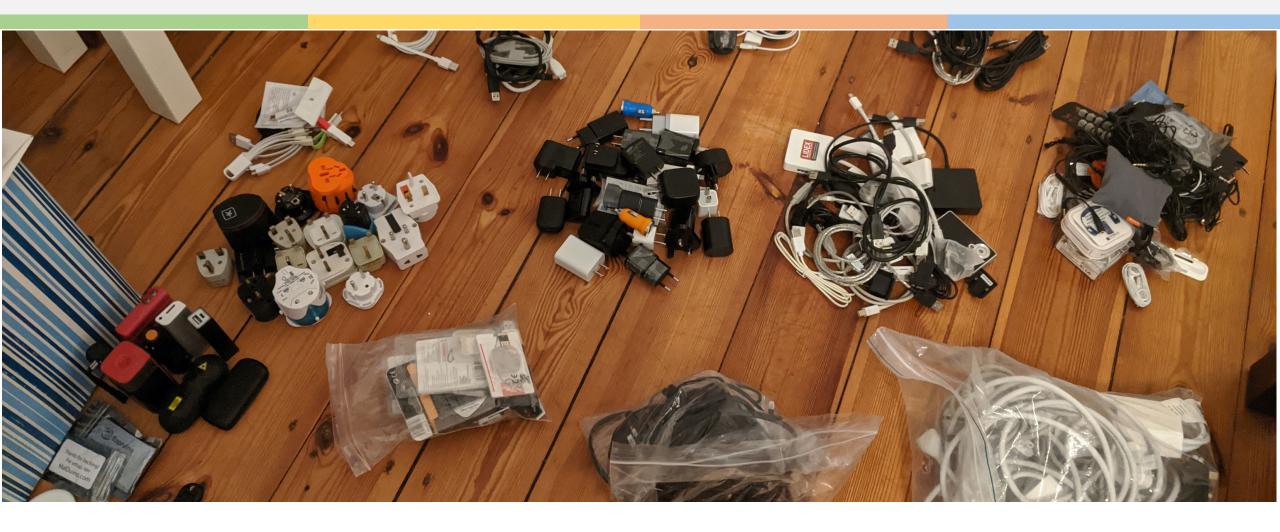
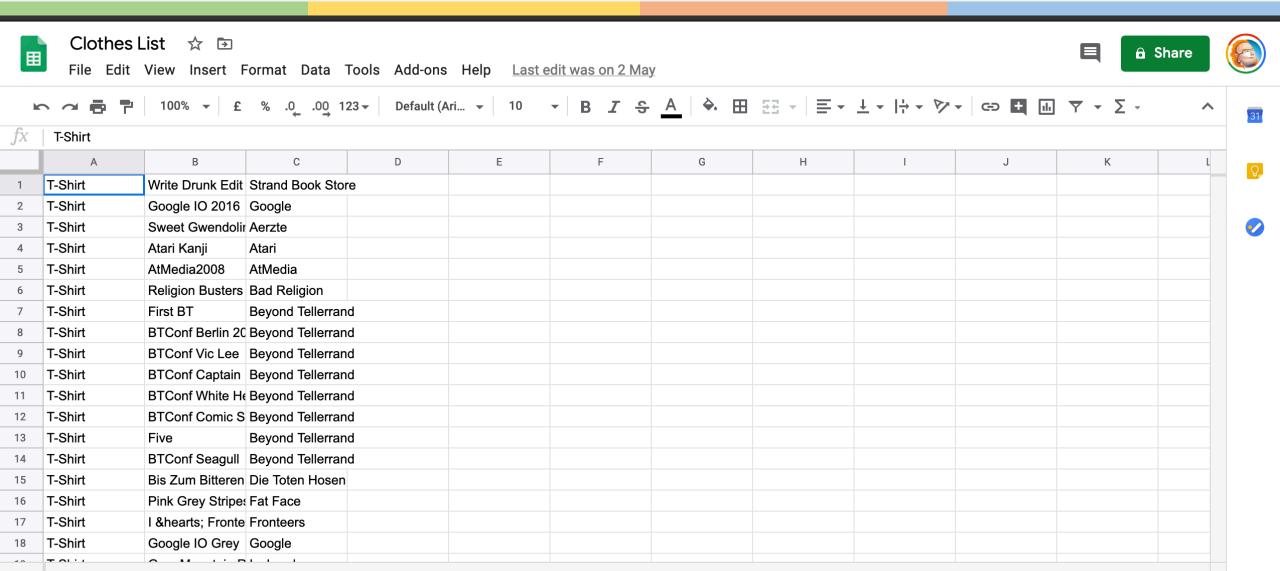
All tooled up and nowhere to go?

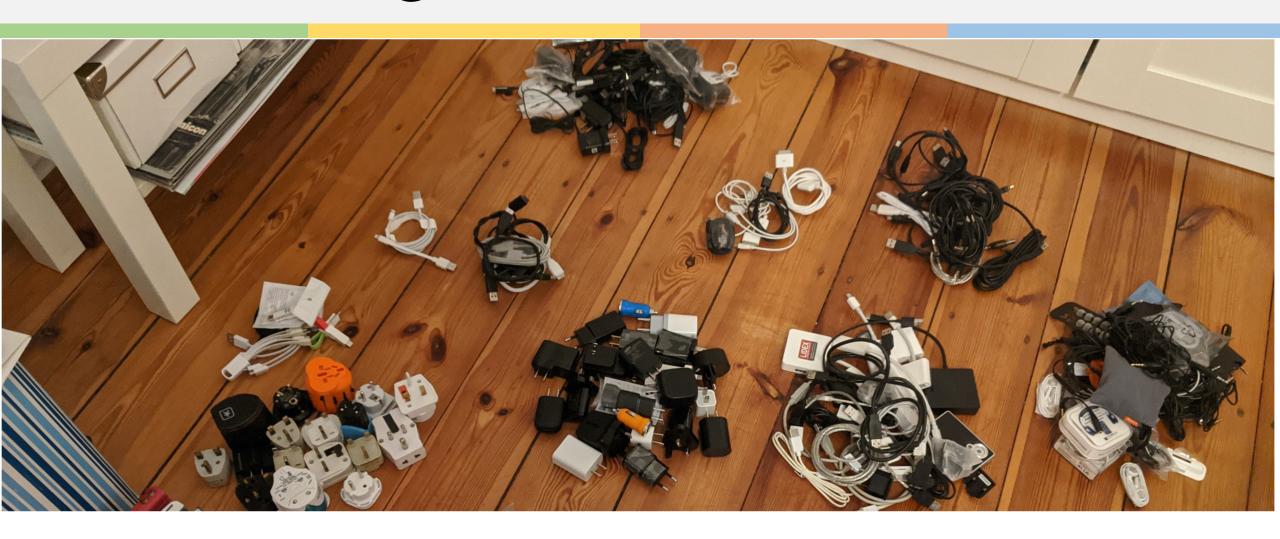


Lots of time to spend at home...

