

Using Safari to Deliver and Debug a Responsive Web Design

Session 505

Jono Wells Safari and WebKit Engineer



WebKit



Safari







NEW

NEW

Web Inspector

NEW

Web Inspector

+

Responsive Design Mode

Web Inspector

Resources

Timelines

Debugger

Console

Web Inspector — index.html

8

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Inspect

Layers

Styles

Node

Resource

fifth

index.html

logo-white.png

AnimationClip.js

galleryData.js

index.js

NavigationGalleriesController.js

NavigationGallery.js

style.css

Local Storage

Session Storage

Filter Resource List

<>|<>|index.html>DOM Tree>html>body|<>|

```
<!DOCTYPE html>
<html>
  <head>
    <title>M</title>
    <link rel="stylesheet" href="styles/style.css">
  </head>
  <body>
    <nav class="overlay-navigation">
      
      <div class="overlay-backdrop"></div>
      <ul>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
        <li>...</li>
      </ul>
    </nav>
    <nav class="main-navigation">
      <ul>
        <li data-gallery-key="places"> </li>
        <li data-gallery-key="still_life"> </li>
        <li data-gallery-key="fashion"> </li>
        <li data-gallery-key="people"> </li>
      </ul>
    </nav>
    <script src="scripts/NavigationGallery.js"></script>
    <script src="scripts/
NavigationGalleriesController.js"></script>
    <script src="scripts/AnimationClip.js"></script>
    <script src="scripts/galleryData.js"></script>
    <script src="scripts/index.js"></script>
  </body>
</html>
```

ComputedRulesMetrics

☐Active

☐Focus

☐Hover

☐Visited

E

body — Style Attribute

No Properties — Click to Edit

+ New Rule

E

body — style.css:2

margin: 0;

font-family: Helvetica;

font-size: 16px;

font-weight: 100;

background-color: ■ #000;

E

body — User Agent Stylesheet

display: block;

margin-top: 8px;

margin-right: 8px;

margin-bottom: 8px;

margin-left: 8px;

Web Inspector — mphotographyanddesign.com

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Search

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html > body

Node

Styles

Layers

Computed

Rules

Metrics

☐ Active

☐ Focus

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display: block;

margin-top: 8px;

margin-right: 8px;

margin-bottom: 8px;

margin-left: 8px;

<!DOCTYPE html>

<html>

<head>...</head>

<body>

<nav class="overlay-navigation">

<div class="overlay-backdrop"></div>

...

...

...

...

...

</nav>

<nav class="main-navigation ready">

<li data-gallery-key="places">

<li data-gallery-key="still_life">

<li data-gallery-key="fashion">

<li data-gallery-key="people">

</nav>

<script src="scripts/NavigationGallery.js"></script>

<script src="scripts/NavigationGalleriesController.js"></script>

Web Inspector — mphotographyanddesign.com

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Search

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html > body

Node

Styles

Layers

<!DOCTYPE html>

<html>

<head>...</head>

<body>

<nav class="overlay-navigation">

<div class="overlay-backdrop"></div>

...

...

...

...

...

</nav>

<nav class="main-navigation ready">

<li data-gallery-key="places">

<li data-gallery-key="still_life">

<li data-gallery-key="fashion">

<li data-gallery-key="people">

</nav>

<script src="scripts/NavigationGallery.js"></script>

<script src="scripts/NavigationGalleriesController.js"></script>

Computed

Rules

Metrics

☐ Active

☐ Focus

☐ Hover

☐ Visited

body — Style Attribute

No Properties — Click to Edit

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body — style.css:2

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font-size: 16px;

font-weight: 100;

background-color: #000;

body — User Agent Stylesheet

display: block;

margin-top: 8px;

margin-right: 8px;

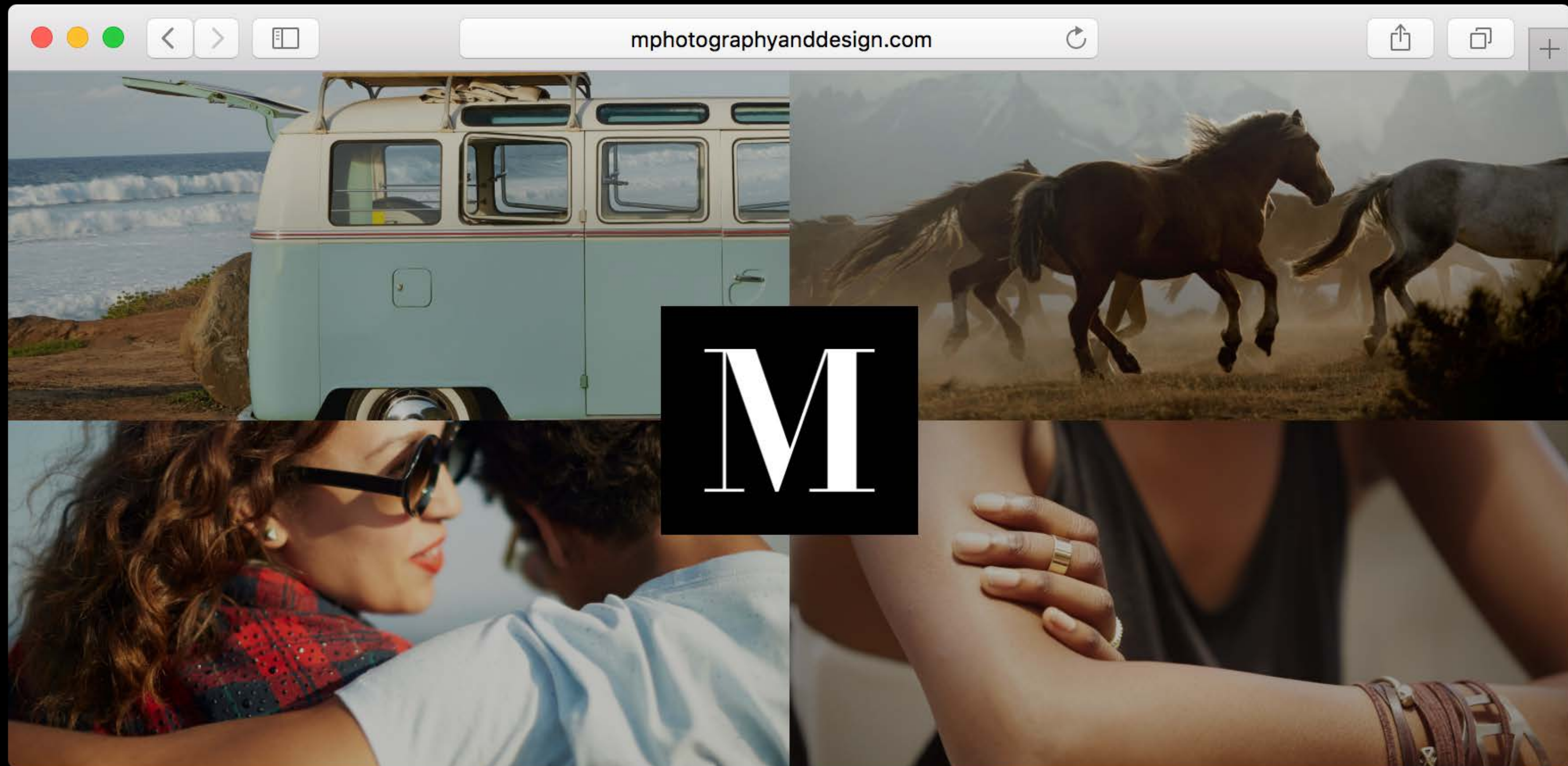
margin-bottom: 8px;

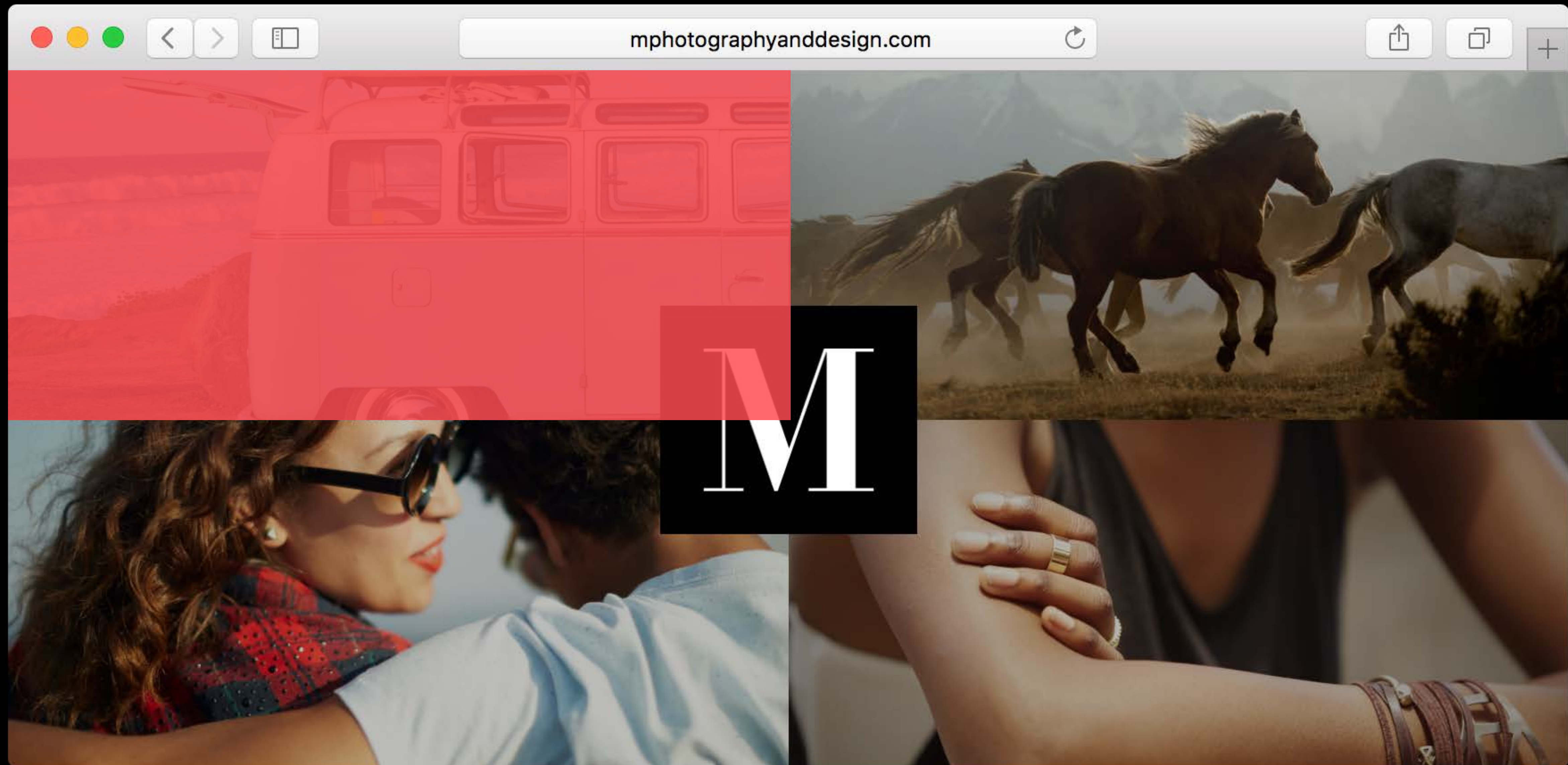
margin-left: 8px;

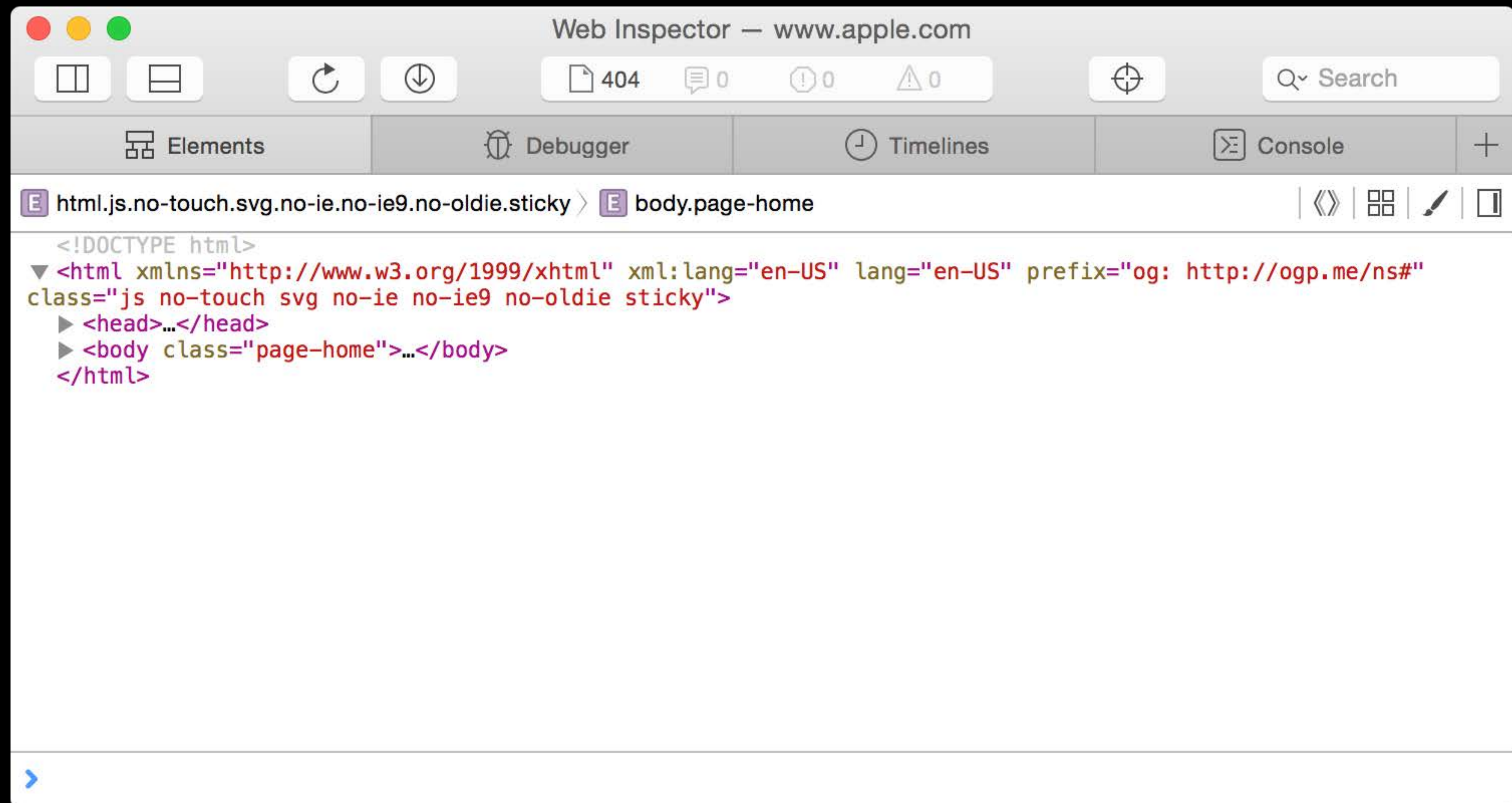
Great Performance

60fps

16.67ms







www.apple.com



Q Search



Timelines



Console



me



n-US" lang="en-US" prefix="og: http://ogp.me/ns#"

www.apple.com



Q Search



Timelines



Console



me



n-US" lang="en-US" prefix="og: http://ogp.me/ns#"

www.apple.com



Q Search



Timelines



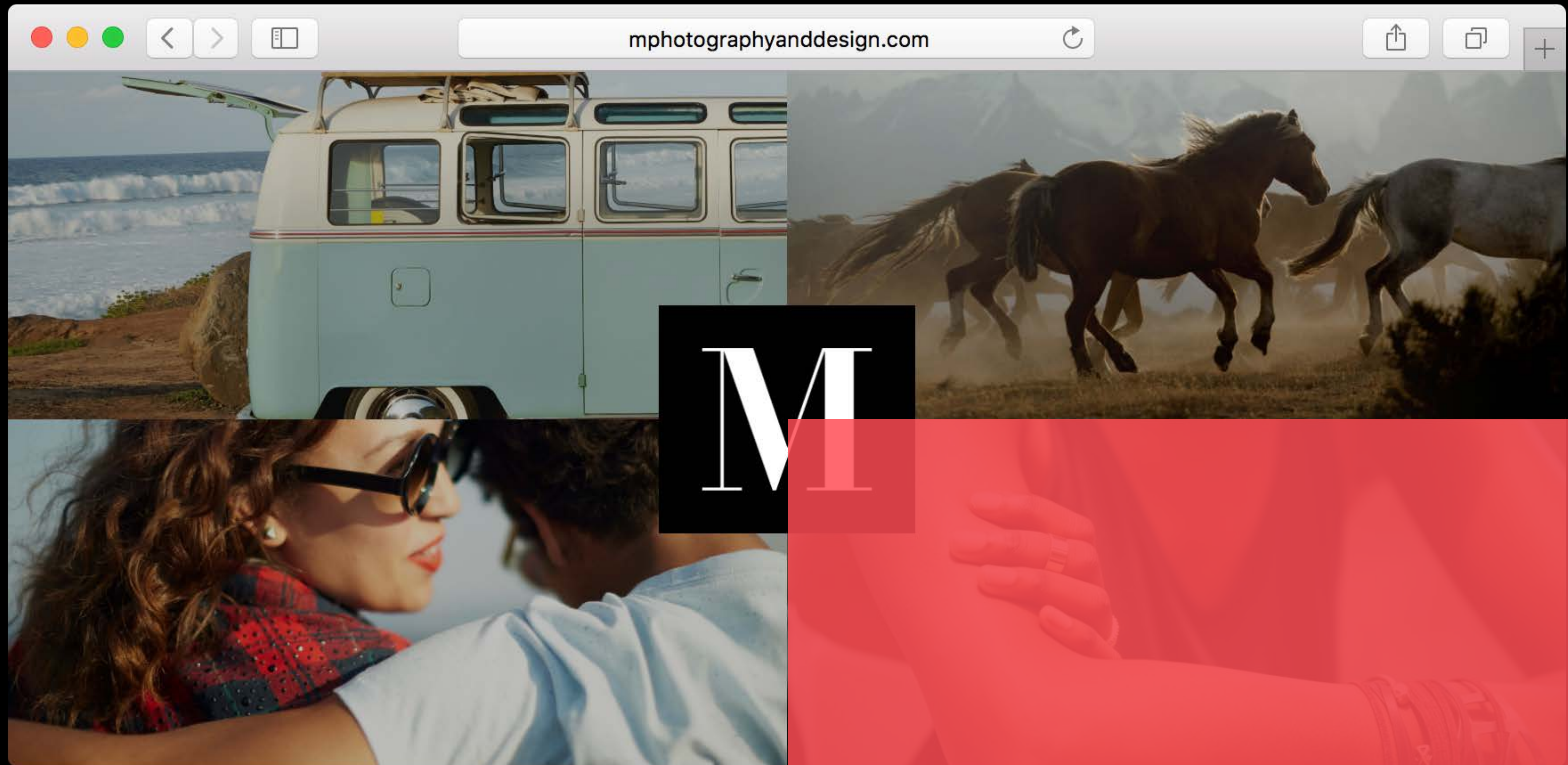
Console



me

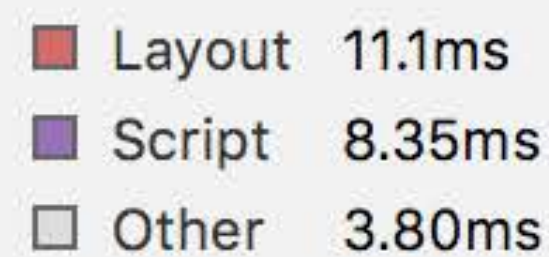


n-US" lang="en-US" prefix="og: http://ogp.me/ns#"



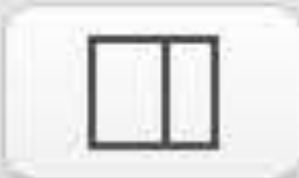
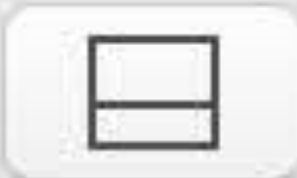



Frames: 8 – 12 (8.15s – 12.96s)

60 fps

Total Time

- ▶ **F** Frame 8
- ▶ **F** Frame 9
- ▼ **F** Frame 10
  - S** Styles Invalidated
  - S** Styles Recalculated
  - L** Layout Invalidated
  - ▶ **E** Transition End Event Dispatched
  - S** Styles Invalidated
  - ▶ **A** Animation Frame Requested
  - ▶ **E** Transition End Event Dispatched



