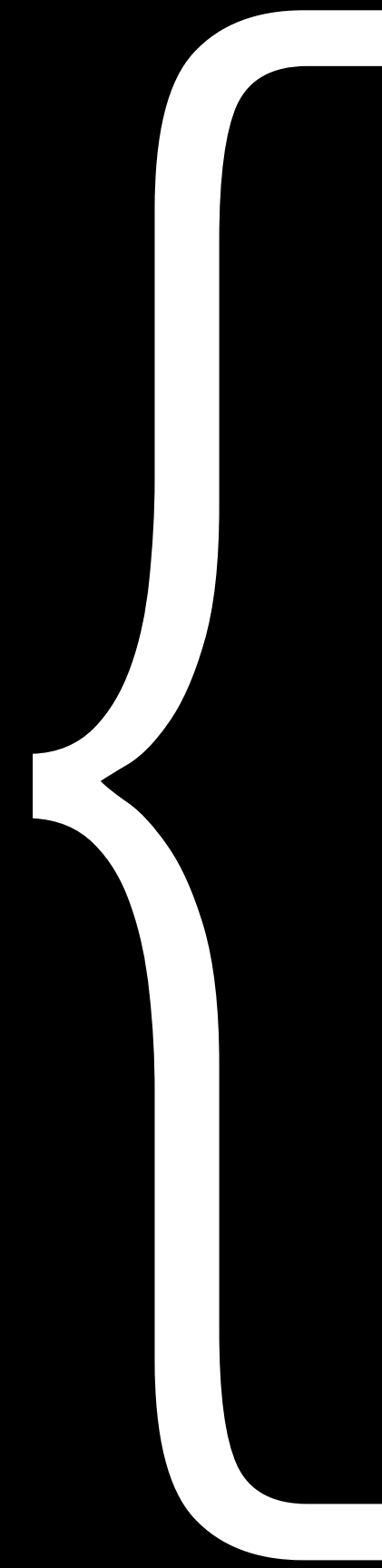
Source Code Timelines

Breakpoint Probes

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event.pageX
event.pageY
event.button
event.altKey
...

Demo

Source Code Timelines and Breakpoint Probes

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Search Resource Content

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- constants.js
- jquery.js
- favicon.ico
- Cookies — test.cita.uiuc.edu
- Local Storage — test.cita.uiuc.edu
- Session Storage — test.cita.uiuc.e...

```

<!DOCTYPE html>
<html lang="en-us">
  <head>...</head>
  <body>
    <h2 class="nav">Alert Dialog Navigation Menu</h2>
    <ul class="nav">...</ul>
    <h1>Alert Dialog Example 1: Number Guessing Game</h1>
    <div role="application">
      <div id="guess1" class="guess">
        <h2>Number Guessing Game</h2>
        <p>...</p>
        <p class="input">...</p>
        <p class="input">...</p>
        <div id="alert1" role="alertdialog" tabindex="0" aria-hidden="false"
        aria-labeledby="alert1_title" style="left: 187.5px; top: 160.875px;
        display: block;">
          <p id="alert1_title" class="title">Alert Box</p>
          <p id="alert1_message">You must enter a number!</p>
          <input id="alert1_close" type="button" value="Close">
        </div>
      </div>
    </div>
    <h2>Keyboard Shortcuts</h2>
    <ul>...</ul>
    <h2>ARIA Roles and Properties</h2>
    <ul>...</ul>
    <h2>Example Notes</h2>
    <ul>...</ul>
    <h2>HTML Source Code</h2>
    <p>...</p>
    <div id="sc" class="codebox" style="display: none">...</div>
    <h2>Javascript Source Code</h2>
    <p>...</p>
    <div id="sc1" class="codebox" style="display: none">...</div>
    <h2>CSS Source Code</h2>
    <p>...</p>
    <div id="sc2" class="codebox" style="display: none">...</div>
    <script type="text/javascript">...</script>
    <p>...</p>
  </body>
</html>

```

Identity

Type	Element
Name	div

Attributes

Name	Value
id	alert1
role	alertdialog
tabindex	0
aria-hidden	false
aria-labeledby	alert1_title
style	left: 187.5px; top: 160.875px; display: block;

Properties

Event Listeners

Accessibility

Role	alertdialog
Parent	div:role(application)
Children	p#alert1_title p#alert1_message input#alert1_close:role(button)
Focused	Yes
Live	Assertive

Filter Resource List

```
Alert Dialog Navigation Menu</h2>
</ul>
Example 1: Number Guessing Game</h1>
cation">
1" class="guess">
uessing Game</h2>

put">...</p>
put">...</p>
rt1" role="alertdialog" tabindex="0" aria-hidden="false"
y="alert1_title" style="left: 187.5px; top: 160.875px;
g">
rt1_title" class="title">Alert Box</p>
rt1_message">You must enter a number!</p>
"alert1_close" type="button" value="Close">

rtcuts</h2>

nd Properties</h2>

</h2>

Code</h2>

ss="codebox" style="display: none">...</div>
ource Code</h2>

ass="codebox" style="display: none">...</div>
ode</h2>

ass="codebox" style="display: none">...</div>
xt/javascript">...</script>
```

Name div

▼ **Attributes**

Name	Value
id	alert1
role	alertdialog
tabindex	0
aria-hidden	false
aria-labeledby	alert1_title
style	left: 187.5px; top: 160.875px; display: block;

► **Properties**

► **Event Listeners**

▼ **Accessibility**

Role	alertdialog
Parent	div:role(application)
Children	p#alert1_title p#alert1_message input#alert1_close:role(button)
Focused	Yes
Live	Assertive


```
Alert Dialog Navigation Menu</h2>
</ul>
Example 1: Number Guessing Game</h1>
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1" class="guess">
uessing Game</h2>

put">...</p>
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rt1" role="alertdialog" tabindex="0" aria-hidden="false"
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rt1_title" class="title">Alert Box</p>
rt1_message">You must enter a number!</p>
"alert1_close" type="button" value="Close">
```

```
rtcuts</h2>
nd Properties</h2>
</h2>
Code</h2>
ss="codebox" style="display: none">...</div>
ource Code</h2>
ass="codebox" style="display: none">...</div>
ode</h2>
ass="codebox" style="display: none">...</div>
xt/javascript">...</script>
```

Name input

▼ Attributes

Name	Value
id	alert1_close
type	button
value	Close

► Properties

► Event Listeners

▼ Accessibility

	Role	button (default)
Clickable	Yes	
Focused	No	

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Summary

Summary

Take advantage of new JavaScript language features

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Web Inspector is now available for Mac apps

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Enjoy debugging your JavaScriptCore contexts

Summary

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Enjoy debugging your JavaScriptCore contexts

Make your web apps accessible

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Make your web apps accessible

Be a colorful person

More Information

Evangelism

evangelism@apple.com

Developer Technical support

<http://developer.apple.com/contact>

Apple Developer Forums

<http://devforums.apple.com>

Related Sessions

-
- Improving the Accessibility and Usability of Complex Web Applications Marina Friday 9:00AM
 - Designing Responsive Web Experiences Marina Friday 10:15AM
-

Labs

-
- Safari and WebKit Lab Media Lab B Thursday 2:00PM
-

 WWDC14