Organising my clothes...

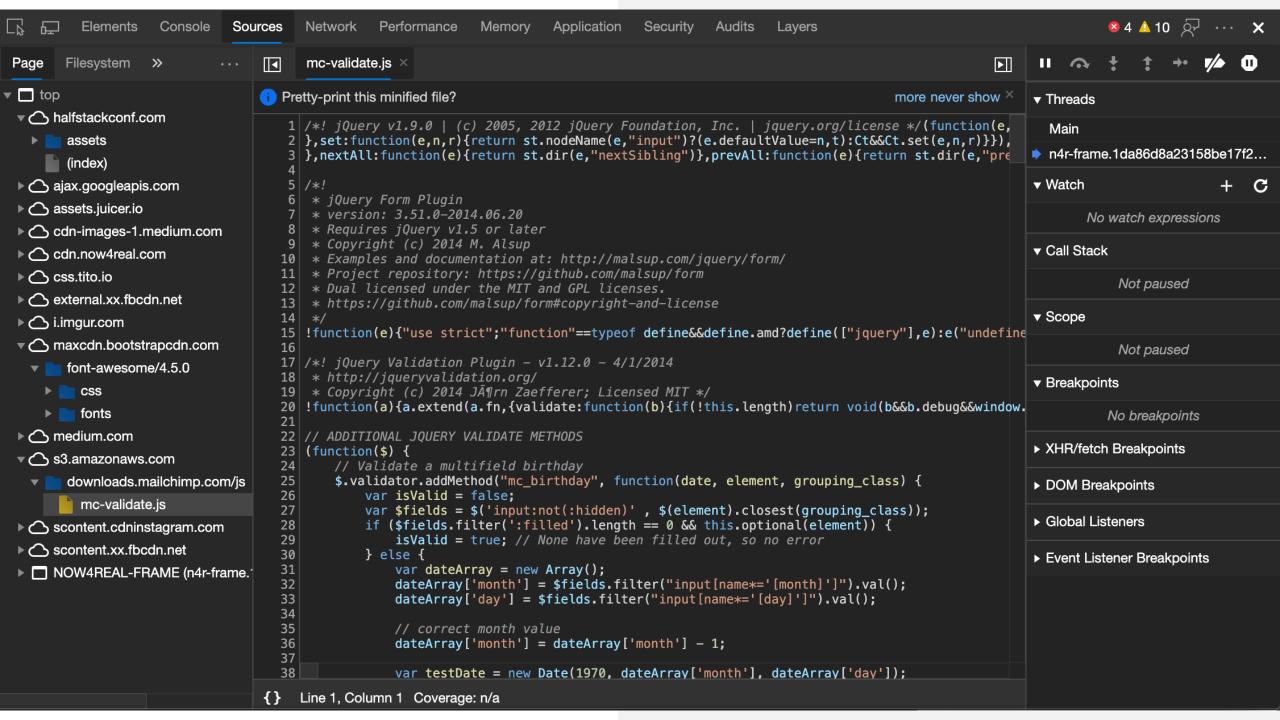


Tackling that box of cables...



Tackling that box of cables...





Developer Tools Edge(Chromium) PM Team



A demands gap...

Useful, effective and pretty amazing things in devtools



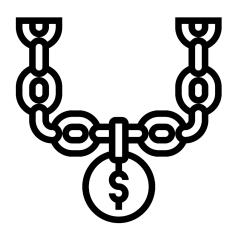
An assumptions gap...



Build it!

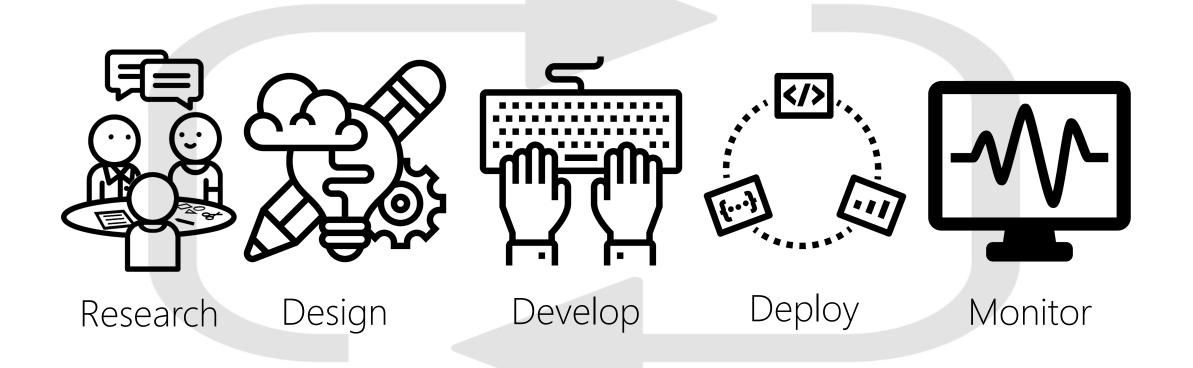


Ship it!

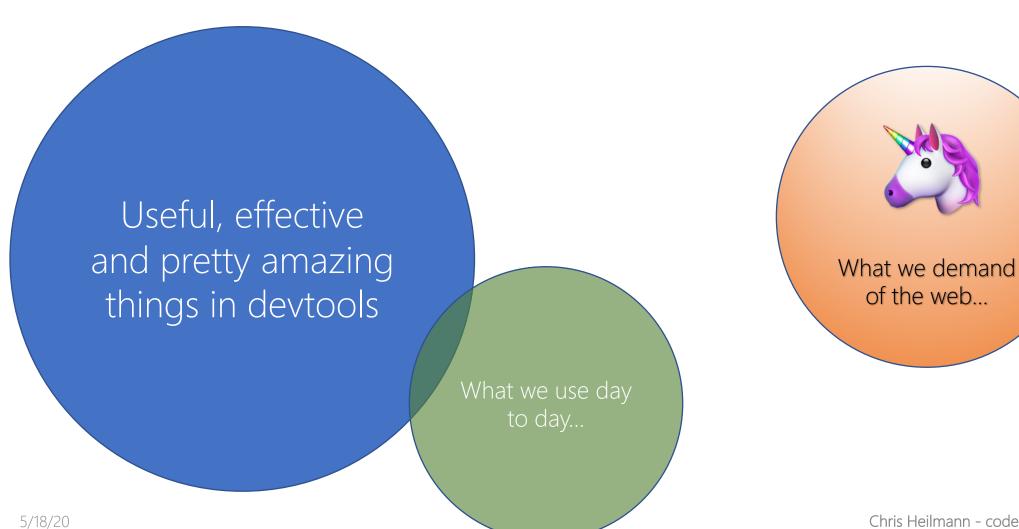


Great success!