45

0

0

30



Elements



Resources



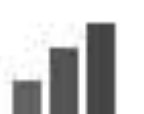
Timelines



Debugger



Timeline Recording 1

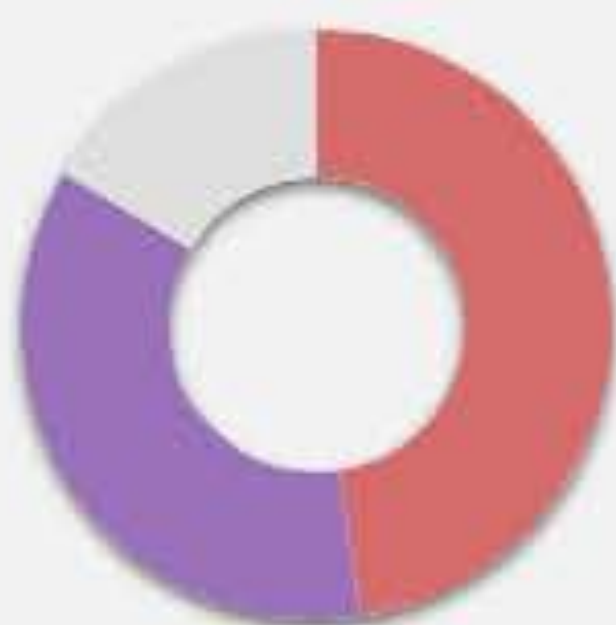


Rendering

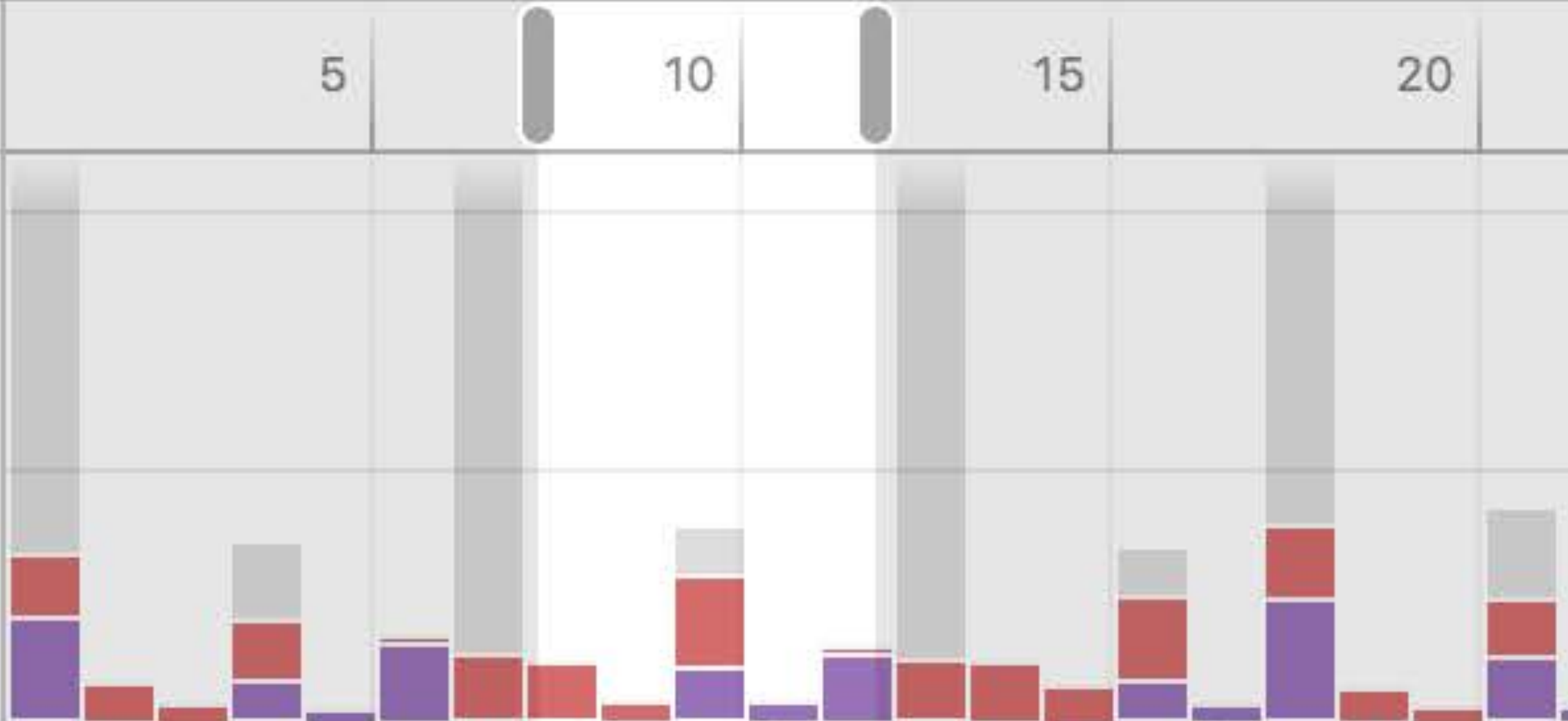
Timelines

Rendering Frames

Frames: 8 – 12 (8.15s – 12.96s)



- Layout 11.1ms
- Script 8.35ms
- Other 3.80ms



Records



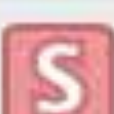
Frame 8



Frame 9



Frame 10



Styles Invalidated

Location

Start Time ^

Layout

—

5.21s

3.565m

—

5.21s

1.036m

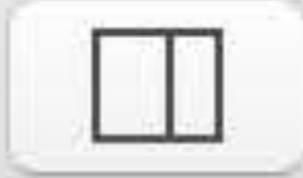
—

5.91s

6.035m

—

5.91s



45

0

0

30



Elements



Resources



Timelines



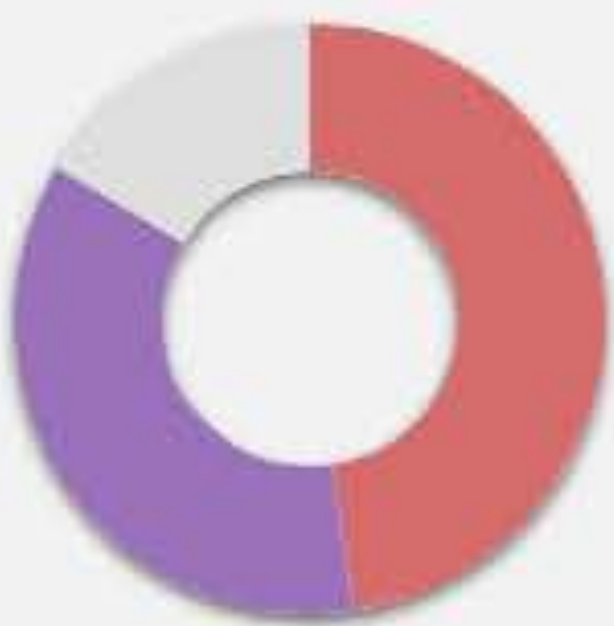
Debugger



Timelines

Rendering Frames

Frames: 8 – 12 (8.15s – 12.96s)



Layout 11.1ms
Script 8.35ms
Other 3.80ms



Timeline Recording 1



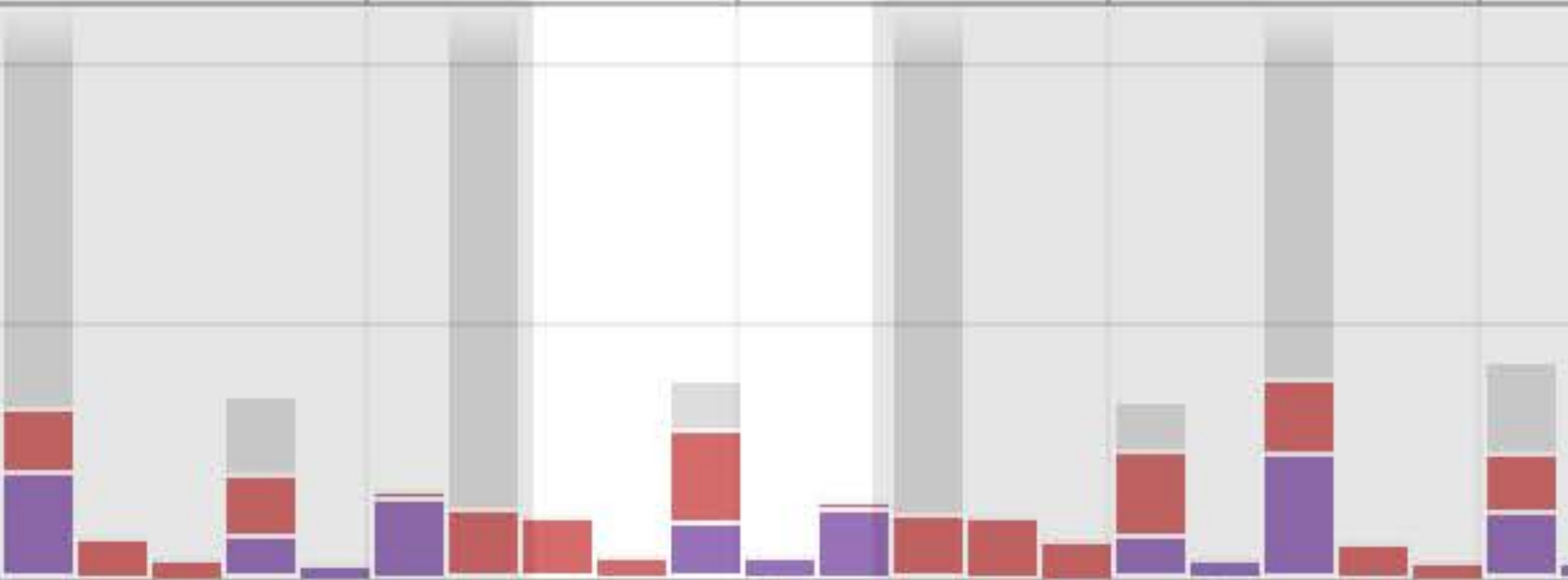
Rendering

5

10

15

20



Records

▶ Frame 8

▶ Frame 9

▼ Frame 10

Styles Invalidated

Location

Start Time ^

Layout

—

5.21s

3.565m

—

5.21s

1.036m

—

5.91s

6.035m

—

5.91s

45

0

0

30



Search

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Timeline Recording 1 > Rendering Frames > Frame 10

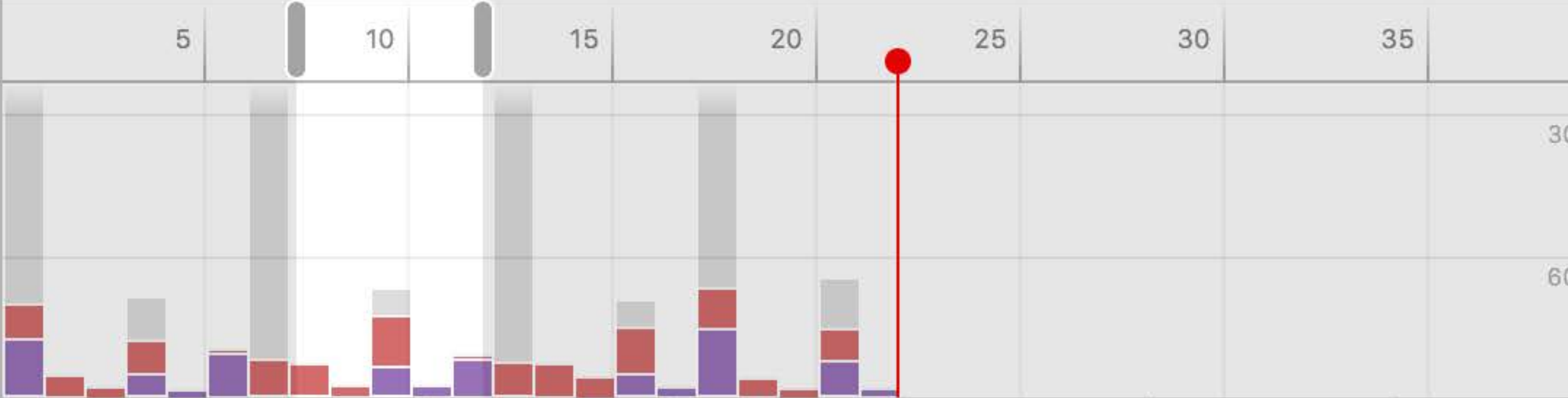
mes

6s)

1.1ms

.35ms

.80ms



Location	Start Time ^	Layout	Script	Other	Total Time
—	5.21s	3.565ms	—	0.259ms	3.824
—	5.21s	1.036ms	—	0.106ms	1.142
—	5.91s	6.035ms	3.131ms	3.215ms	12.38
—	5.91s	—	—	—	0
—	5.91s	—	—	—	1.835



30



Search



Debugger



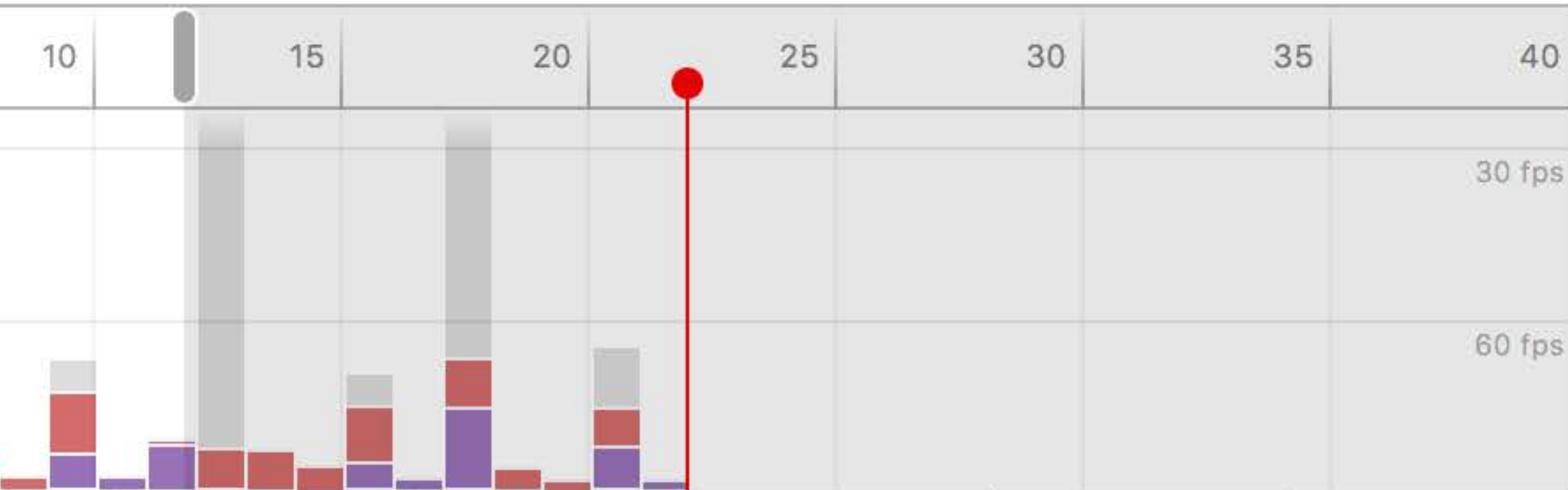
Storage



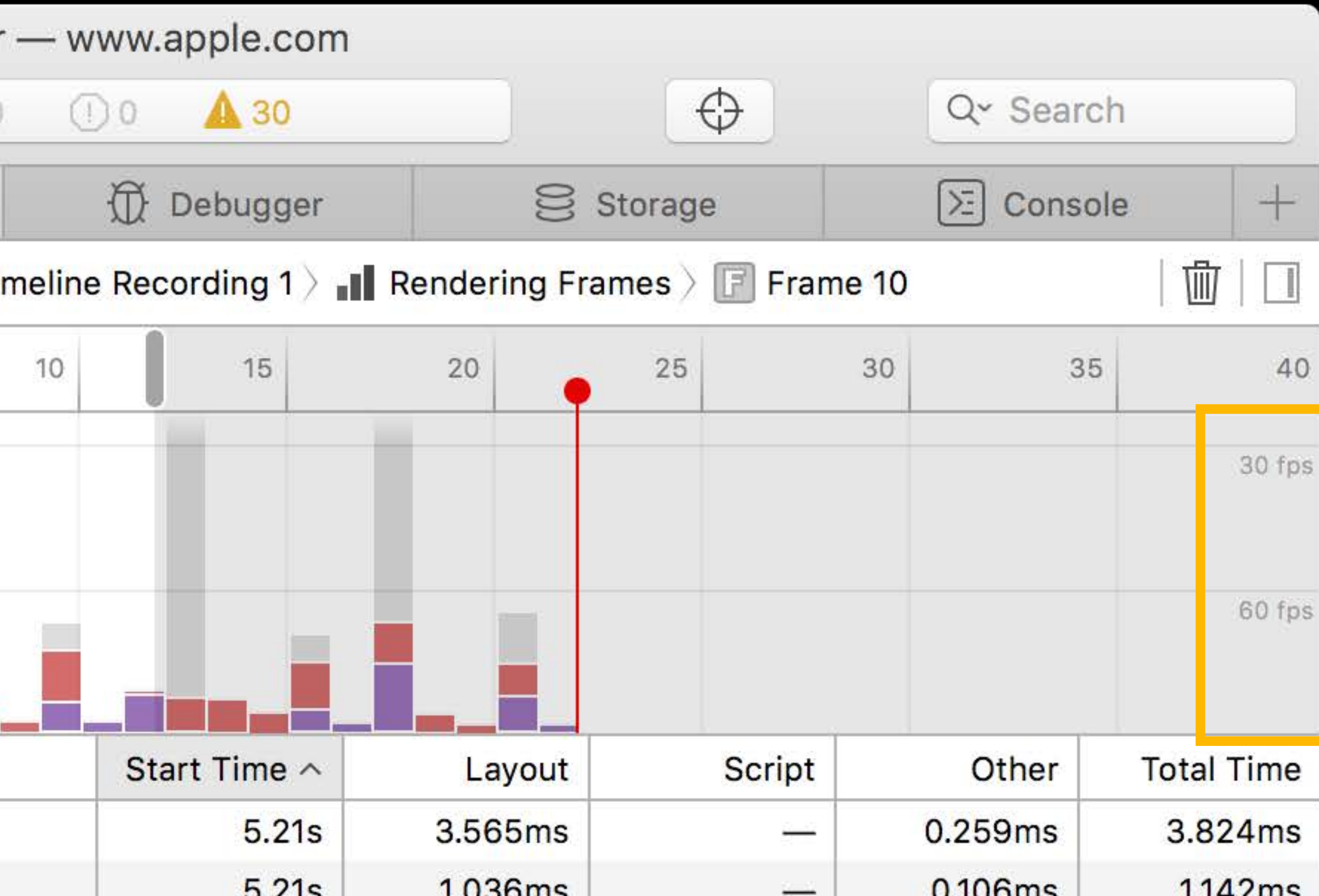
Console



Timeline Recording 1 > Rendering Frames > Frame 10



Start Time ^	Layout	Script	Other	Total Time
5.21s	3.565ms	—	0.259ms	3.824ms
5.21s	1.036ms	—	0.106ms	1.142ms



45 0 0 30



Search

Timelines

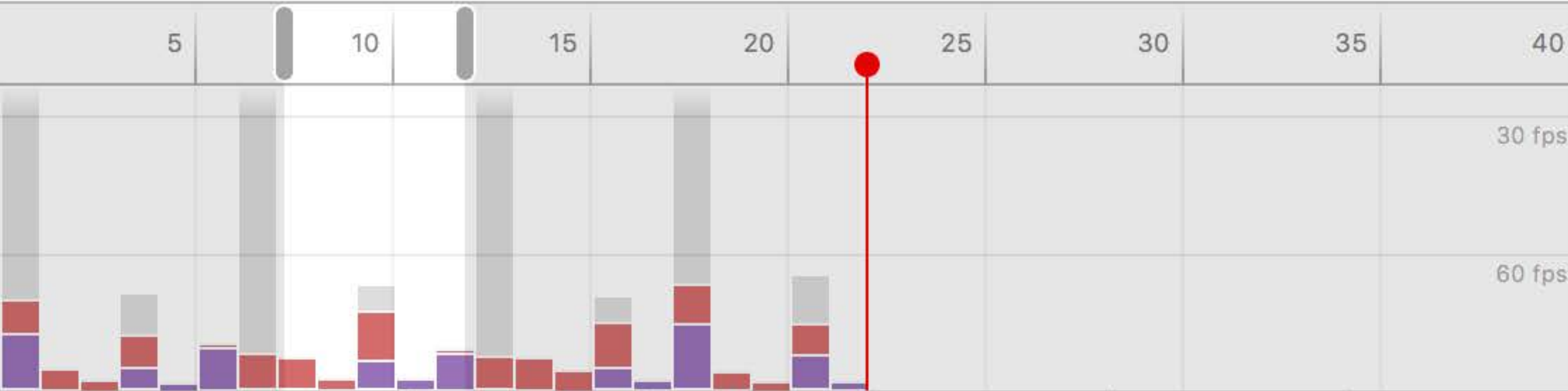
Debugger

Storage

Console



Timeline Recording 1 > Rendering Frames > Frame 10



Location	Start Time ^	Layout	Script	Other	Total Time
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	5.91s	—	—	—	0ms
—	5.91s	—	—	—	1.835ms

45 0 0 30



Search

Timelines

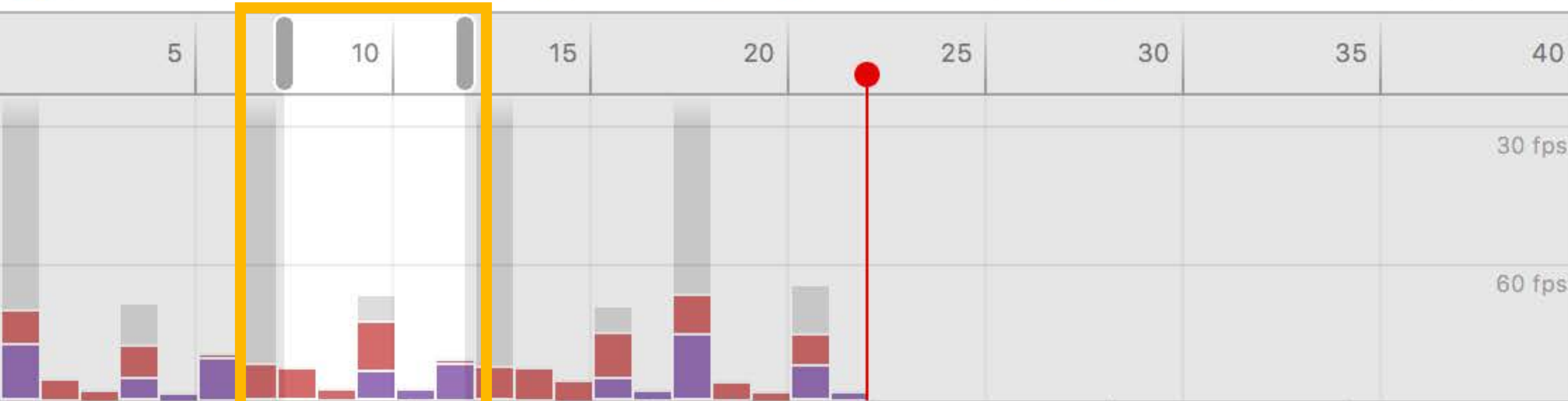
Debugger

Storage

Console



Timeline Recording 1 > Rendering Frames > Frame 10



Location	Start Time ^	Layout	Script	Other	Total Time
—	5.21s	3.565ms	—	0.259ms	3.824ms
—	5.21s	1.036ms	—	0.106ms	1.142ms
—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
—	5.91s	—	—	—	0ms
—	5.91s	—	—	—	1.835ms

Timelines

Rendering Frames

5

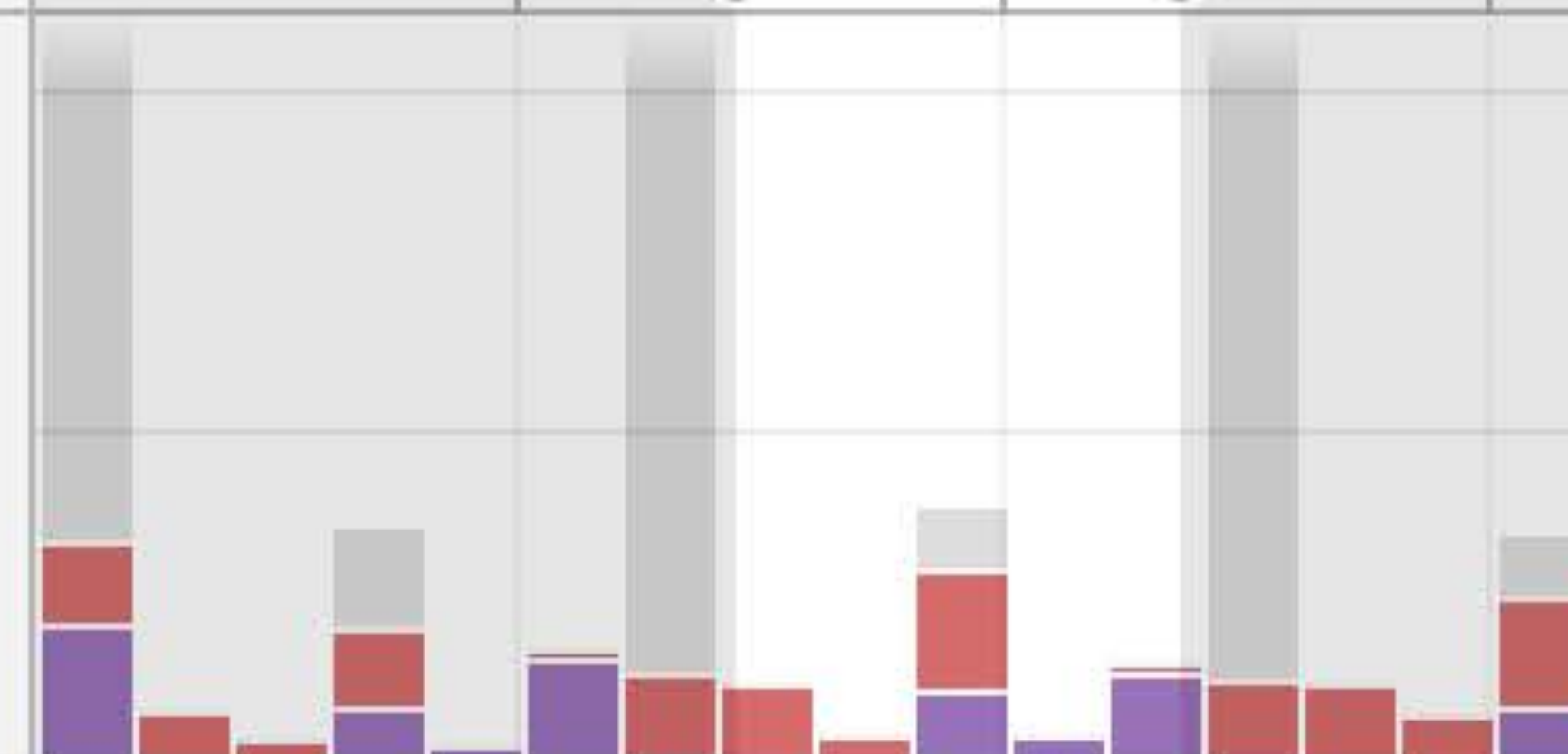
10

15

Frames: 8 – 12 (8.15s – 12.96s)



Layout 11.1ms
Script 8.35ms
Other 3.80ms



Records

Location

Start Time ^

▶ **F** Frame 8

—

5.21s

▶ **F** Frame 9

—

5.21s

▼ **F** Frame 10

—

5.91s

S Styles Invalidated

—

5.91s

S Styles Recalculated

—

5.91s

L Layout Invalidated

—

5.91s

▶ **E** Transition End Event Dispatched

js home.built.js:856

5.91s

S Styles Invalidated

f __setStyle — head.b...

5.91s

▶ **A** Animation Frame Requested

f a — home.built.js:857

5.91s

▶ **E** Transition End Event Dispatched

js home.built.js:856

5.91s

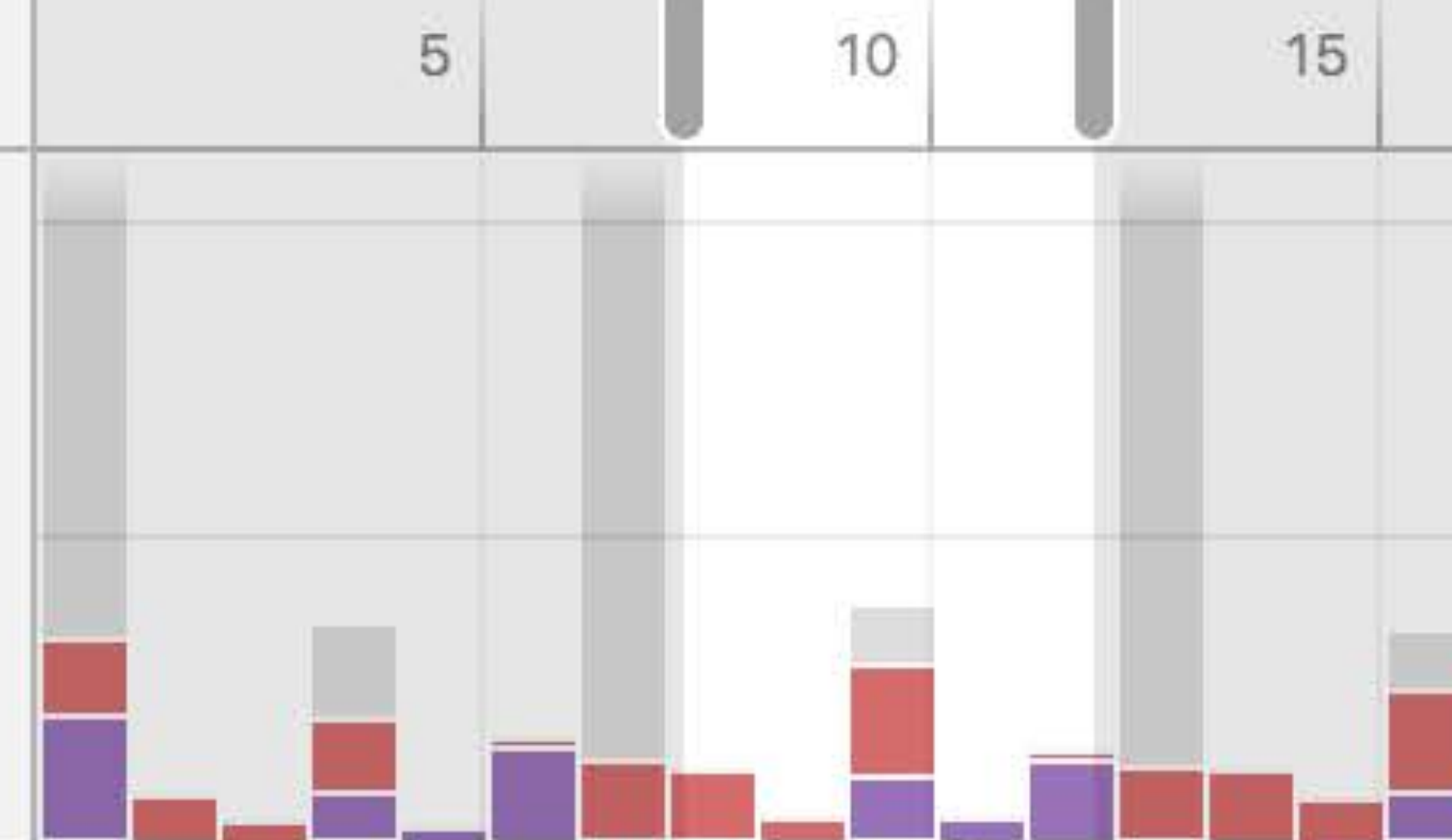
☾ Filter Records



Frames: 8 – 12 (8.15s – 12.96s)



Layout 11.1ms
Script 8.35ms
Other 3.80ms



Records

Location

Start Time ^

▶  Frame 8

—

5.21s

▶  Frame 9

—

5.21s

▼  Frame 10

—

5.91s

 Styles Invalidated

—

5.91s

 Styles Recalculated

—

5.91s

 Layout Invalidated

—

5.91s

▶  Transition End Event Dispatched home.built.js:856

5.91s

 Styles Invalidated __setStyle — head.b...

5.91s

▶  Animation Frame Requested a — home.built.js:857

5.91s

▶  Transition End Event Dispatched home.built.js:856

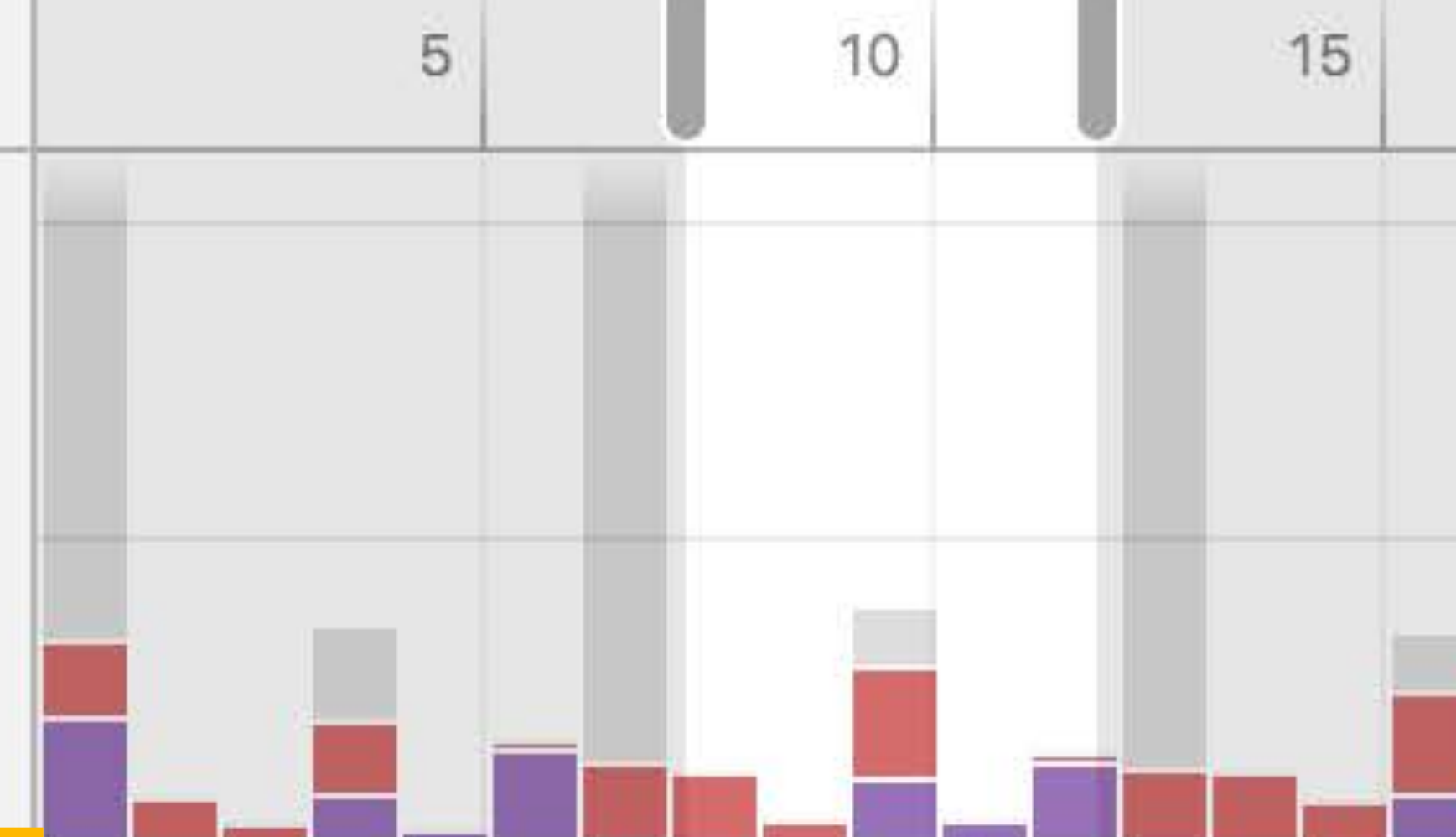
5.91s

 Filter Records

Frames: 8 – 12 (8.15s – 12.96s)



Layout 11.1ms
Script 8.35ms
Other 3.80ms



Records

▶ [F] Frame 8

▶ [F] Frame 9

▼ [F] Frame 10

[S] Styles Invalidated

[S] Styles Recalculated

[L] Layout Invalidated

▶ [E] Transition End Event Dispatched

[S] Styles Invalidated

▶ [A] Animation Frame Requested

▶ [E] Transition End Event Dispatched

Location

—

—

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—

—

js home.built.js:856

f __setStyle — head.b...

f a — home.built.js:857

js home.built.js:856

Start Time ^

5.21s

5.21s

5.91s

5.91s

5.91s

5.91s

5.91s

5.91s

5.91s

5.91s

Filter Records



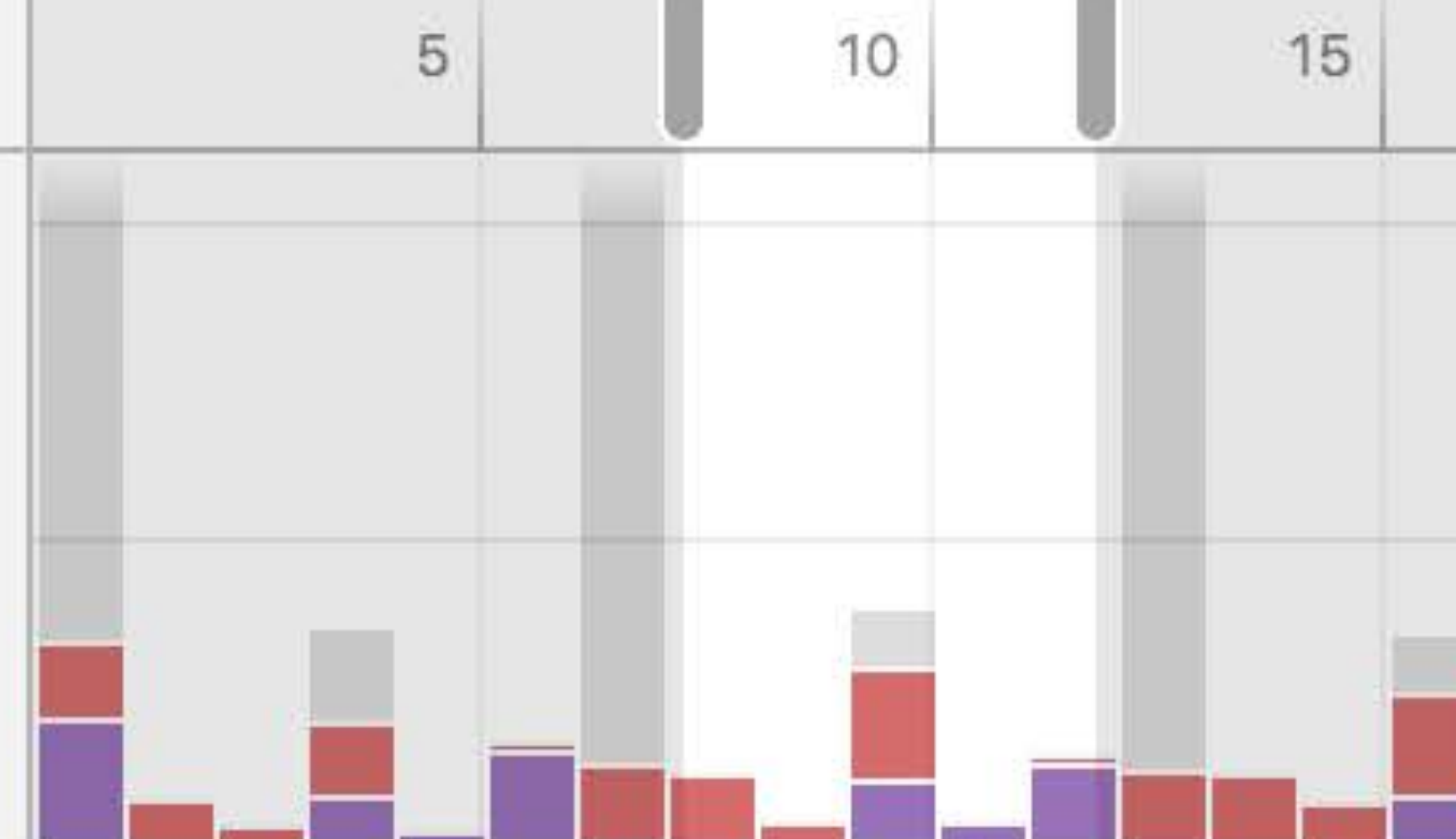
Timelines

Rendering Frames

Frames: 8 – 12 (8.15s – 12.96s)