Realities of great software projects...



A demands gap...

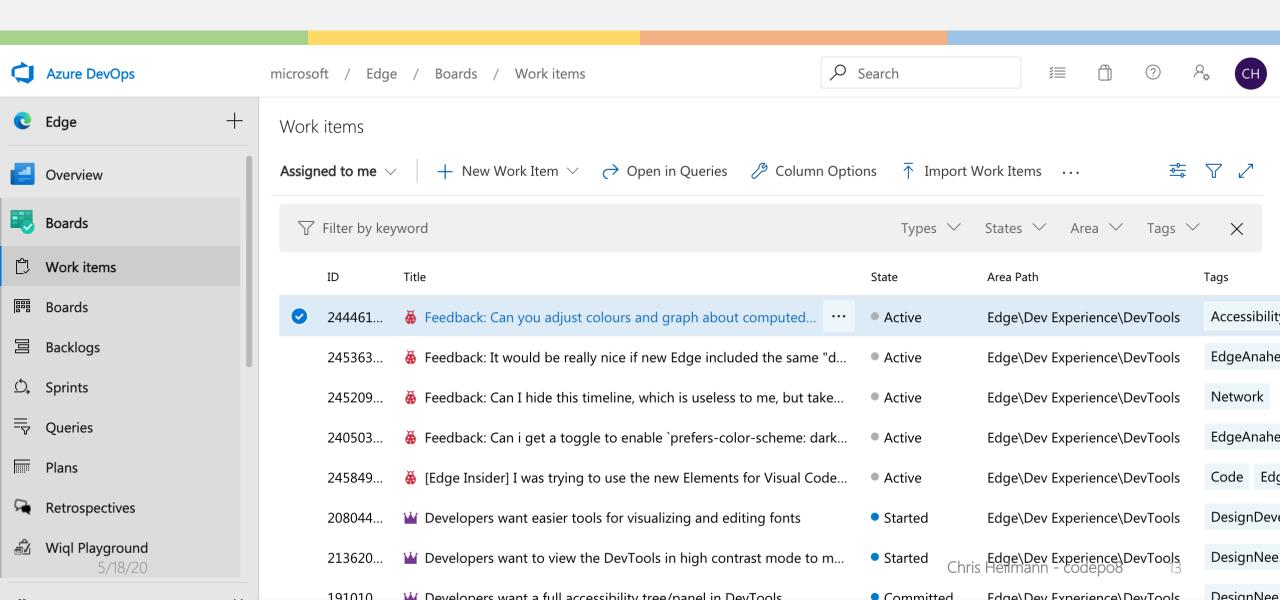




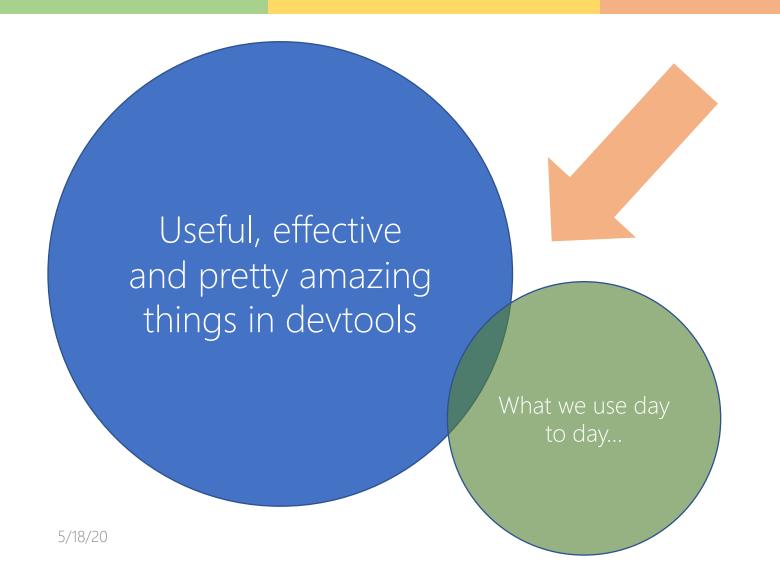
Why are things "slow"?

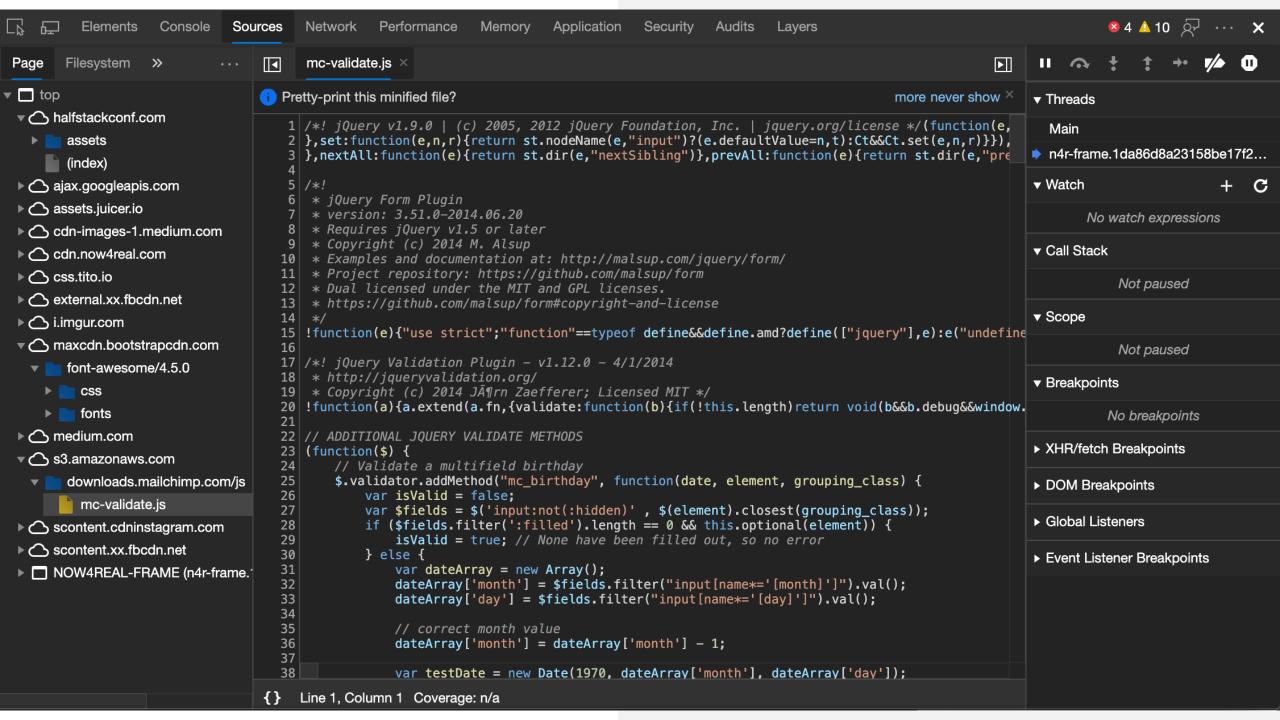
- Security
- Privacy
- Performance
- Maintainability
- Ownership
- Backwards compatibility

Use cases drive new features

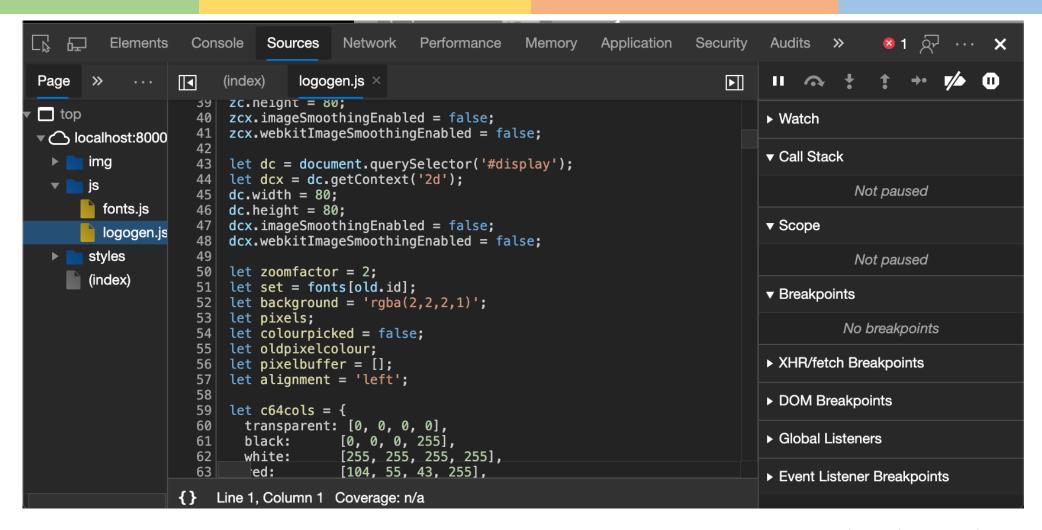


Usage gap

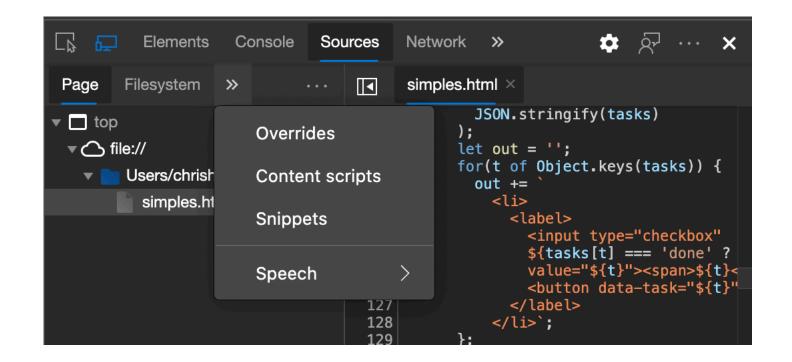




Editor in the browser...



Editor in the browser...



5/18/20 Chris Heilmann - codepo8

Upgrading your dev experience...





Breakpoints > console.log()

- You can set breakpoints in the editor in the browser
- You can also set breakpoints in your text editor (f.e. Visual Studio Code)
- They are more work upfront than a console.log() - but worth it.



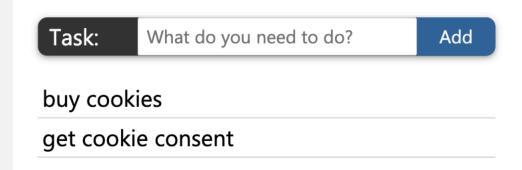
Breakpoints > console.log()

- Your code execution is paused errors can't slip though
- You get an end-to-end picture of what is happening
- You are not likely to litter the web with yet another console message that end users should never see

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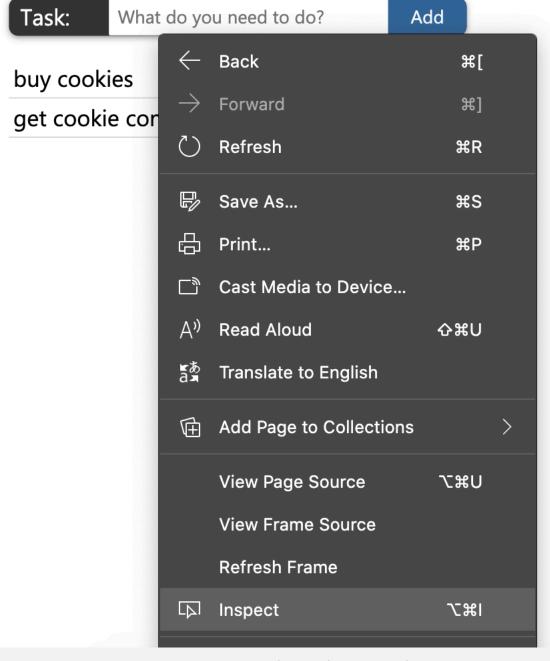
DOM breakpoints!