Layout 11.1ms
Script 8.35ms
Other 3.80ms



Records

▶  Frame 8

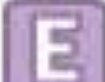
▶  Frame 9

▼  Frame 10

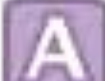
 Styles Invalidated

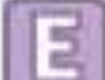
 Styles Recalculated

 Layout Invalidated

▶  Transition End Event Dispatched

 Styles Invalidated

▶  Animation Frame Requested

▶  Transition End Event Dispatched

Location

Start Time ^

— 5.21s

— 5.21s

— 5.91s

— 5.91s

— 5.91s

— 5.91s

 home.built.js:856 5.91s

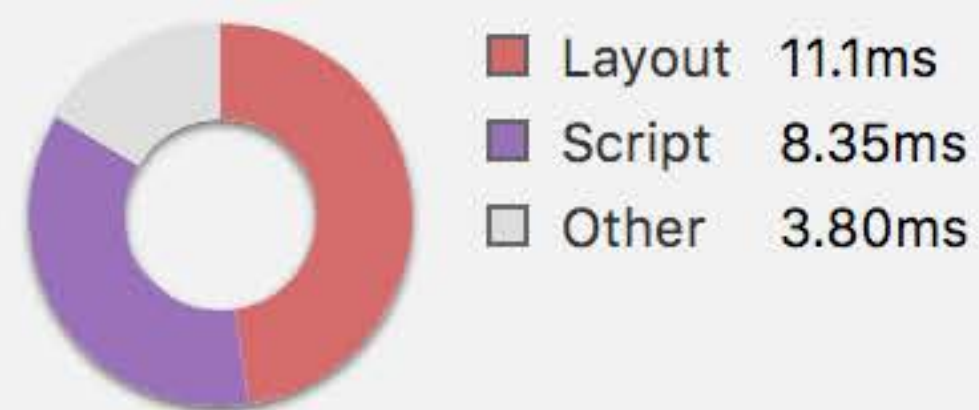
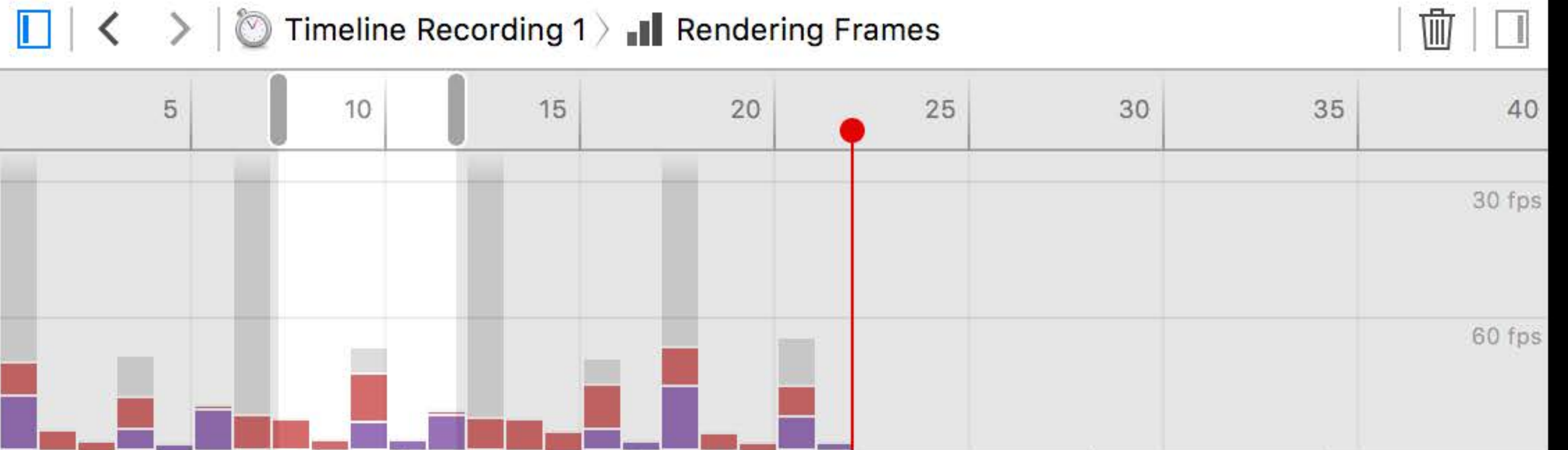
 __setStyle — head.b... 5.91s

 a — home.built.js:857 5.91s

 home.built.js:856 5.91s

 Filter Records



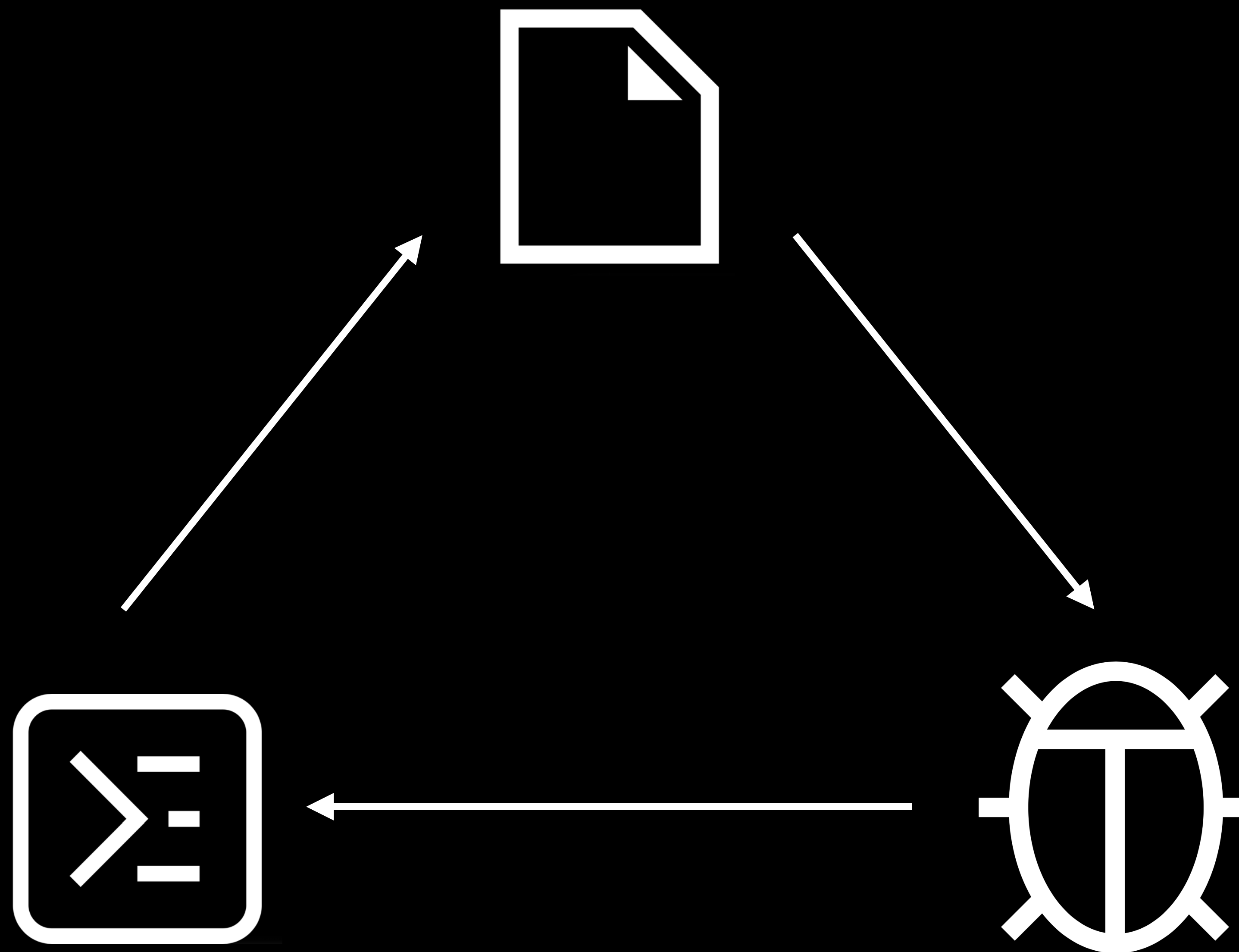


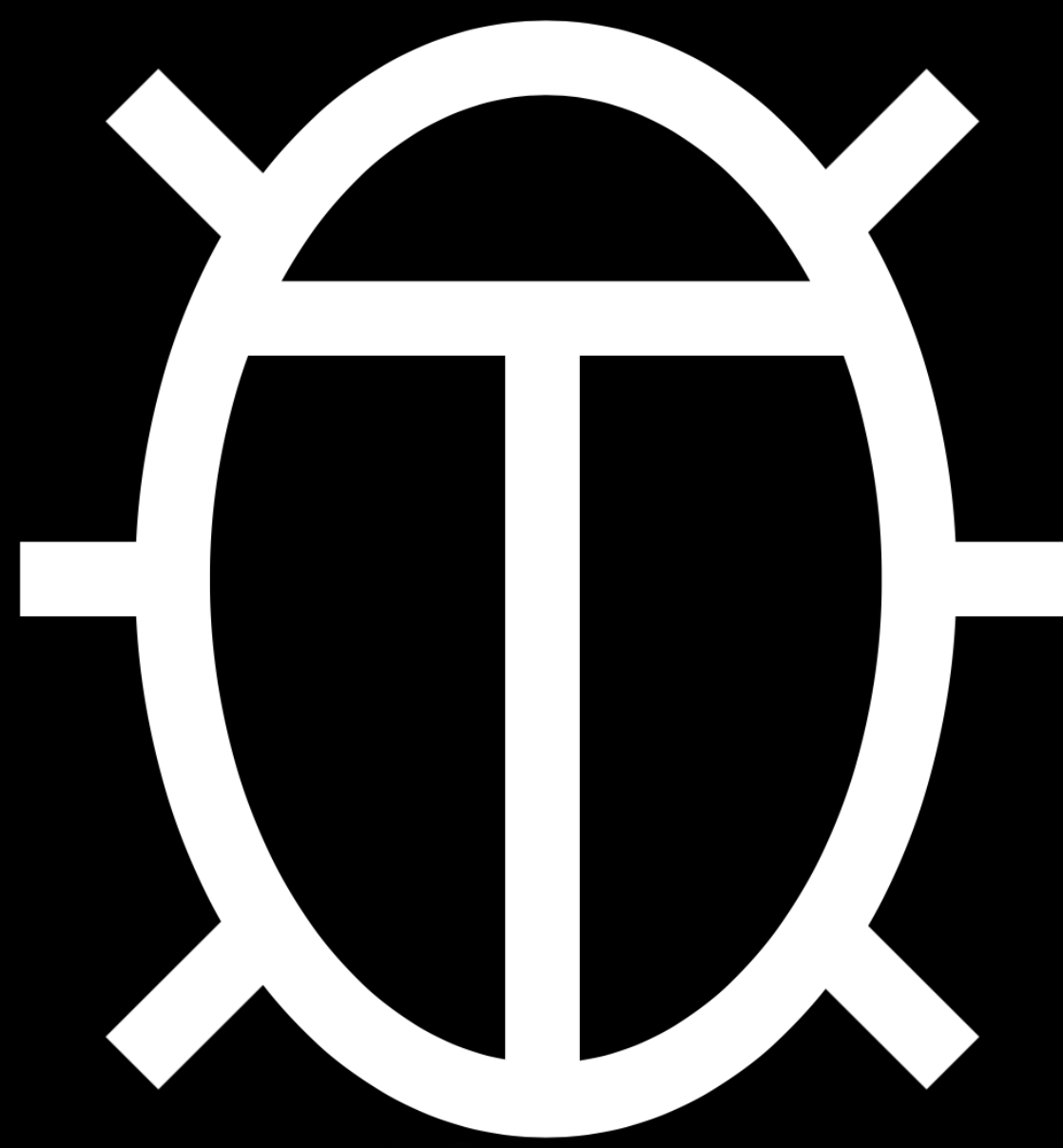
Records	Location	Start Time	Layout	Script	Other	Total Time ▾
▶  Frame 10	—	5.91s	6.035ms	3.131ms	3.215ms	12.38ms
▶  Frame 12	—	10.02s	0.427ms	4.196ms	0.116ms	4.739ms
▶  Frame 8	—	5.21s	3.565ms	—	0.259ms	3.824ms
▶  Frame 9	—	5.21s	1.036ms	—	0.106ms	1.142ms
▶  Frame 11	—	5.93s	—	1.023ms	0.106ms	1.129ms

 Filter Records



Do Without Thinking





Web Inspector — mphotographyanddesign.com

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Global Breakpoints

Ex All Exceptions

Ex All Uncaught Exceptions

index.js

Line 13:16 There may be a problem below.

Line 15:33 Can't find variable: options

index.js

1

2

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11

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14

15

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17

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22

23

24

25

// Define a Main class, that has static methods for instantiating page content

class Main {

static initialize() {

// Create navigation galleries with a controller for updating images

this.navigationGalleriesController = new NavigationGalleriesController({

galleryData : window.galleryData

});

this._boundOnFadeInComplete = this._onFadeInComplete.bind(this);

this.mainNavigation = document.querySelector('.main-navigation');

this.mainNavigation.addEventListener('transitionend', this._boundOnFadeInComplete);

console.warn("There may be a problem below.");

document.querySelector('.main-navigation').classList.add('ready');

this.animationType = options.animationType;

}

static _onFadeInComplete() {

this.navigationGalleriesController.startAnimationTimeout();

this.mainNavigation.removeEventListener('transitionend', this._boundOnFadeInComplete);

}

}

// When window content is loaded, run Main's initialize method

window.addEventListener('load', Main.initialize.bind(Main));

There may be a problem below.

Can't find variable: options

Filter Breakpoint List

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Elements Resources Timelines Debugger Storage Console

Global Breakpoints

- Ex All Exceptions
- Ex All Uncaught Exceptions
- js index.js
  - ⚠ Line 13:16 There may be a problem below.
  - ❗ Line 15:33 Can't find variable: options

```
1 // Define a Main class, that has static methods for instantiating page content
2 class Main {
3   static initialize() {
4     // Create navigation galleries with a controller for updating images
5     this.navigationGalleriesController = new NavigationGalleriesController({
6       galleryData : window.galleryData
7     });
8
9     this._boundOnFadeInComplete = this._onFadeInComplete.bind( this );
10    this.mainNavigation = document.querySelector( '.main-navigation' );
11
12    this.mainNavigation.addEventListener( 'transitionend', this._boundOnFadeInComplete );
13    console.warn( "There may be a problem below." );
14    document.querySelector( '.main-navigation' ).classList.add( 'read' );
15    this.animationType = options.animationType;
16  }
17
18  static _onFadeInComplete() {
19    this.navigationGalleriesController.startAnimationTimeout();
20    this.mainNavigation.removeEventListener( 'transitionend', this._boundOnFadeInComplete );
21  }
22 }
23
24 // When window content is loaded, run Main's initialize method
25 window.addEventListener( 'load', Main.initialize.bind( Main ) );
```

⚠ There may be a problem below.

❗ Can't find variable: options

Filter Breakpoint List

⚠️ There may be a problem below. [index.js:13](#)

! ▶ ReferenceError: Can't find variable: options [index.js:15](#)



```
var name = "Trevor";
```

```
var age = 28;
```

```
var obj = {};
```



```
var String name = "Trevor";
```

```
var Integer age = 28;
```

```
var Object obj = {};
```

```
function add(value1, value2) {  
    var result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```



```
function add(value1, value2) {  
    var result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```

```
function add( Double value1, String value2) String {  
    var String result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```



```
function add( Double value1, String value2) String {  
    var String result = value1 + value2;  
    return result;  
}
```

```
var v1 = 2.3, v2 = "2.7";  
add(v1, v2); // => "2.32.7"
```



7

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Search



Elements



Resources



Timelines



Storage



Console



index.html



script.js



```
42     addSibling(person) {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName(firstName, lastName) {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor(firstName, lastName, age, editor) {
61         super(firstName, lastName, age);
62         this._editor = editor;
63     }
64
65     get editor() {
66         return this._editor;
67     }
68 }
```


Web Inspector — index.html

7

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Search

Resources



Timelines



Storage



Console



cript.js



```
gs.indexOf(person) < 0) {  
  gs.push(person);  
  gs.push(this);  
}
```

```
ings.indexOf(person) > -1;
```

```
  lastName) {  
    = firstName;  
    lastName;
```

Web Inspector — index.html

7

0

0

0



Search

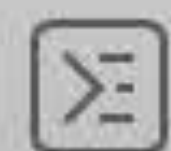
Resources



Timelines



Storage



Console



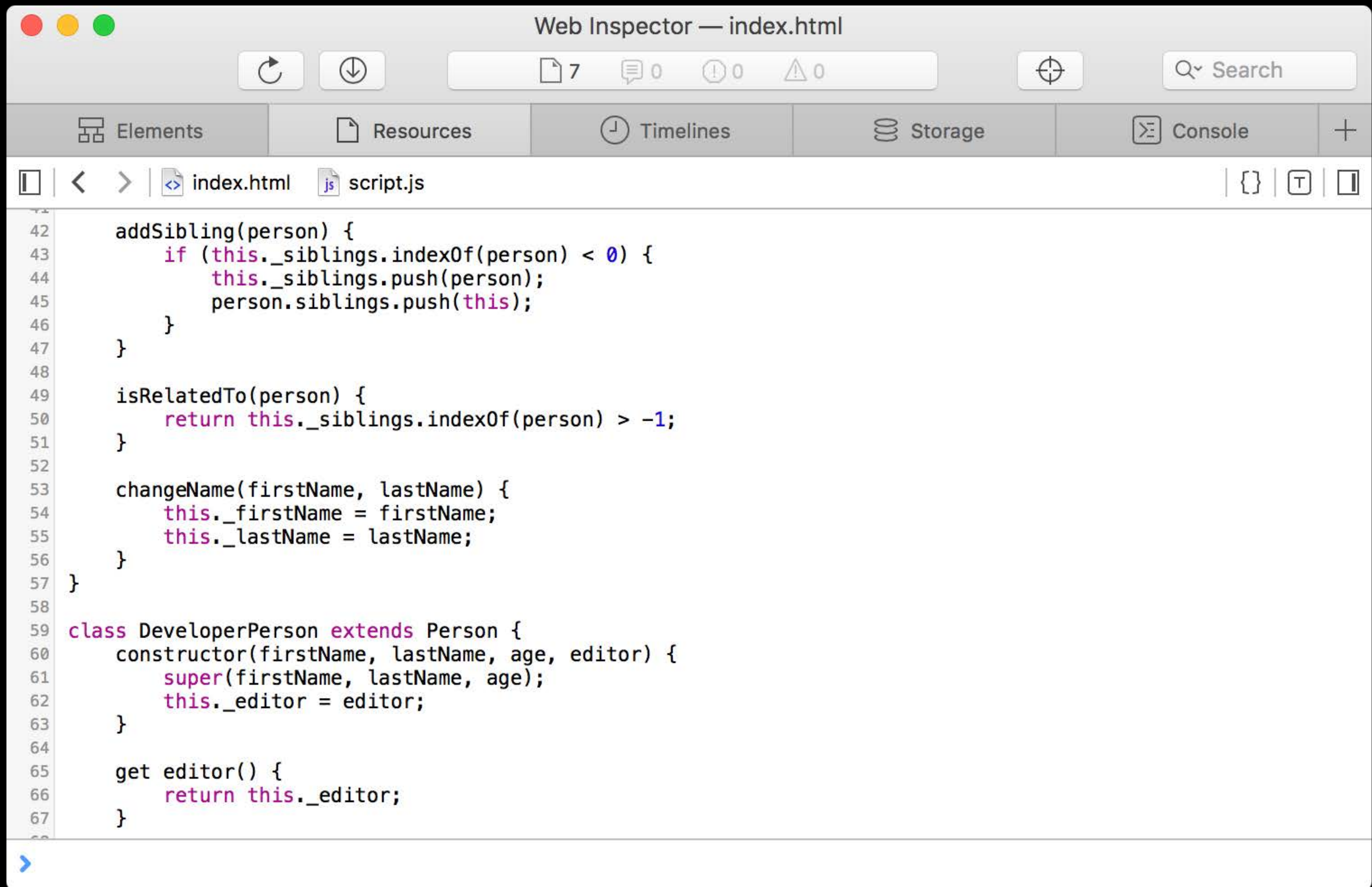
cript.js

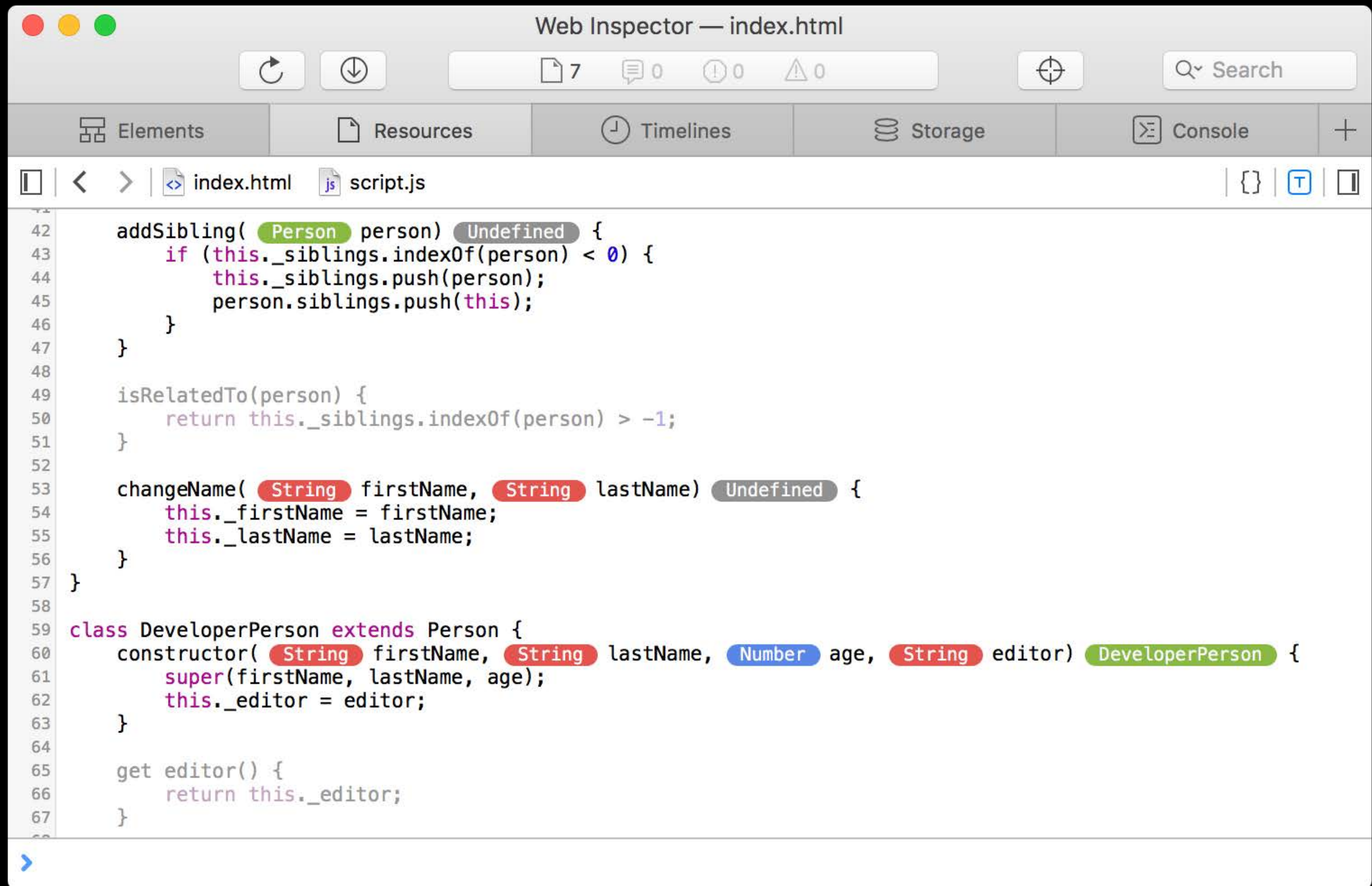