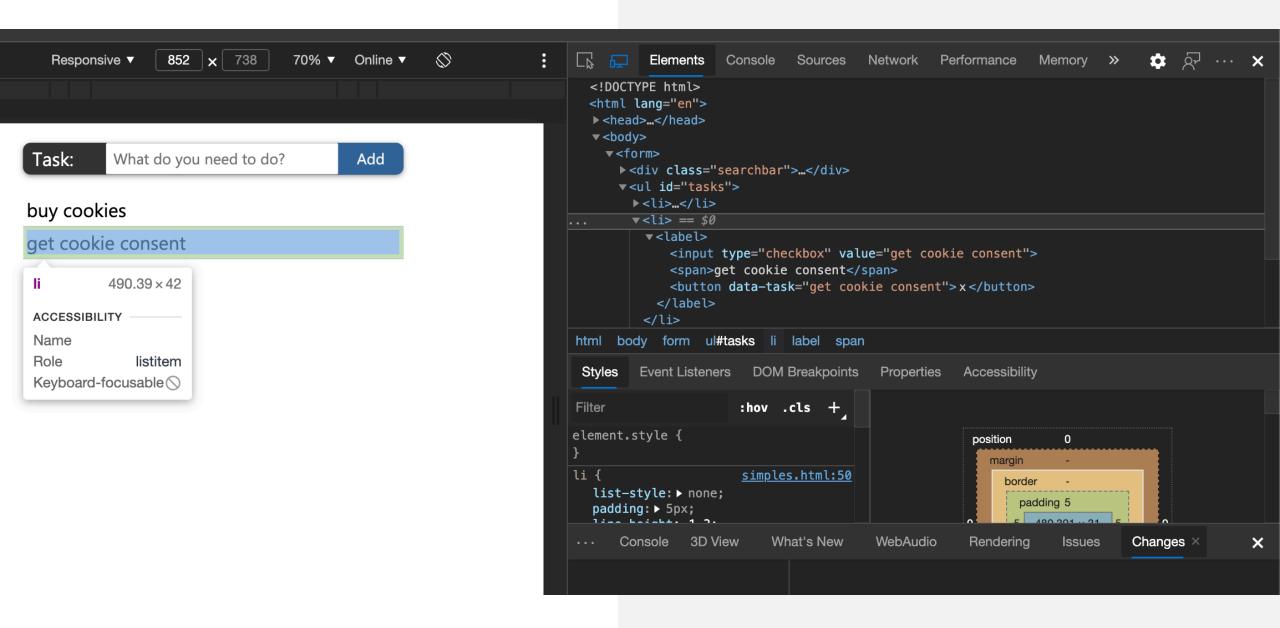


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DOM breakpoints?







DOM breakpoints!

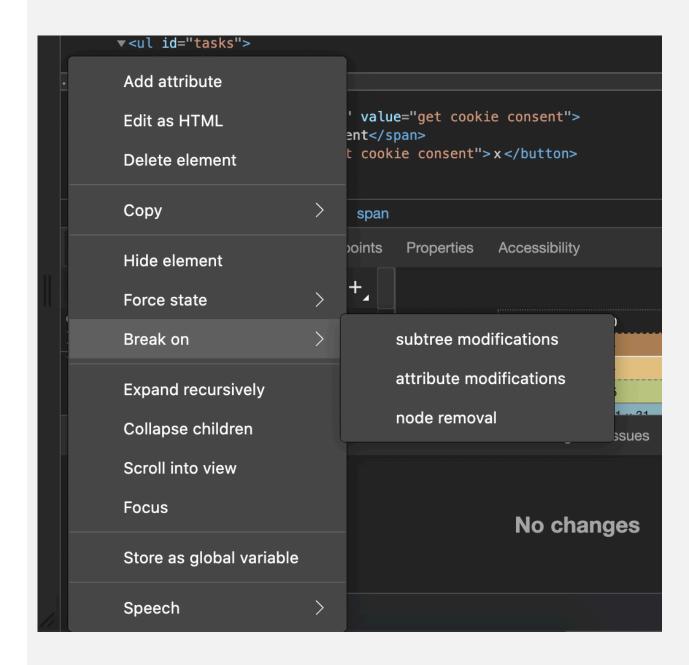
```
Task: What do you need to do? Add
buy cookies
get cookie consent
```

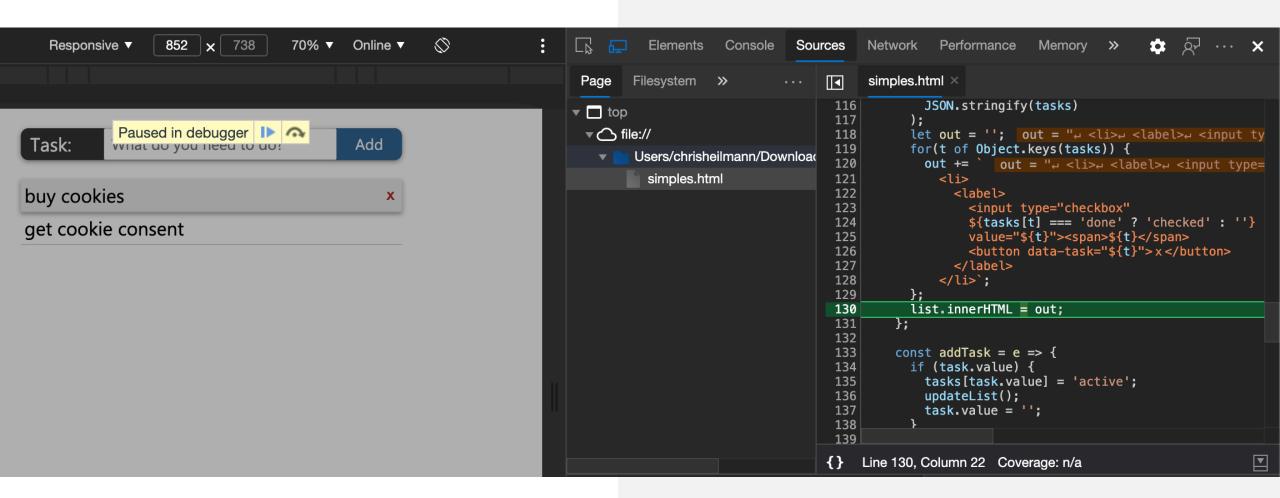
24

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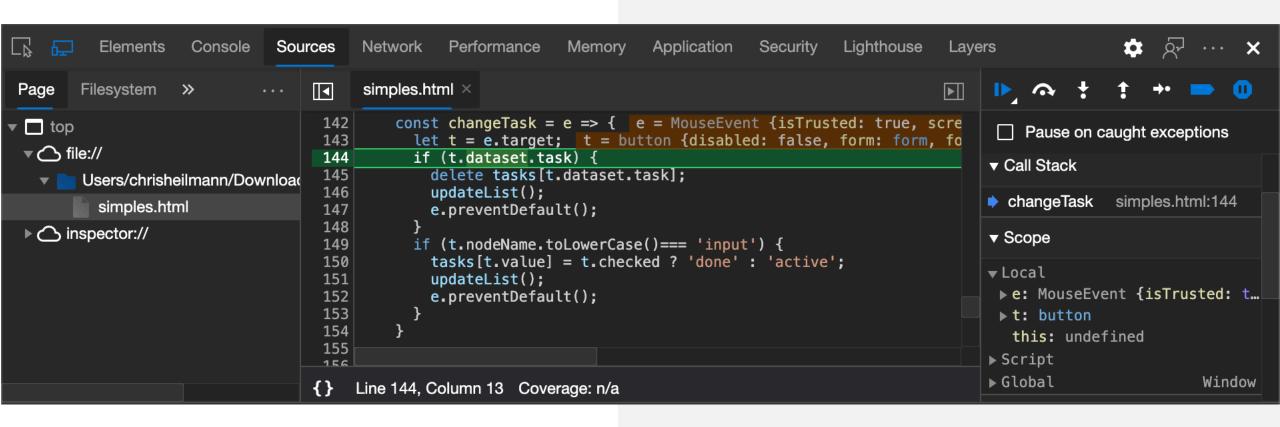


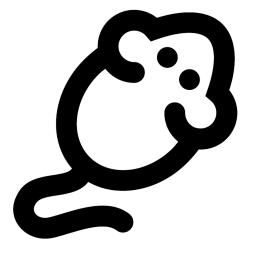
DOM breakpoints!



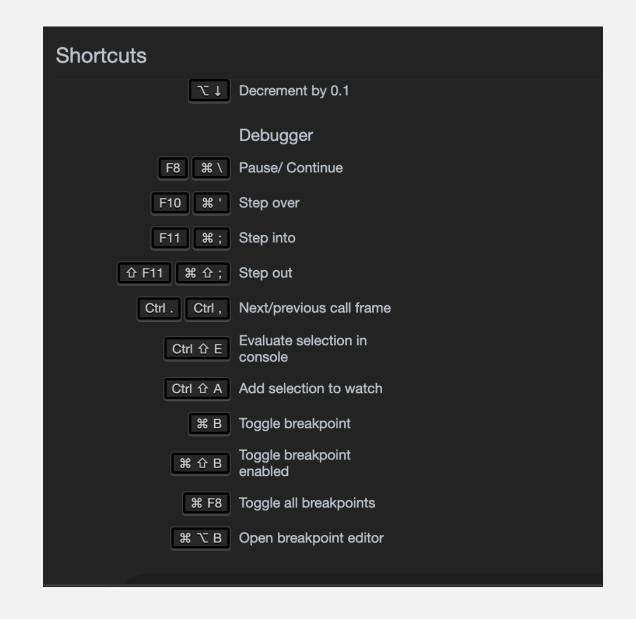


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No need for a mouse!

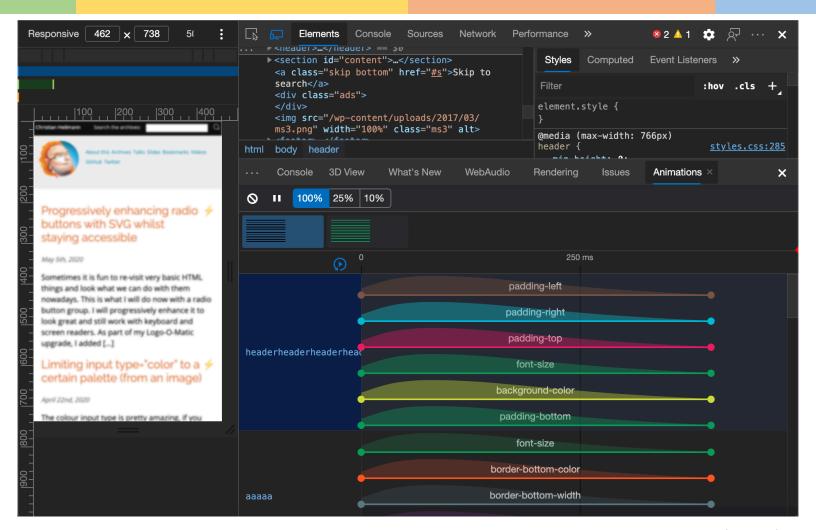


5/18/20 Chris Heilmann - codepo8 28

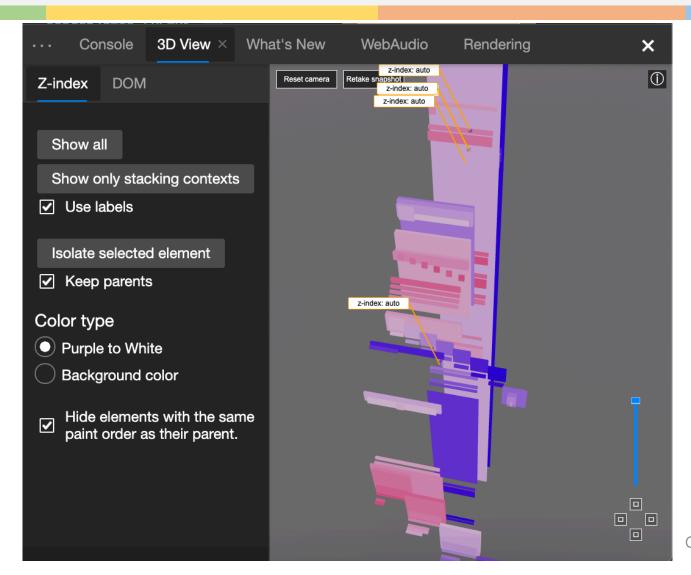
More visual tooling?