```
gs.indexOf(person) < 0) {  
  gs.push(person);  
  gs.push(this);  
}
```

```
ings.indexOf(person) > -1;
```

```
  lastName) {  
    = firstName;  
    lastName;  
  }
```




```
gs.indexOf(person) > -1;
```

```
firstName, String lastName) Undefined {  
  firstName;  
  lastName;
```

```
ends Person {  
  firstName, String lastName, Number age, String editor) DeveloperPerson {  
    lastName, age);  
    tor;
```

```
;
```

```
gs.indexOf(person) > -1;
```

```
firstName, String lastName) Undefined {  
  firstName;  
  lastName;
```

```
ends Person {  
  firstName, String lastName, Number age, String editor) DeveloperPerson {  
  lastName, age);  
  tor;
```

```
;
```



```
function Person() { ... }  
function DeveloperPerson() {  
    Person.call(this);  
}  
DeveloperPerson.prototype = Object.create(Person.prototype);  
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var employee = new DeveloperPerson();
```

```
function Person() { ... }  
function DeveloperPerson() {  
    Person.call(this);  
}  
DeveloperPerson.prototype = Object.create(Person.prototype);  
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var employee = new DeveloperPerson();
```



```
function Person() { ... }  
function DeveloperPerson() {  
    Person.call(this);  
}  
DeveloperPerson.prototype = Object.create(Person.prototype);  
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var DeveloperPerson employee = new DeveloperPerson();
```

```
function Person() { ... }  
function DeveloperPerson() {  
    Person.call(this);  
}  
DeveloperPerson.prototype = Object.create(Person.prototype);  
DeveloperPerson.prototype.constructor = DeveloperPerson;
```

```
var DeveloperPerson employee = new DeveloperPerson();
```



```
class Person { ... }
```

```
class DeveloperPerson extends Person { ... }
```

```
class ManagerPerson extends Person { ... }
```

```
var DeveloperPerson employee = new DeveloperPerson();
```

```
class Person { ... }
```

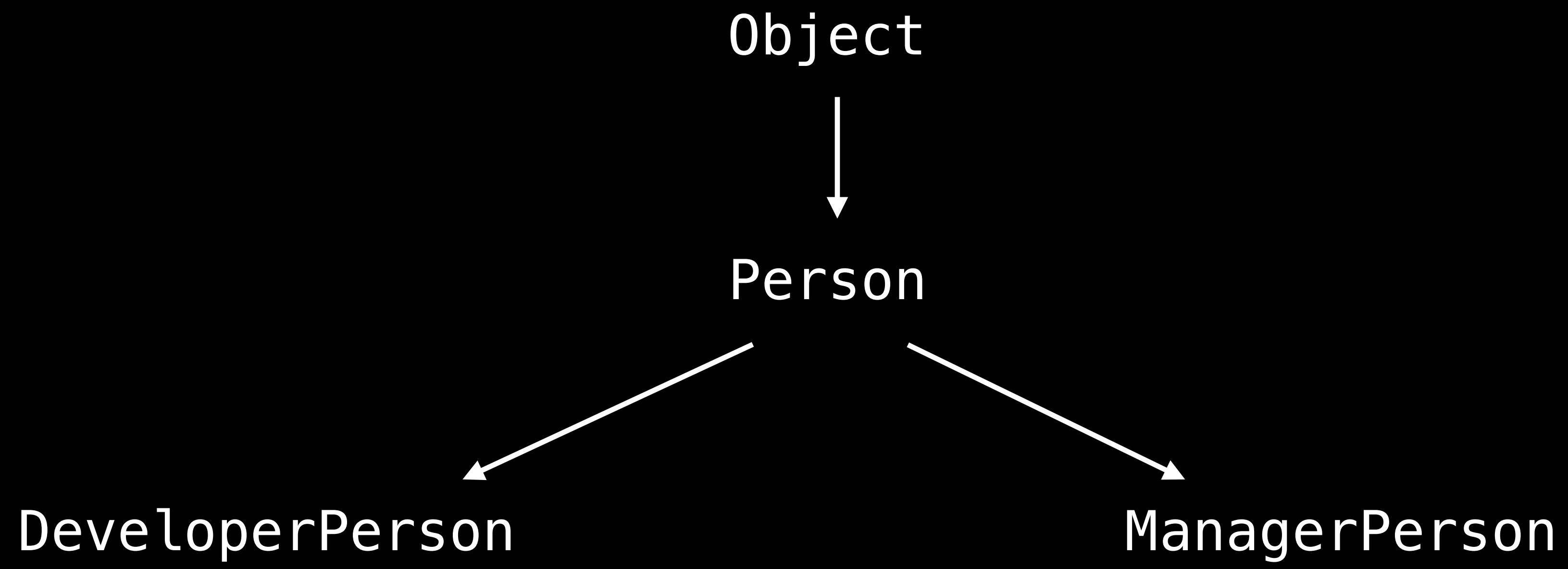
```
class DeveloperPerson extends Person { ... }
```

```
class ManagerPerson extends Person { ... }
```

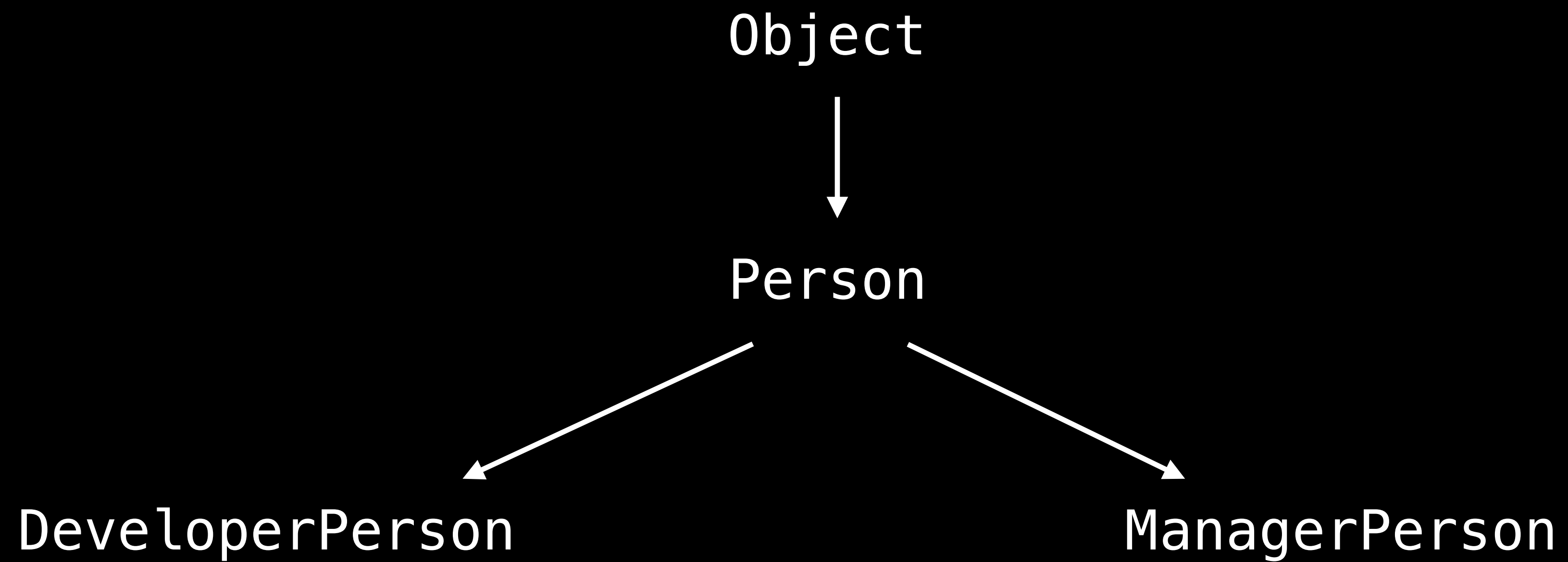
```
var DeveloperPerson employee = new DeveloperPerson();
```



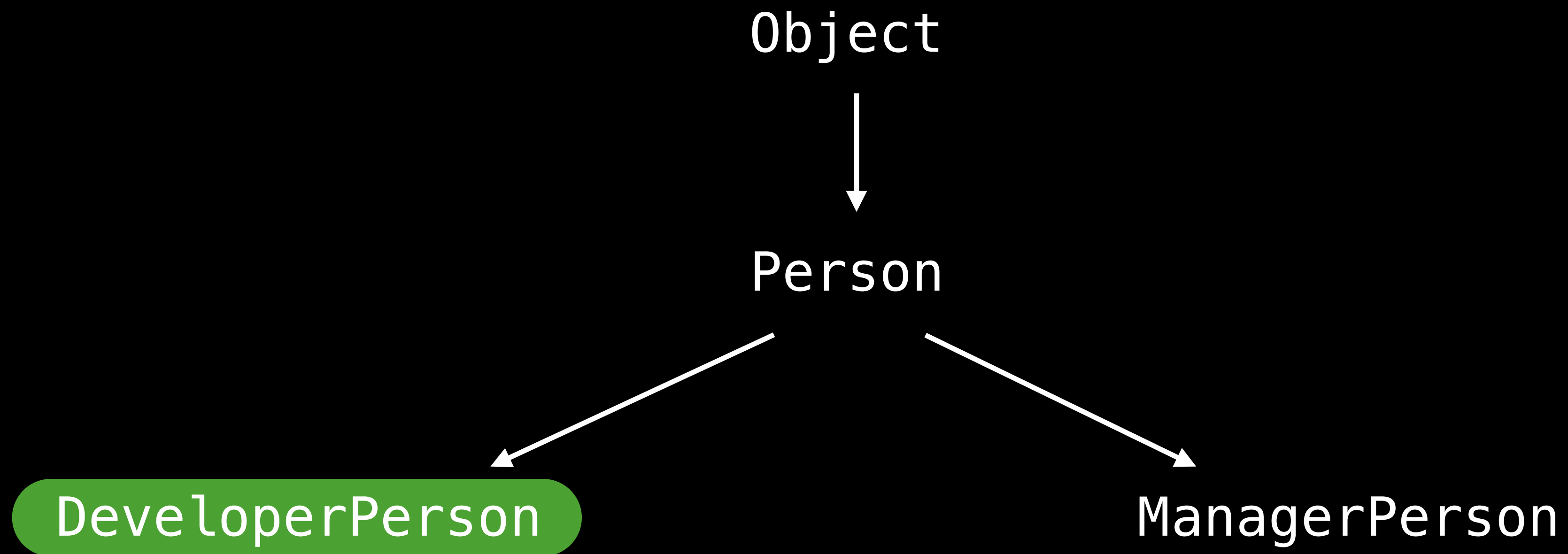
```
function register(person) ...
```



```
function register(person) ...
```

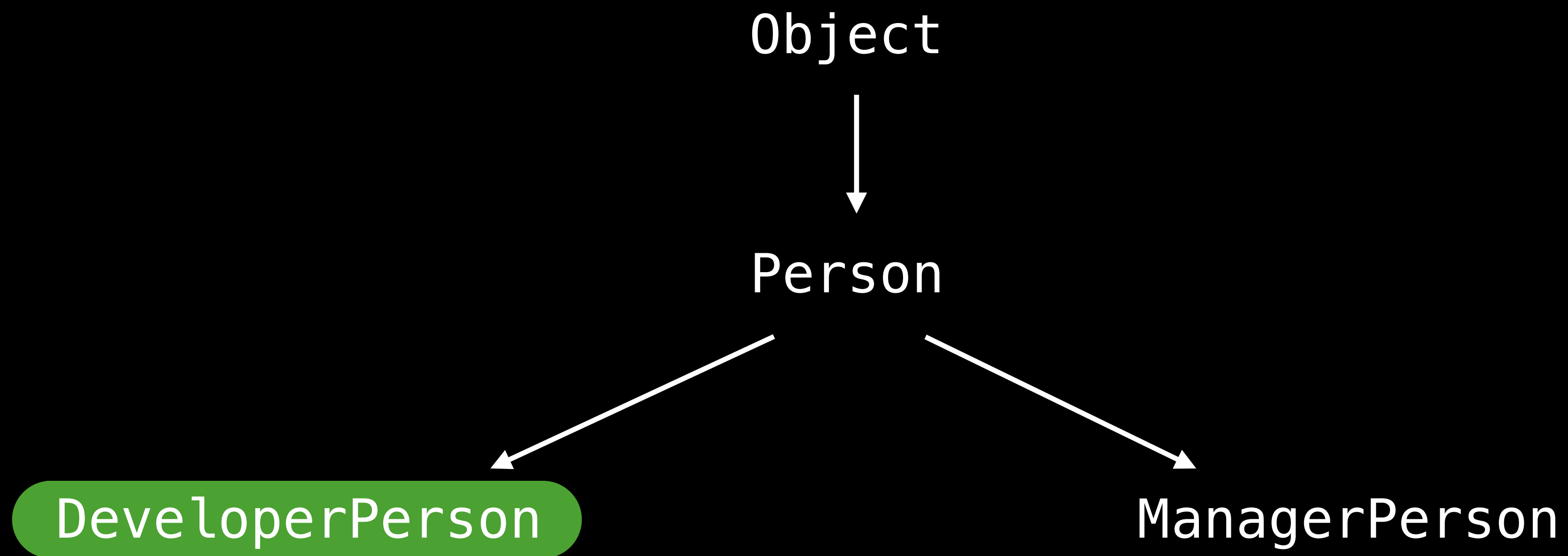



```
function register( DeveloperPerson attendee) ...
```



```
register(new DeveloperPerson());
```

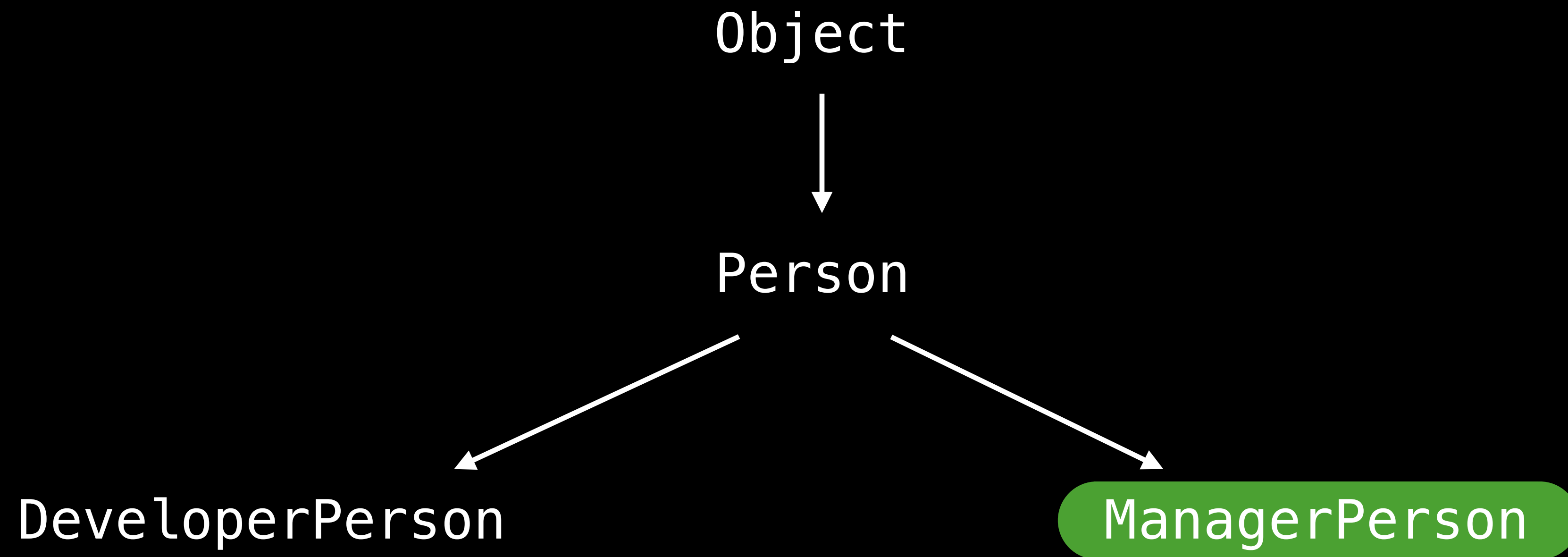
```
function register( DeveloperPerson attendee) ...
```



```
register(new DeveloperPerson());
```

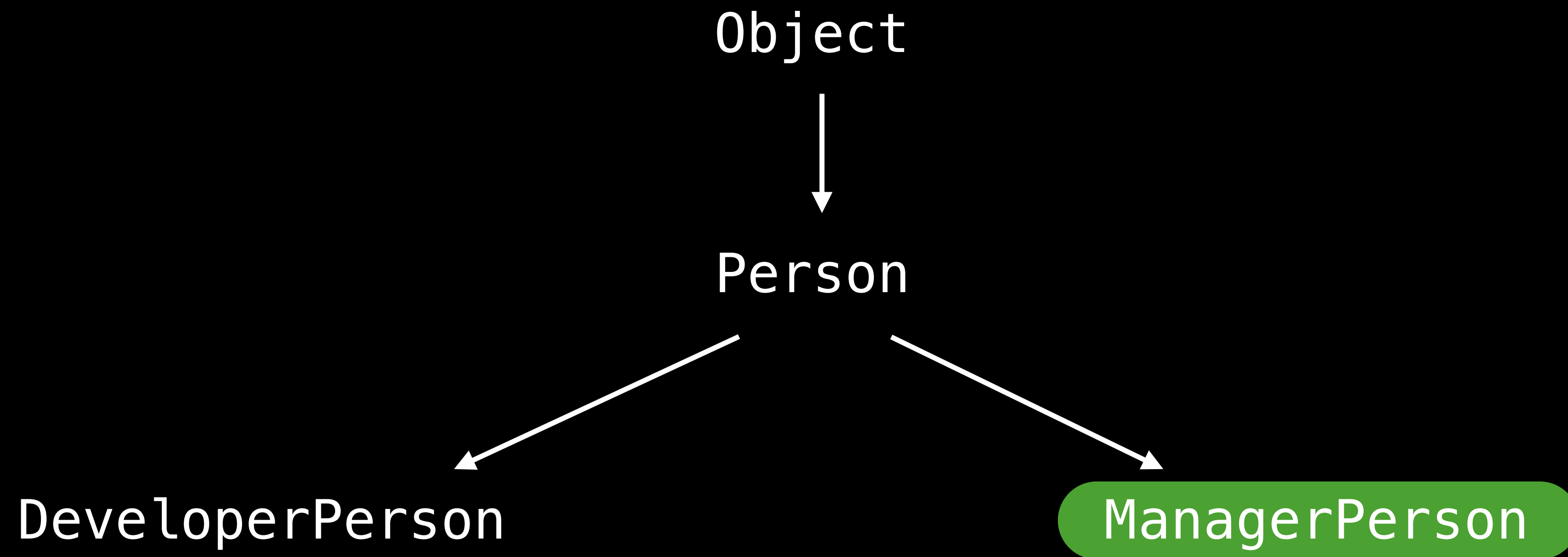