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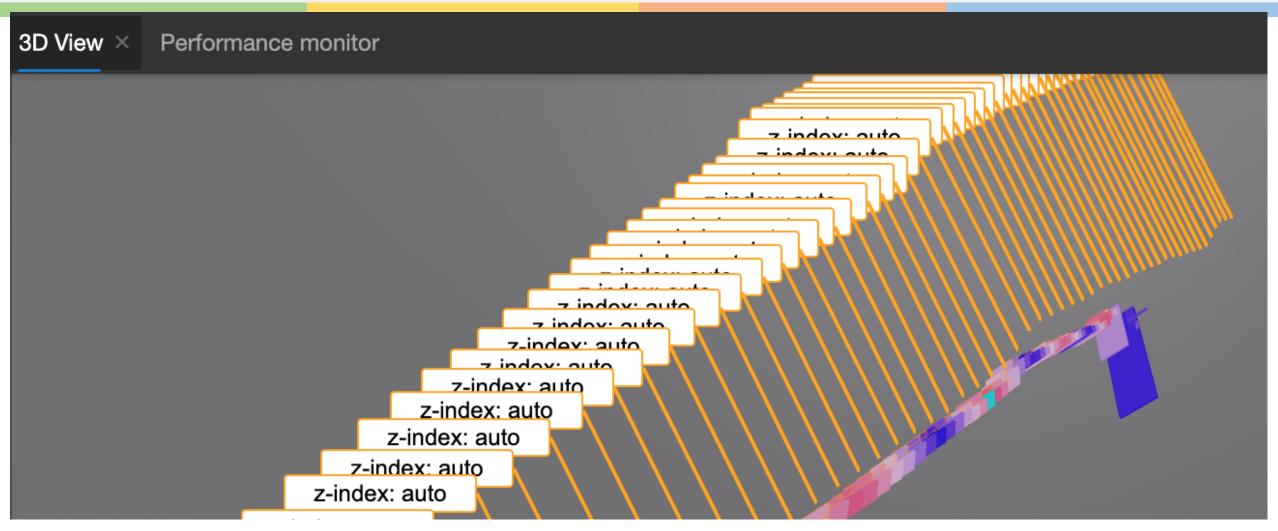
Animation Editor



3D View



3D View



Easy to miss extra features...

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Colour Picker

```
▼<div class="searchbar"> == $0
          <label for
          <input id=
          <input typ
        </div>
        -ul id-Utacl
html body form d
 Styles
         Event Listene
Filter
element.style {
                                 #ffffff
.searchbar {

✓ display: flex;
✓ color: ■#fff;

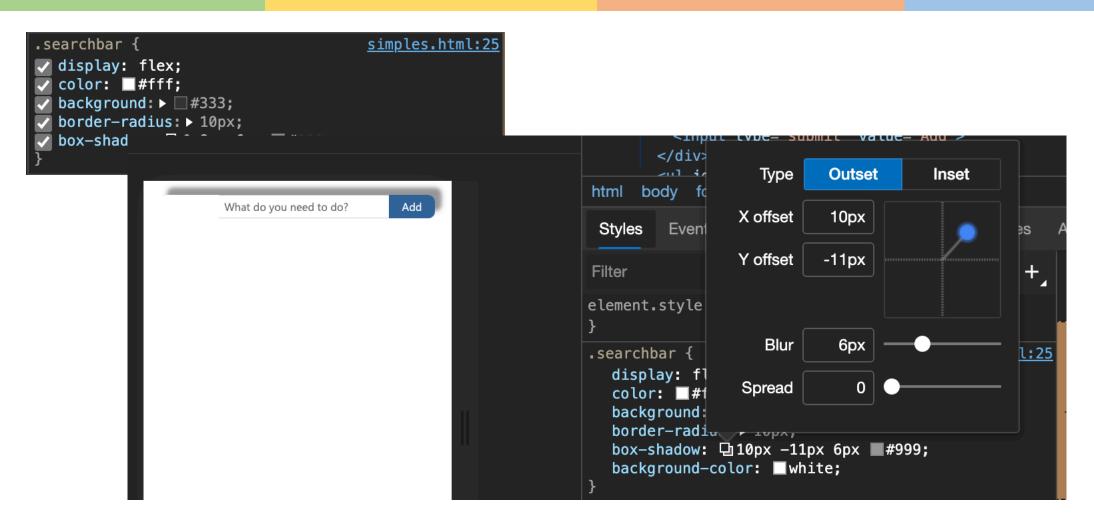
√ background: ► □ #3

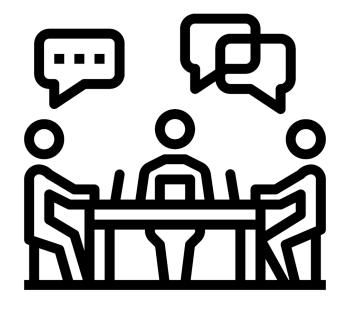
✓ border-radius: ▶ 1
✓ box-shadow: 🗗 0 2p. op. = #333,

✓ background-color: ■white;

.searchbar {
                                       simples.html:33
```

Shadow Editor





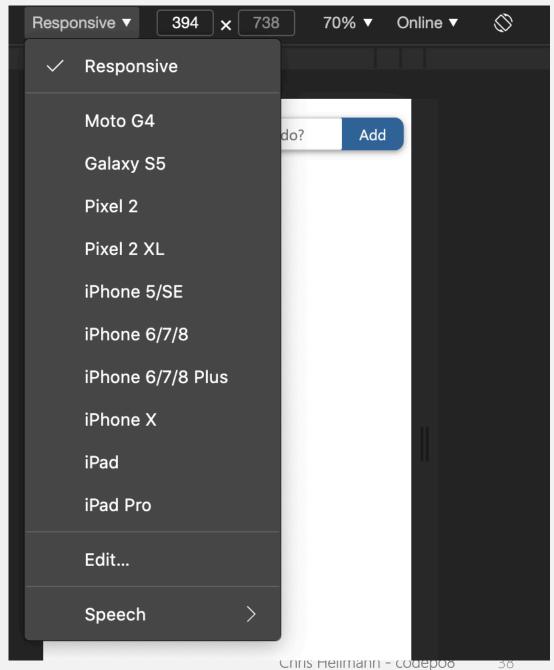
Currently in production:

- CSS Grid tooling
- Font tooling
- Service Worker lifecycle visualization
- ??? (you decide)