```
function register( ManagerPerson attendee) ...
```



```
register(new ManagerPerson());
```

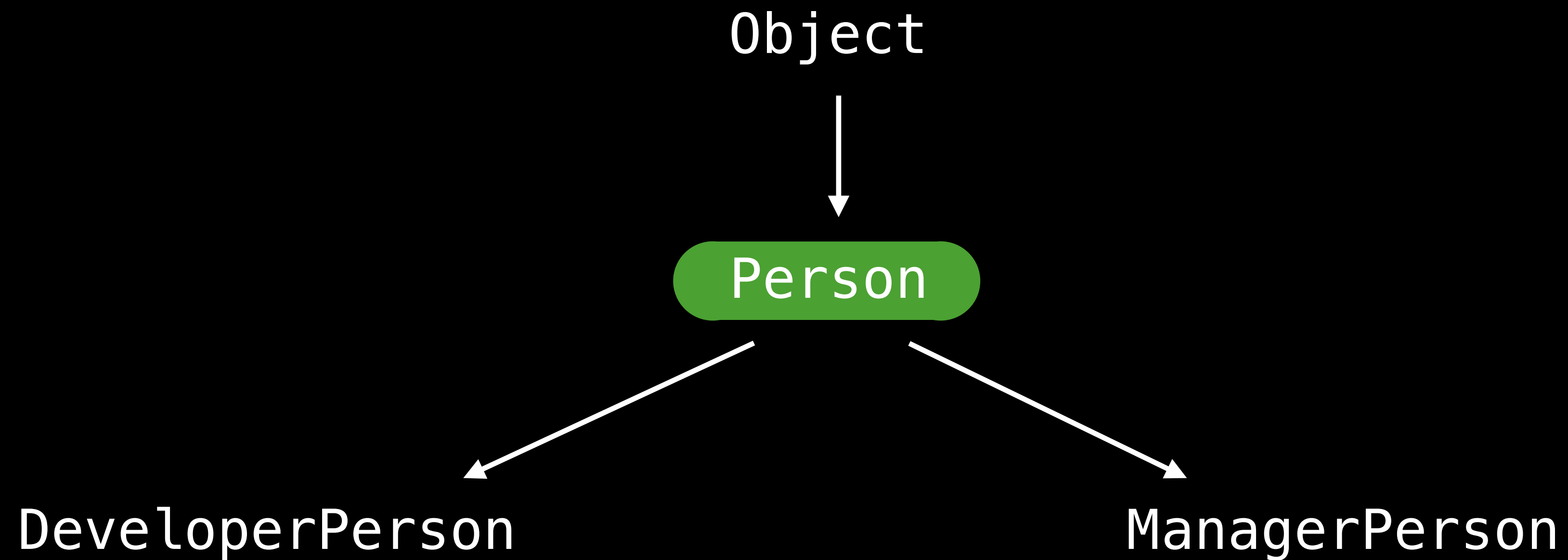
```
function register( ManagerPerson attendee) ...
```



```
register(new ManagerPerson());
```



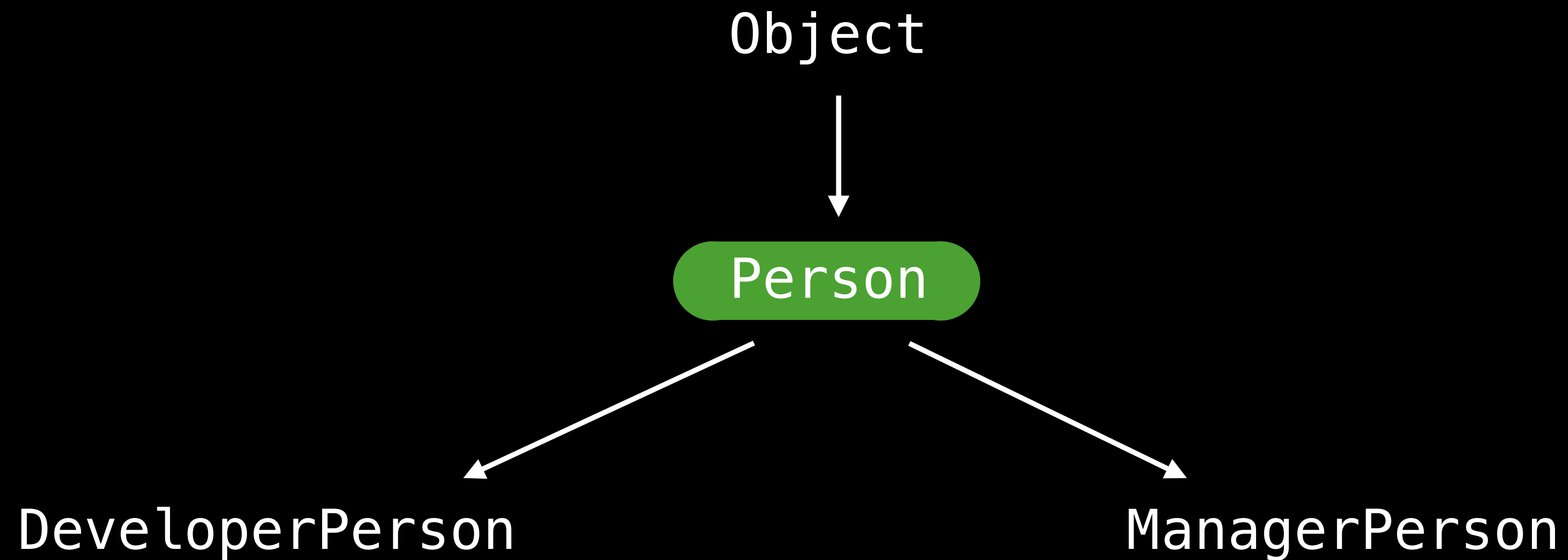
```
function register( Person attendee) ...
```



```
register(new DeveloperPerson());
```

```
register(new ManagerPerson());
```

```
function register( Person attendee) ...
```

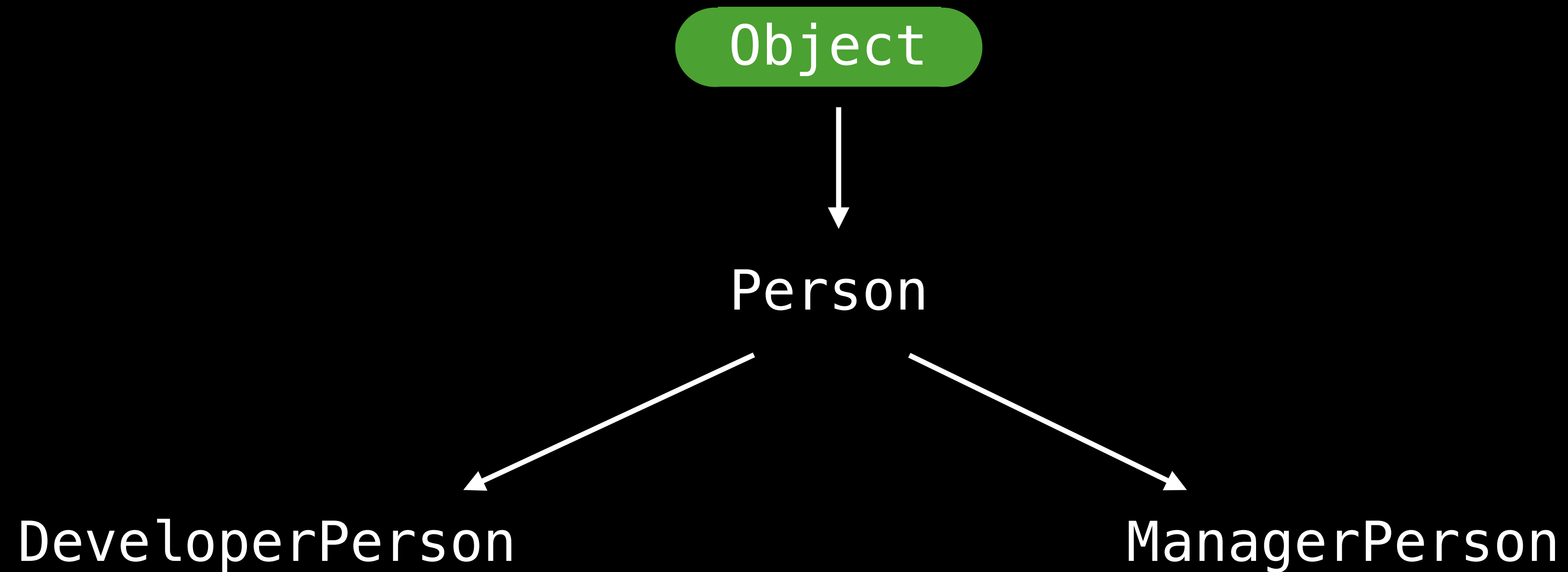


```
register(new DeveloperPerson());
```

```
register(new ManagerPerson());
```

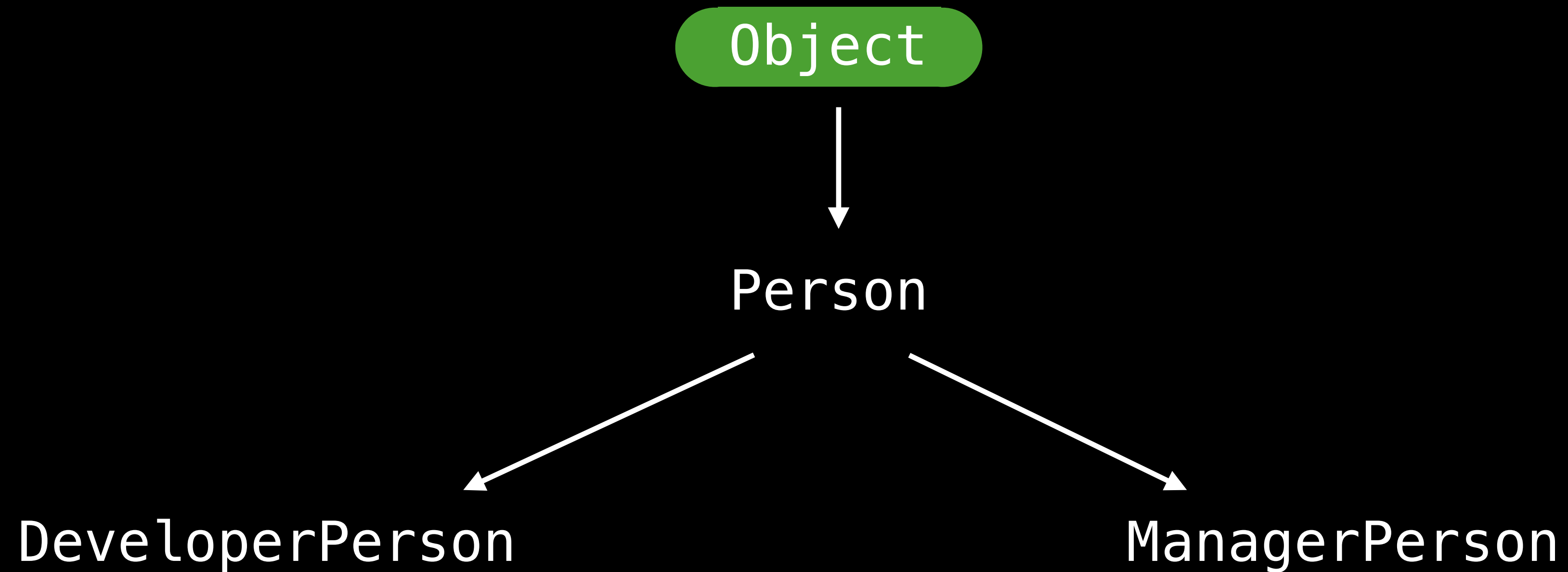


```
function register( Object attendee) ...
```



```
register(new DeveloperPerson());  
register(new ManagerPerson());  
register(new Extraterrestrial());
```

```
function register( Object attendee) ...
```



```
register(new DeveloperPerson());  
register(new ManagerPerson());  
register(new Extraterrestrial());
```


Object

String

Array

Function

Null

Undefined

Boolean

Integer

Number

Double

(many)

Double

Null

Double

Null

Double?


```

    return WebInspector.Object.removeAllListeners.apply(this, arguments);
}
hasEventListeners() {
    return WebInspector.Object.hasEventListeners.apply(this, arguments);
}
dispatchEventToListeners(String eventType, (many) eventData) Boolean
{
    var Event event = new WebInspector.Event(this, eventType, eventData);
    function dispatch(Object object) Undefined
    {
        if (!object || !object._listeners || !object._listeners[eventType] || event._stoppedPropagation)
            return;
        var Array listenersForThisEvent = object._listeners[eventType].slice(0);
        for (var Integer i = 0; i < listenersForThisEvent.length; ++i) {
            listenersForThisEvent[i].listener.call(listenersForThisEvent[i].thisObject, event);
            if (event._stoppedPropagation)
                break;
        }
    }
    dispatch(this);
    event._stoppedPropagation = false;
    var Function constructor = this.constructor;
    while (constructor) {
        dispatch(constructor);
        if (!constructor.prototype.__proto__)
            break;
        constructor = constructor.prototype.__proto__.constructor;
    }
    return event.defaultPrevented;
}

```



```
var Undefined cachedSVGText = svgImageCache[url];
if (cachedSVGText) {
    invokeCallbackWithDocument(cachedSVGText);
    return;
}
var XMLHttpRequest xhr = new XMLHttpRequest;
xhr.open("GET", url, true);
xhr.addEventListener("load", imageLoad);
xhr.addEventListener("error", imageError);
xhr.send();
}
function wrappedSVGDocument( String url, String className, String? title, Function calll
{
    loadSVGImageDocumentElement(url, function( SVGSVGElement svgDocument) Undefined {
        if (!svgDocument) {
            callback(null);
            return;
        }
        var HTMLDivElement wrapper = document.createElement("div");
        if (className)
            wrapper.className = className;
        if (title)
            wrapper.title = title;
        wrapper.appendChild(svgDocument);
        callback(wrapper);
    });
}(function() Undefined {
    if (WebInspector.dontLocalizeUserInterface)
        return;
    var String localizedStringsURL = InspectorFrontendHost.localizedStringsURL();
```



```
url = url ? url.trim() : "";
var Object? match = url.match(/^([^\:]+\):\/\/([^\\/\:]*)(?:(([\d]+))?(?:((\/[^\#]*)?(?:#(
if (!match)
    return {
        scheme: null,
        host: null,
        port: null,
        path: null,
        queryString: null,
        fragment: null,
        lastPathComponent: null
    };
var String scheme = match[1].toLowerCase();
var String host = match[2].toLowerCase();
var Null port = Number(match[3]) || null;
var String wholePath = match[4] || null;
var Null fragment = match[5] || null;
var String path = wholePath;
var String? queryString = null;
if (wholePath) {
    var Integer indexOfQuery = wholePath.indexOf("?");
    if (indexOfQuery != -1) {
        path = wholePath.substring(0, indexOfQuery);
        queryString = wholePath.substring(indexOfQuery + 1);
    }
    path = resolveDotsInPath(path);
}
```



```
WebInspector.EventListenerSet = class EventListenerSet
{
  constructor( Object defaultThisObject, String name) EventListenerSet
  {
    this.name = name;
    this._defaultThisObject = defaultThisObject;
    this._listeners = [];
    this._installed = false;
  }
  register( Object emitter, String type, Function callback, Undefined thisObject,
  {
    var Boolean emitterIsValid = emitter && (emitter instanceof WebInspector.Object
emitter.addEventListener === "function"));
    if (!emitterIsValid || !type || !callback)
      return;
    this._listeners.push({
      listener: new WebInspector.EventListener(thisObject || this._defaultThisObject
emitter,
      type,
      callback,
      usesCapture
    });
  }
  unregister()
  {
    if (this._installed)
      this.uninstall();
    this._listeners = [];
  }
}
```



```

        for (var i = this._revisions.length - 1; i >= 0; --i)
            this._revisions[i].revert();
    }
    lock()
    {
        this._locked = true;
    }
    unlock()
    {
        this._locked = false;
    }
};

```

```

WebInspector.Breakpoint = class Breakpoint extends WebInspector.Object
{
    constructor( Object sourceCodeLocationOrInfo, Boolean? disabled, Undefined condition )
    {
        super ();
        if (sourceCodeLocationOrInfo instanceof WebInspector.SourceCodeLocation) {
            var Null sourceCode = sourceCodeLocationOrInfo.sourceCode;
            var String? url = sourceCode ? sourceCode.url : null;
            var (?) scriptIdentifier = sourceCode instanceof WebInspector.Script ? sourceCode.identifier : null;
            var SourceCodeLocation location = sourceCodeLocationOrInfo;
        } else if (sourceCodeLocationOrInfo && typeof sourceCodeLocationOrInfo === "object") {
            var String? url = sourceCodeLocationOrInfo.url;
            var Integer lineNumber = sourceCodeLocationOrInfo.lineNumber || 0;
            var Integer columnNumber = sourceCodeLocationOrInfo.columnNumber || 0;
            var SourceCodeLocation location = new WebInspector.SourceCodeLocation(null,
            var Boolean? autoContinue = sourceCodeLocationOrInfo.autoContinue || false;
            var String? condition = sourceCodeLocationOrInfo.condition || null;
        }
    }
}

```



```
this._revisions.length - 1; i >= 0; --i)  
visions[i].revert();
```

```
= true;
```

```
= false;
```

```
int = class Breakpoint extends WebInspector.Object
```

```
ject sourceCodeLocationOrInfo, Boolean? disabled, Undefined condition) Breakpoint
```

```
deLocationOrInfo instanceof WebInspector.SourceCodeLocation) {
```

```
l sourceCode = sourceCodeLocationOrInfo.sourceCode;
```

```
ing? url = sourceCode ? sourceCode.url: null;
```

```
scriptIdentifier = sourceCode instanceof WebInspector.Script ? sourceCode.id: null;
```

```
sourceCodeLocation location = sourceCodeLocationOrInfo;
```

```
sourceCodeLocationOrInfo && typeof sourceCodeLocationOrInfo === "object") {
```

```
ing? url = sourceCodeLocationOrInfo.url;
```

```
eger lineNumber = sourceCodeLocationOrInfo.lineNumber || 0;
```

```
eger columnNumber = sourceCodeLocationOrInfo.columnNumber || 0;
```

```
sourceCodeLocation location = new WebInspector.SourceCodeLocation(null, lineNumber, columnNum
```

```
lean? autoContinue = sourceCodeLocationOrInfo.autoContinue || false;
```


Better Console

> person1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> person2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> person3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

> \$1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> \$2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> \$3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

>

> person1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> person2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> person3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

> \$1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> \$2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> \$3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

>

> person1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> person2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> person3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

> \$1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> \$2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> \$3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

>

> person1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> person2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> person3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

> \$1

< ▶ Person {_firstName: "Jono", _lastName: "Wells", _age: NaN, _siblings: Array} = \$1

> \$2

< ▶ Person {_firstName: "Julia", _lastName: "Wells", _age: 28, _siblings: Array} = \$2

> \$3

< ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 36, _siblings: Array} = \$3

>

`$0` Is Still the Currently Selected DOM Element

> person1

◀ ▼ DeveloperPerson = \$1

🅑 _age: NaN

🅢 _editor: "Web Inspector"

🅢 _firstName: "Jono"

🅢 _lastName: "Wells"

▶ 🅐 _siblings: [DeveloperPerson, Person] (2)

▶ DeveloperPerson Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▶  _siblings: [DeveloperPerson, Person] (2)

▶ DeveloperPerson Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▼  _siblings: Array (2)

0 ▶ DeveloperPerson {_firstName: "Julia", _lastName: "Wells"

1 ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: 1}

▶ Array Prototype

▶ DeveloperPerson Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▼  _siblings: Array (2)

0 ▶ DeveloperPerson {_firstName: "Julia", _lastName: "Wells"

1 ▶ Person {_firstName: "Jordan", _lastName: "Wells", _age: }

▶ Array Prototype

▶ DeveloperPerson Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▶  _siblings: [DeveloperPerson, Person] (2)

▼ DeveloperPerson Prototype

▶  constructor: function()

 editor  

▼ Person Prototype

 addSibling(person)

 age  

 changeName(firstName, lastName)

▶  constructor: function()

 firstName  

 fullName 

 isRelatedTo(person)

 lastName  

 siblings 

▶ Object Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▶  _siblings: [DeveloperPerson, Person] (2)

▼ DeveloperPerson Prototype

▶  constructor: function()

 editor  

▼ Person Prototype

 addSibling(person)

 age  

 changeName(firstName, lastName)

▶  constructor: function()

 firstName  

 fullName 

 isRelatedTo(person)

 lastName  

 siblings 

▶ Object Prototype



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◀ ▼ DeveloperPerson = \$1

 _age: NaN

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 changeName(firstName, lastName)

▶  constructor: function()

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 fullName 

 isRelatedTo(person)

 lastName  

 siblings 

▶ Object Prototype



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◀ ▼ DeveloperPerson = \$1

 _age: NaN

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▼ DeveloperPerson Prototype

▶  constructor: function()

 editor  

▼ Person Prototype

 addSibling(person)

 age  

 changeName(firstName, lastName)

▶  constructor: function()

 firstName  

 fullName 

 isRelatedTo(person)

 lastName  

 siblings 

▶ Object Prototype



> person1

◀ ▼ DeveloperPerson = \$1

 _age: NaN

 _editor: "Web Inspector"

 _firstName: "Jono"

 _lastName: "Wells"

▶  _siblings: [DeveloperPerson, Person] (2)

▼ DeveloperPerson Prototype

▶  constructor: function()

 editor  

▼ Person Prototype

 addSibling(person)

 age  

 changeName(firstName, lastName)

▶  constructor: function()

 firstName  

 fullName: "Jono Wells"

 isRelatedTo(person)

 lastName  

 siblings 

▶ Object Prototype



Great for Native API Exploration!

> `window.localStorage`

◀ ▼ `Storage = $1`

▶  `constructor: StorageConstructor {prototype: StoragePrototype, length: 0}`
 `length: 0`

▼ Storage Prototype

 `clear()`

 `getItem(key)`

 `key(index)`

 `removeItem(key)`

 `setItem(key, data)`

▶ Object Prototype




```

42     addSibling( Person person) Undefined {
43         if (this._siblings.indexOf(person) < 0) {
44             this._siblings.push(person);
45             person.siblings.push(this);
46         }
47     }
48
49     isRelatedTo(person) {
50         return this._siblings.indexOf(person) > -1;
51     }
52
53     changeName( String firstName, String lastName) {
54         this._firstName = firstName;
55         this._lastName = lastName;
56     }
57 }
58
59 class DeveloperPerson extends Person {
60     constructor( String firstName, String lastName, Number age,
61                 String editor) DeveloperPerson {
62         super(firstName, lastName, age);
63         this._editor = editor;
64     }

```

Scope Chain

- ▶ changeName: function(firstName, las
- ▶ firstName: "Rob"
- ▶ lastName: "Wells"
- ▶ this: DeveloperPerson

▼ Global Variables

- Infinity: Infinity
- AnalyserNode: AnalyserNodeConstructor
- AnimationEvent: AnimationEventConstructor
- Array: function()
- ArrayBuffer: function()
- Attr: AttrConstructor {prototype: Attr}
- Audio: AudioConstructor {prototype: HTMLAudioElement}
- AudioBuffer: AudioBufferConstructor {prototype: AudioBuffer}
- AudioBufferSourceNode: AudioBufferSourceNode
- AudioDestinationNode: AudioDestinationNode
- AudioListener: AudioListenerConstructor
- AudioNode: AudioNodeConstructor {prototype: AudioNode}

- Infinity: Infinity
- AnalyzerNode: AnalyzerNodeConstructor
- AnimationEvent: AnimationEventConstructor
- Array: function()
- ArrayBuffer: function()
- Attr: AttrConstructor {prototype: Attr}
- Audio: AudioConstructor {prototype: HTMLAudioElement}
- AudioBuffer: AudioBufferConstructor {prototype: AudioBuffer}
- AudioBufferSourceNode: AudioBufferSourceNodeConstructor
- AudioDestinationNode: AudioDestinationNodeConstructor
- AudioListener: AudioListenerConstructor
- AudioNode: AudioNodeConstructor {prototype: AudioNode}
- AudioParam: AudioParamConstructor {prototype: AudioParam}

Web Inspector — index.html

⌂ Elements

📄 Resources

🕒 Timelines

🐛 Debugger

🗄 Storage

📄 Console

+

⏮ ⏪ ⏩ ⏭

script.js

{ } T

⏮ ⏪ ⏩ ⏭

Debugger Paused

changeName — script.js:...

🔍 Search

42

addSibling(**Person** person) **Undefined** {

43

if (this._siblings.indexOf(person) < 0) {

44

this._siblings.push(person);

45

}

46

}

47

isRelatedTo

48

return

49

}

50

changeName(

51

52

53

54

55

56

57

58

59

60

61

62

63

64

String editor

super(firstName, lastName, age);

this._editor = editor;

}

DeveloperPerson

N

_age: NaN

S

_editor: "Web Inspector"

S

_firstName: "Jono"

S

_lastName: "Wells"

O

_siblings: [DeveloperPerson, Person] (2)

DeveloperPerson Prototype

Resource

Scope Chain

Local Variables

f

changeName: function(firstName, last

S

firstName: "Rob"

S

lastName: "Wells"

O

this: DeveloperPerson

Global Variables

N

Infinity: Infinity

O

AnalyserNode: AnalyserNodeConstructor

O

AnimationEvent: AnimationEventConstru

f

Array: function()

f

ArrayBuffer: function()

O

Attr: AttrConstructor {prototype: Attr

O

Audio: AudioConstructor {prototype: H

O

AudioBuffer: AudioBufferConstructor {p

O

AudioBufferSourceNode: AudioBufferSou

O

AudioDestinationNode: AudioDestination

O

AudioListener: AudioListenerConstructo

O

AudioNode: AudioNodeConstructor {pro

O

AudioParam: AudioParamConstructor {



Number



RegExp



Boolean



Symbol



String



Element



Object



Function



Null



Custom Getter

Demo

Web Inspector

Andy Estes

Safari and WebKit Engineer

Make Your Site Faster

Make Your Site Faster

Turn on paint flashing on

Run Rendering Frames Timeline

Try in iOS

Make Your Code Better

Make Your Code Better

Use the type profiler on your JavaScript

Explore your JS objects in the console

Explore the DOM APIs (`window`, `HTMLElement`, etc.)

Web Inspector

Web Inspector

+

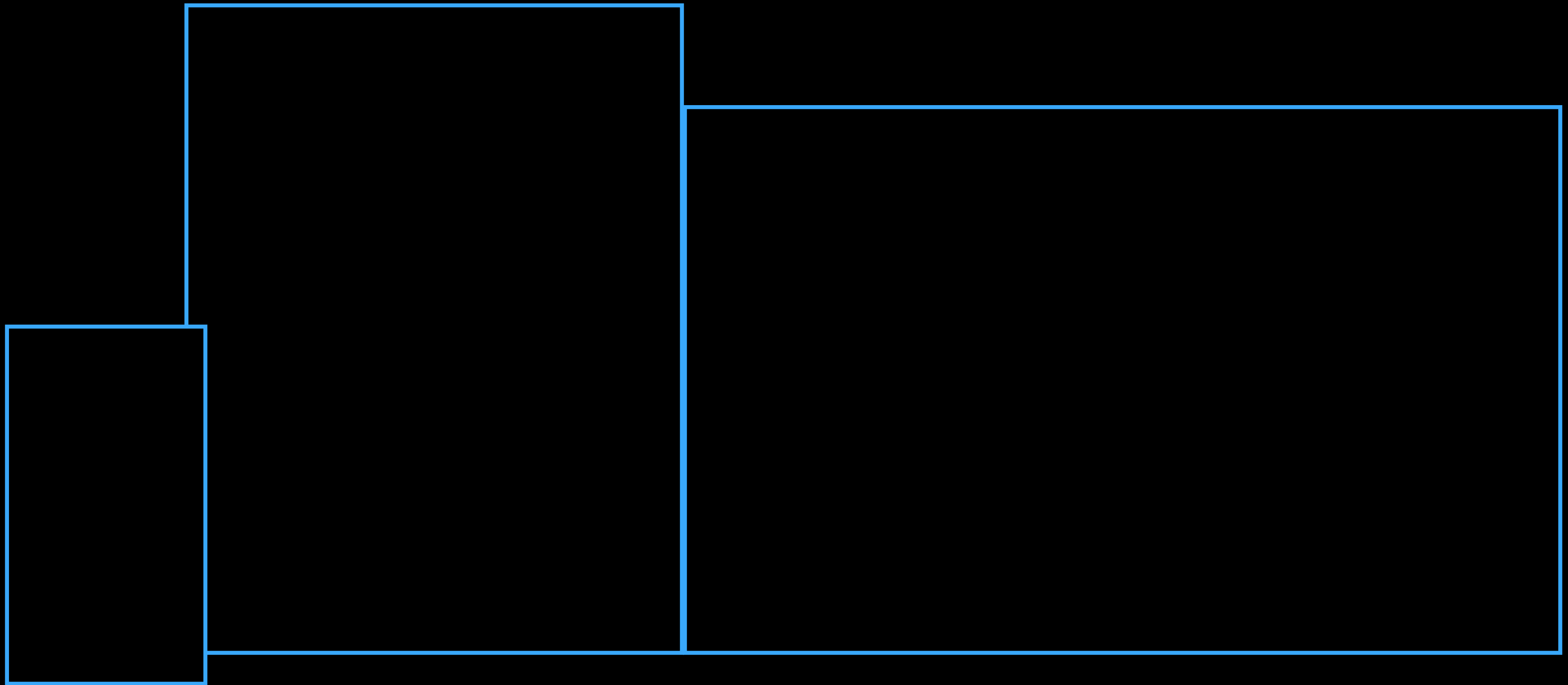
Responsive Design Mode

NEW

Responsive Design Mode

Responsive Design

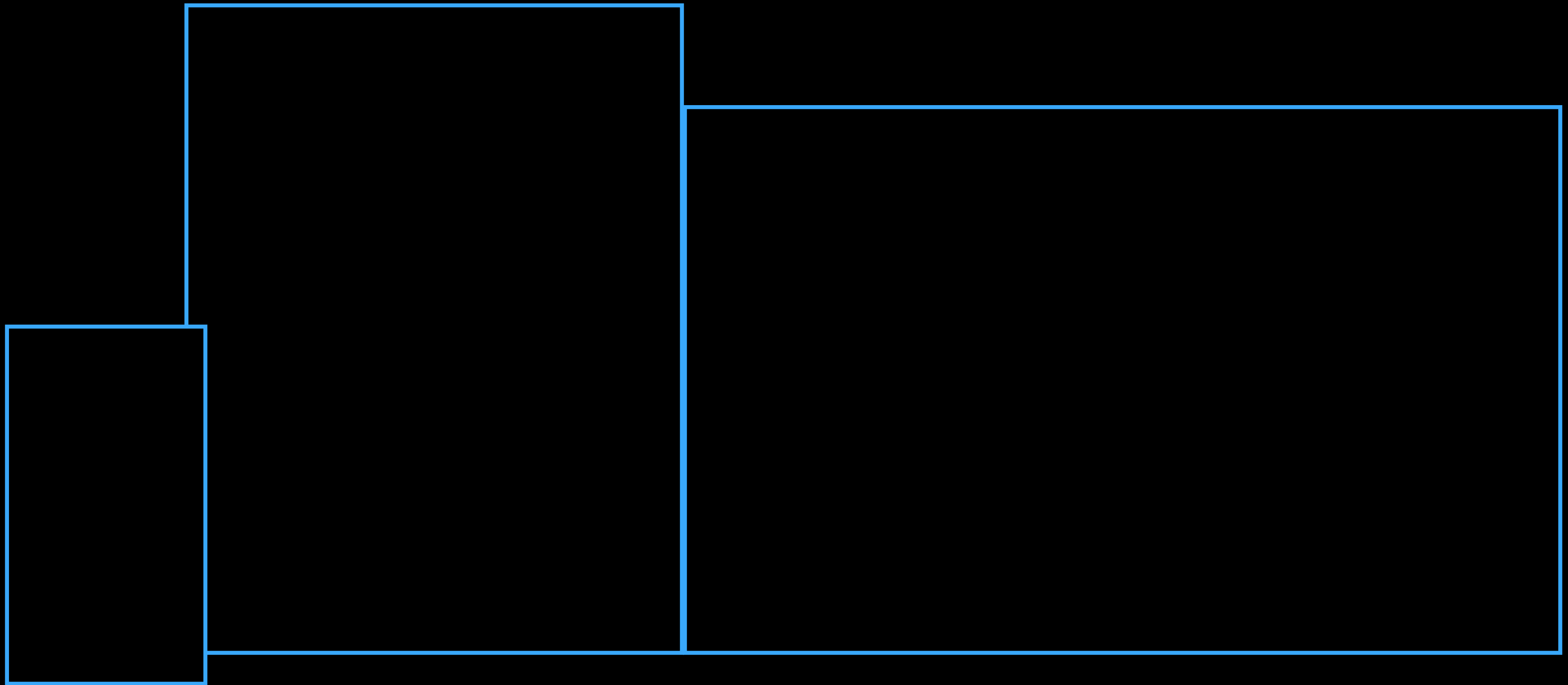
Responsive Design



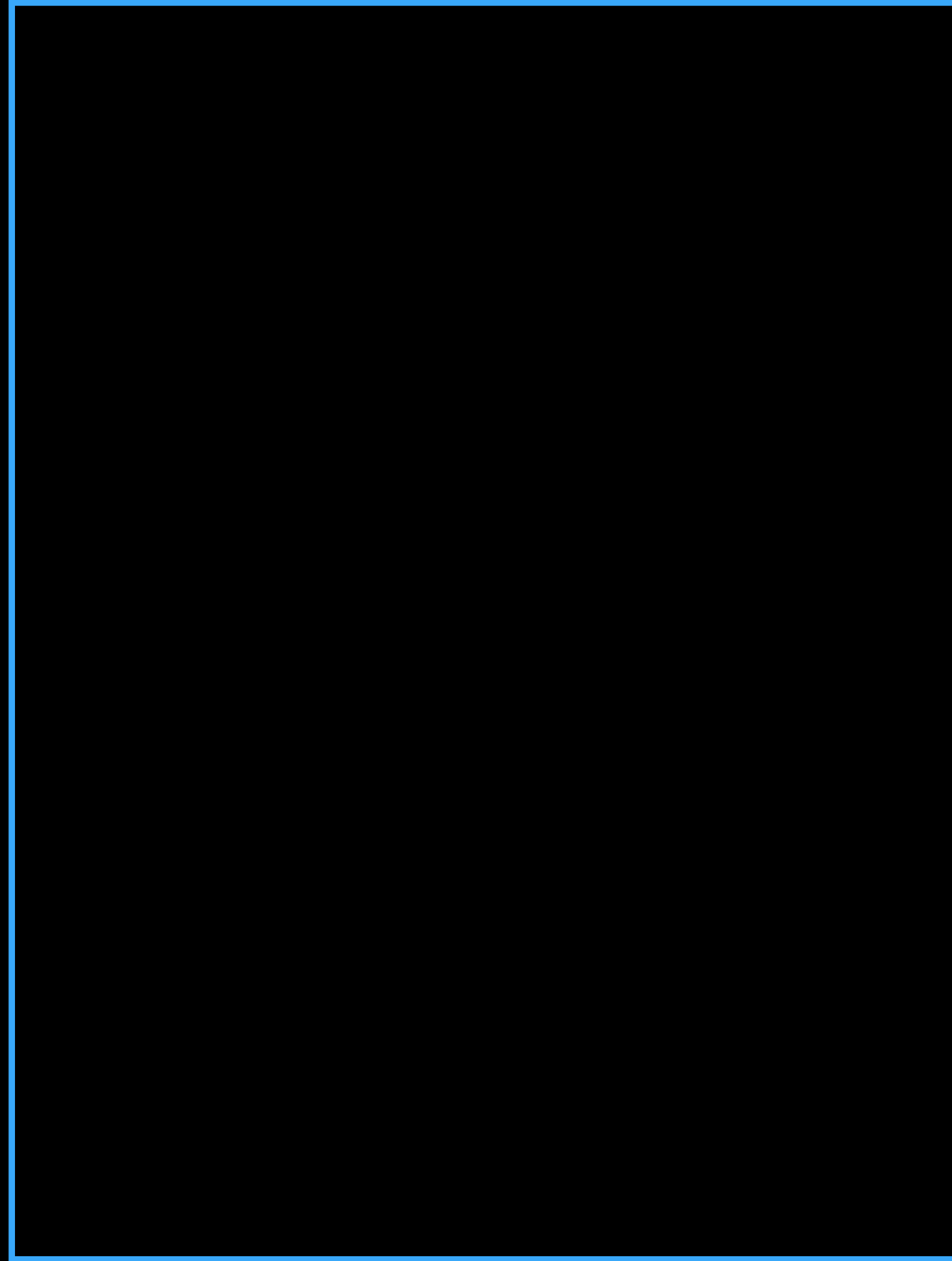
Responsive Design



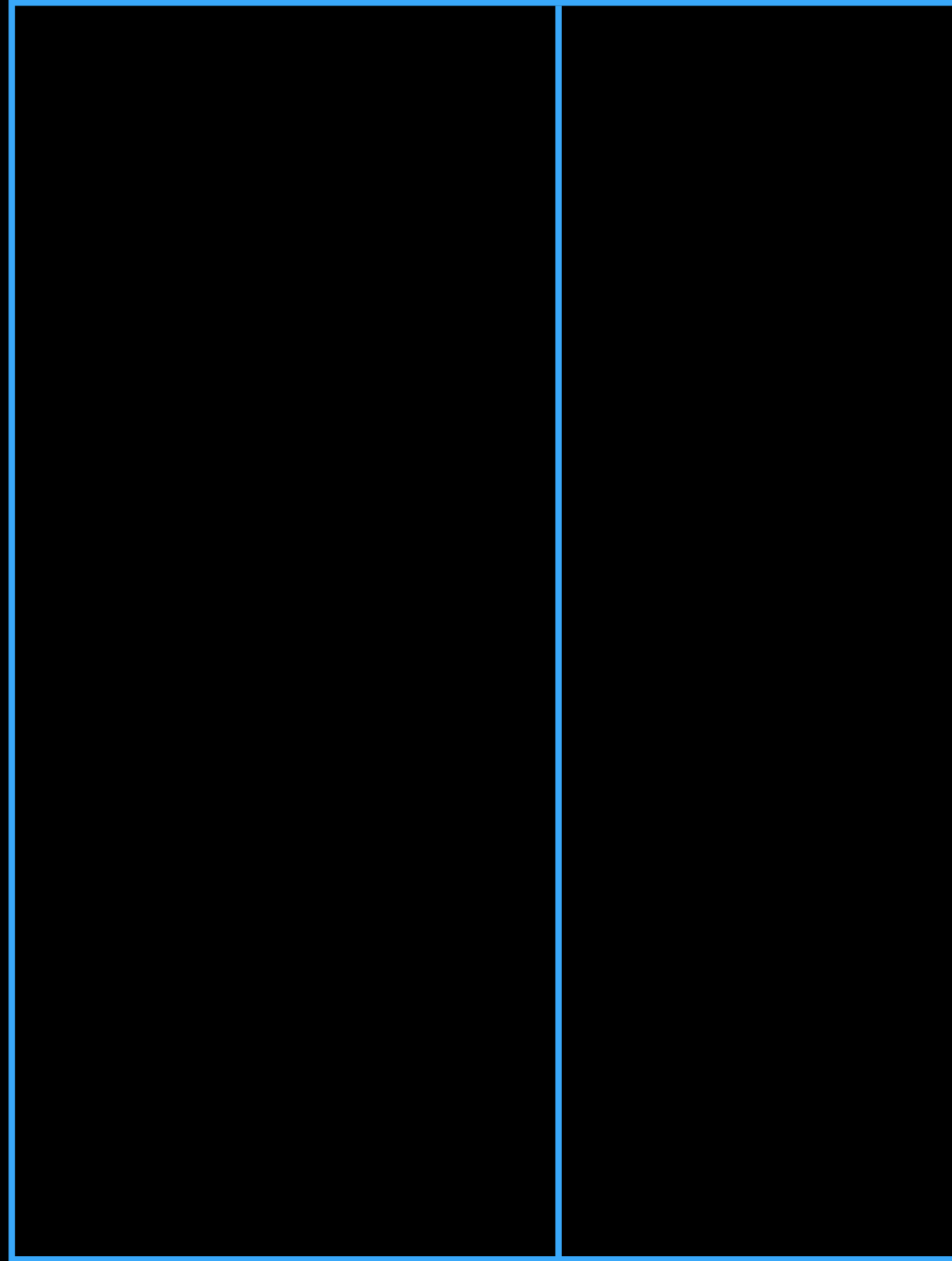
Responsive Design



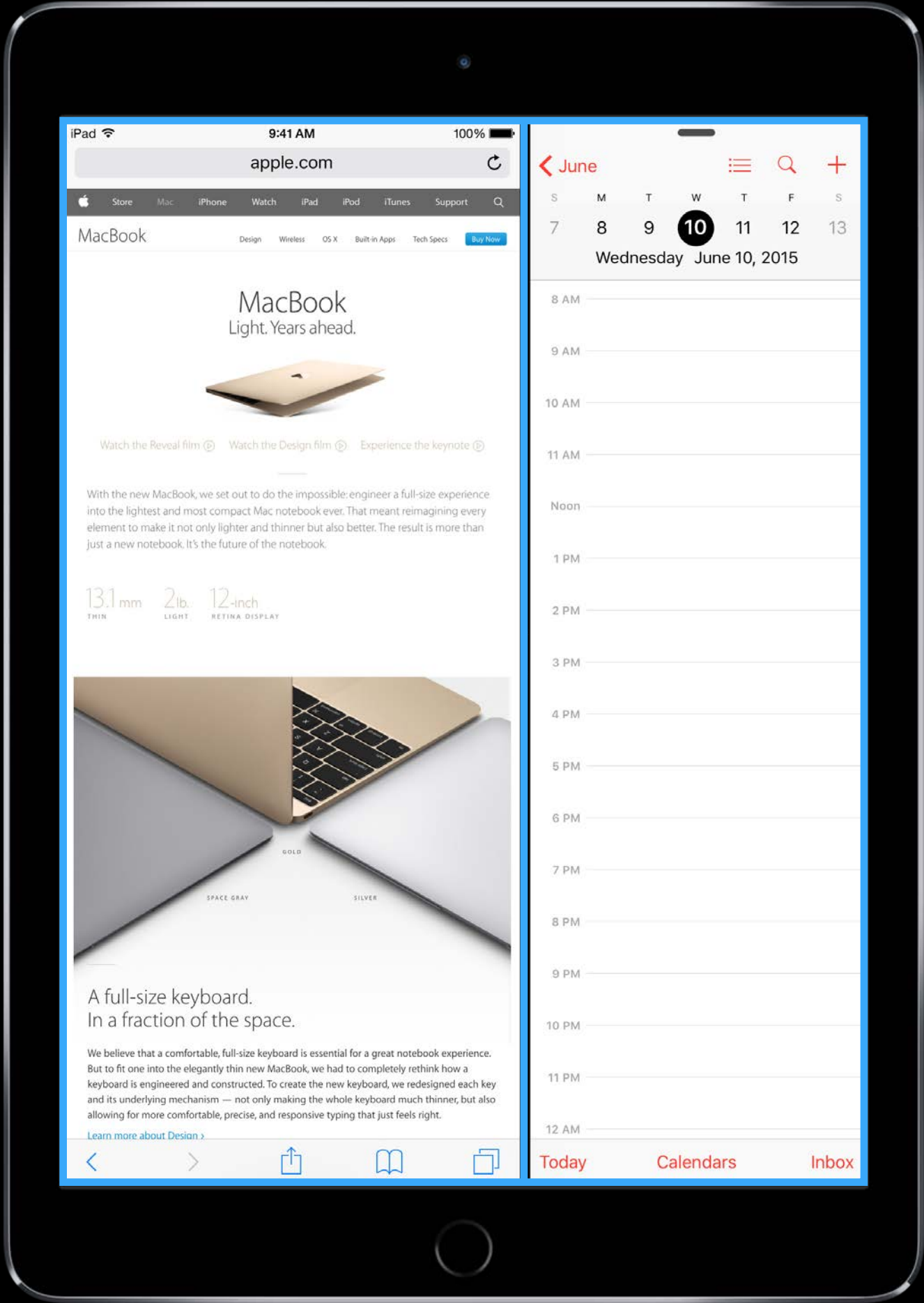
Responsive Design



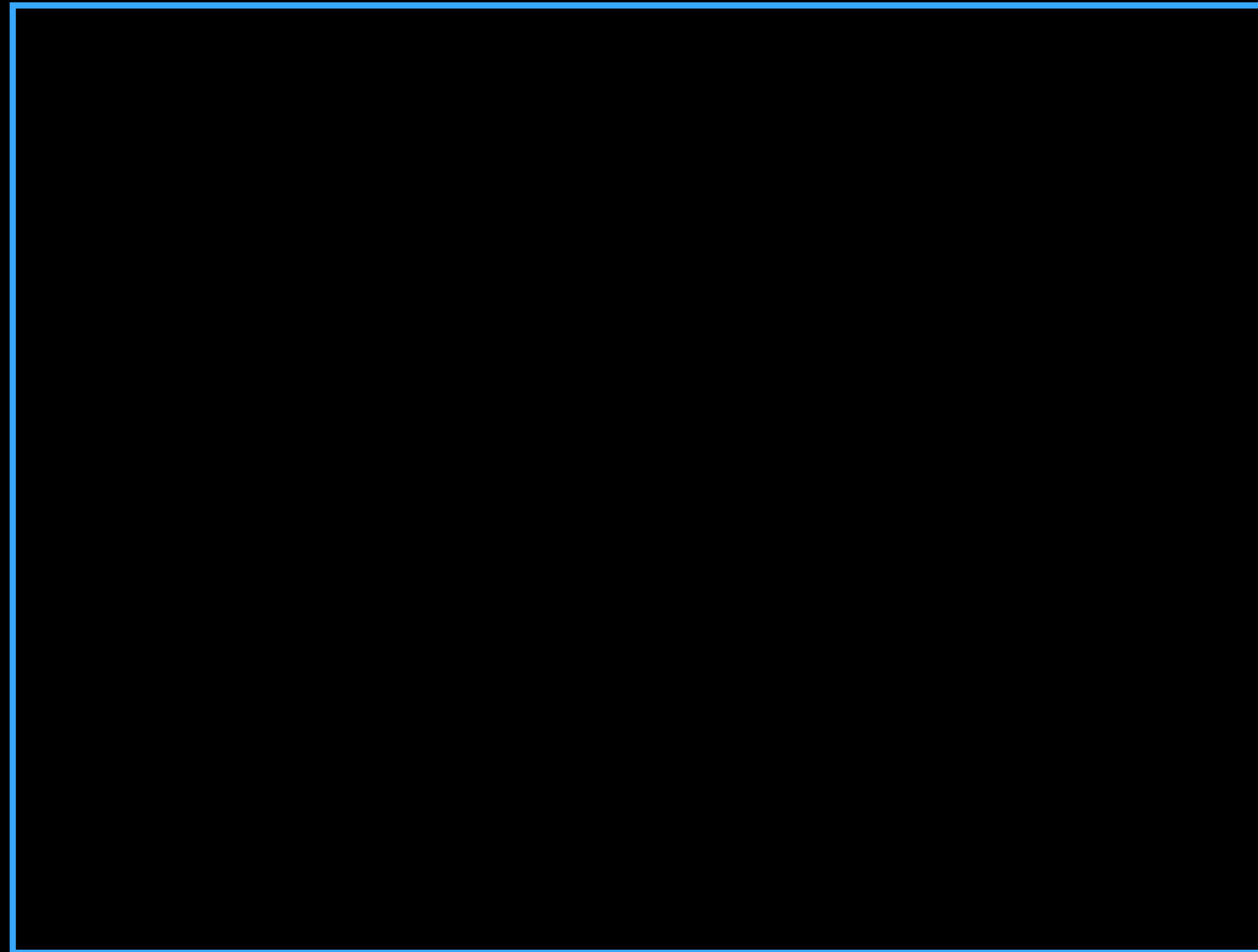
Responsive Design



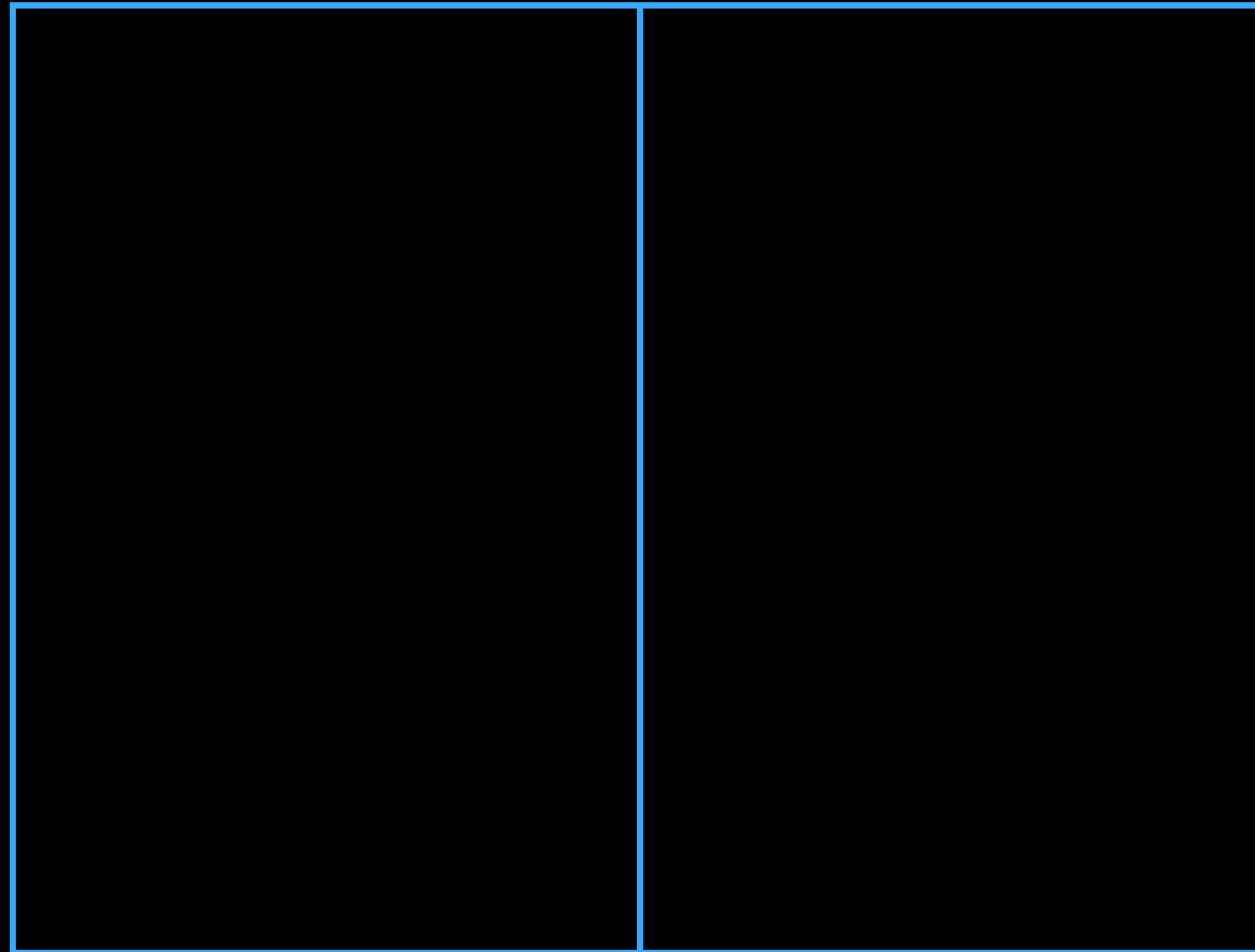
Responsive Design



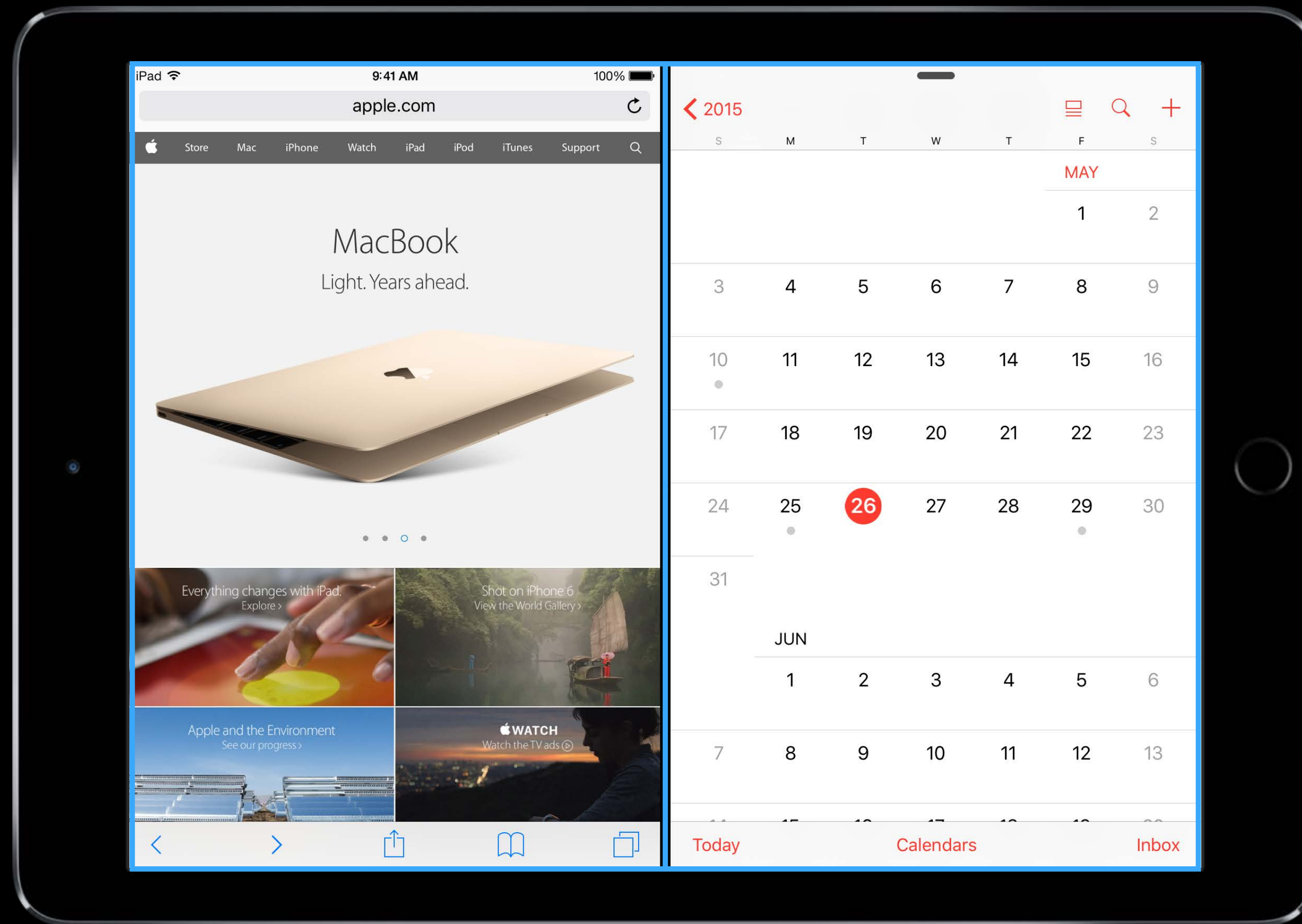
Responsive Design



Responsive Design



Responsive Design

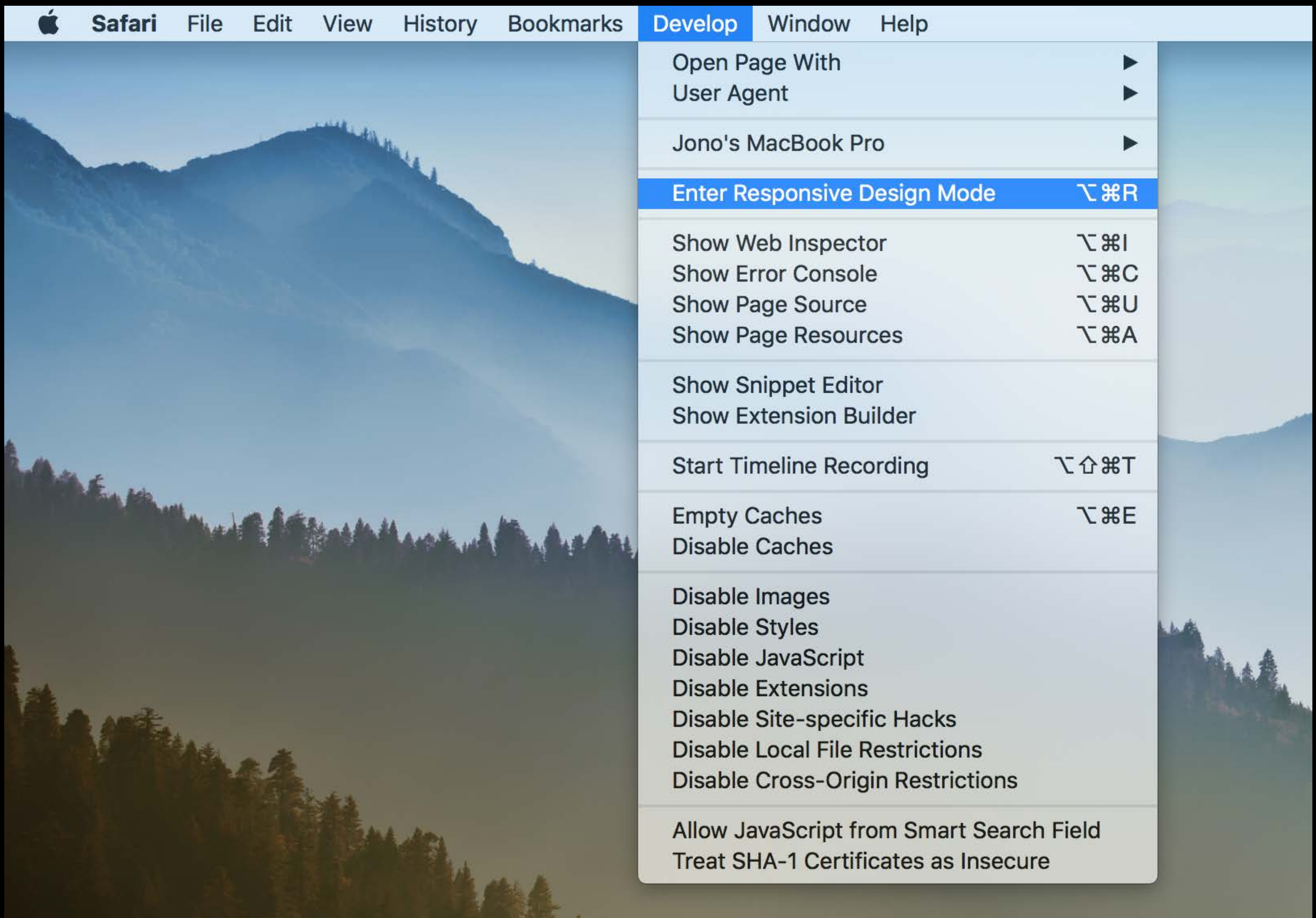


Responsive Design

@supports

@media

srcset



Safari

File

Edit

View

History

Bookmarks

Develop

Window

Help

Open Page With
User Agent



Jono's MacBook Pro



Enter Responsive Design Mode

⌘⌥R

Show Web Inspector

⌘⌥I

Show Error Console

⌘⌥C

Show Page Source

⌘⌥U

Show Page Resources

⌘⌥A

Show Snippet Editor

Show Extension Builder

Start Timeline Recording

⌘⇧⌥T

Empty Caches

⌘⌥E

Disable Caches

Disable Images

Disable Styles

Disable JavaScript

Disable Extensions

Disable Site-specific Hacks

Disable Local File Restrictions

Disable Cross-Origin Restrictions

Allow JavaScript from Smart Search Field

Treat SHA-1 Certificates as Insecure

History

Bookmarks

Develop

Window

Help

Open Page With
User Agent



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Enter Responsive Design Mode

⌘ ⌥ R

Show Web Inspector

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Show Error Console

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Show Page Source

⌘ ⌥ U

Show Page Resources

⌘ ⌥ A

Show Snippet Editor

Show Extension Builder

Start Timeline Recording

⌘ ⇧ ⌥ T

Empty Caches

⌘ ⌥ E

Disable Caches

1166 × 600 (42%)

2x

Safari 9.0 — Mac





M





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1166 × 600 (42%)

2x ↕

Safari 9.0 — Mac ↕



iPhone
4s



iPhone
5s



iPhone
6



iPhone
6 Plus



iPad
mini 3



iPad
Air 2



1166 × 600



613 × 768



788 × 2139





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2x ↕

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iPhone
4s



iPhone
5s



iPhone
6



iPhone
6 Plus



iPad
mini 3



iPad
Air 2



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2x ↕

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iPhone
4s



iPhone
5s



iPhone
6



iPhone
6 Plus



iPad
mini 3



iPad
Air 2



1166 × 600



613 × 768



788 × 2139



Demo

Responsive Design Mode

Andy Estes

Safari and WebKit Engineer

Responsive Design Mode

Focus is on layout and resolution

Scalable page preview

Screen size presets

iOS Multitasking screen size presets

Custom sizes

Works alongside Web Inspector

New in Safari 9

Responsive Design Mode

Web Inspector

+

Responsive Design Mode

When You Leave Here

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Get the developer release of OS X El Capitan

When You Leave Here

Get the developer release of OS X El Capitan

Turn on the develop menu

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Customize Web Inspector tabs

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Customize Web Inspector tabs

Use paint flashing and Rendering Frames Timeline

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Try Responsive Design Mode

Make Your Content Shine

More Information

Technical Support

Resources for Safari Developers

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

Safari Developer Library

<http://developer.apple.com/library/safari/>

General Inquiries

Jon Davis, Web Technologies Evangelist

web-evangelist@apple.com

Related Labs

Safari and WebKit Lab	Graphics, Games, and Media Lab A	Wednesday 10:00AM
Safari and WebKit Lab	Graphics, Games, and Media Lab A	Friday 12:00PM