Emulation

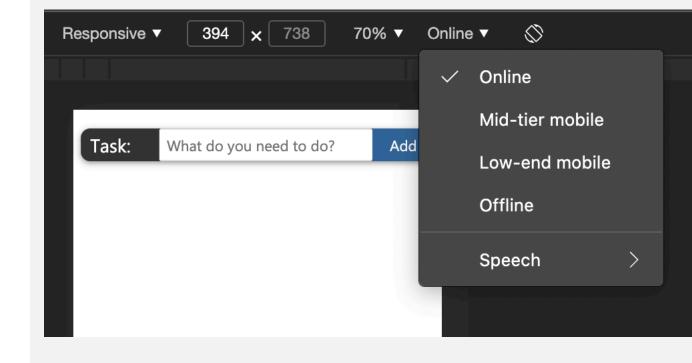


Device Mode





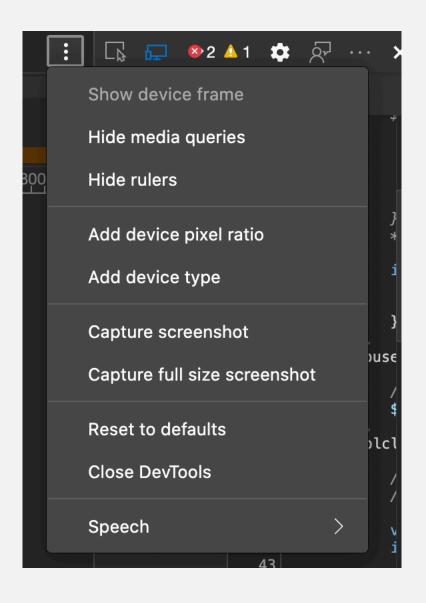
Device Mode

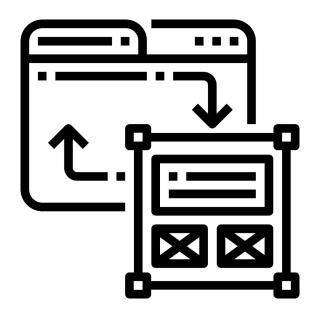


5/18/20

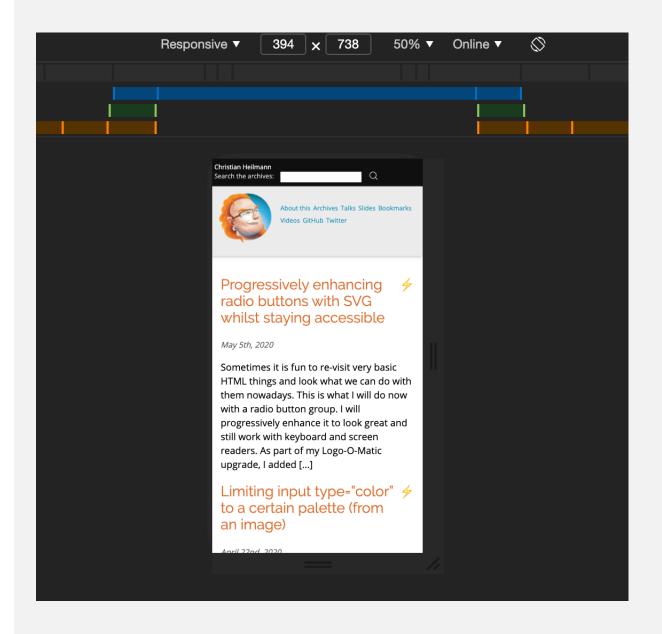


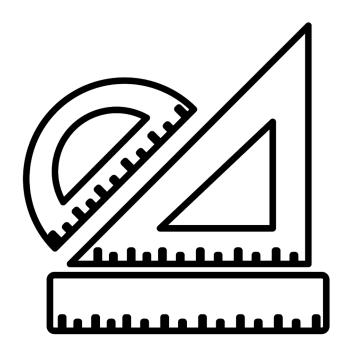
More features of Device Emulation



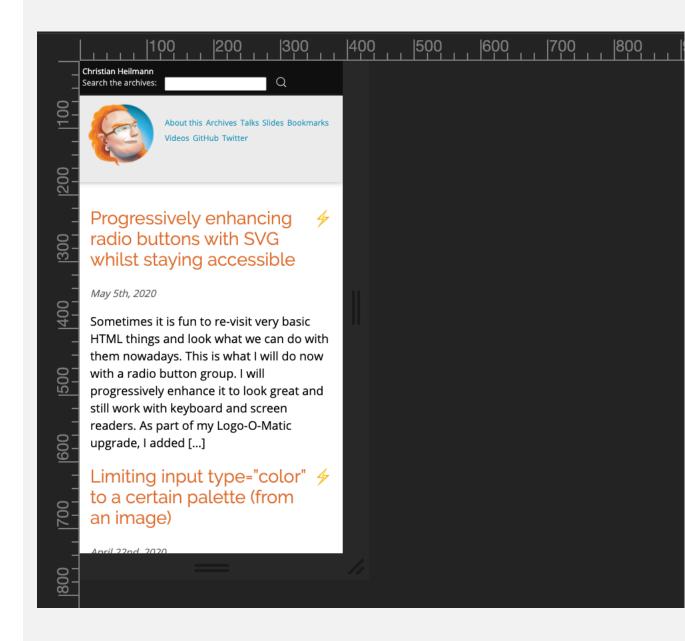


Media Queries

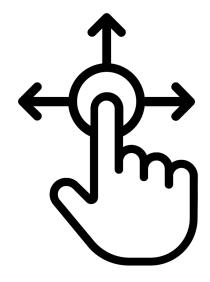




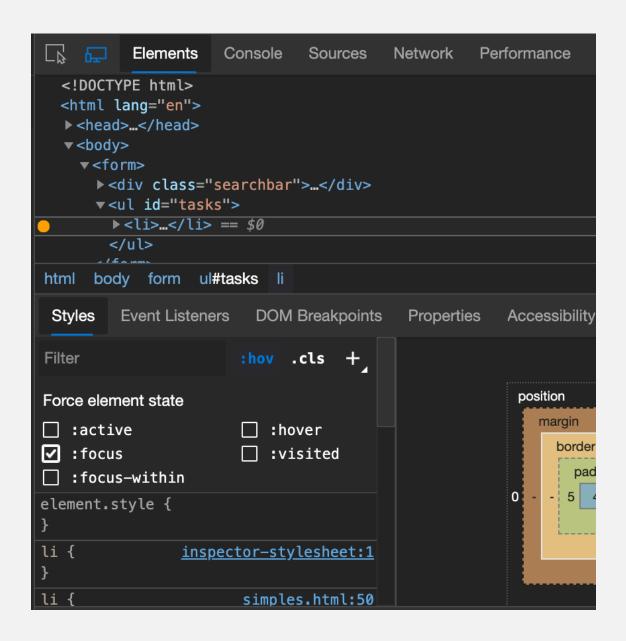
Screen Ruler

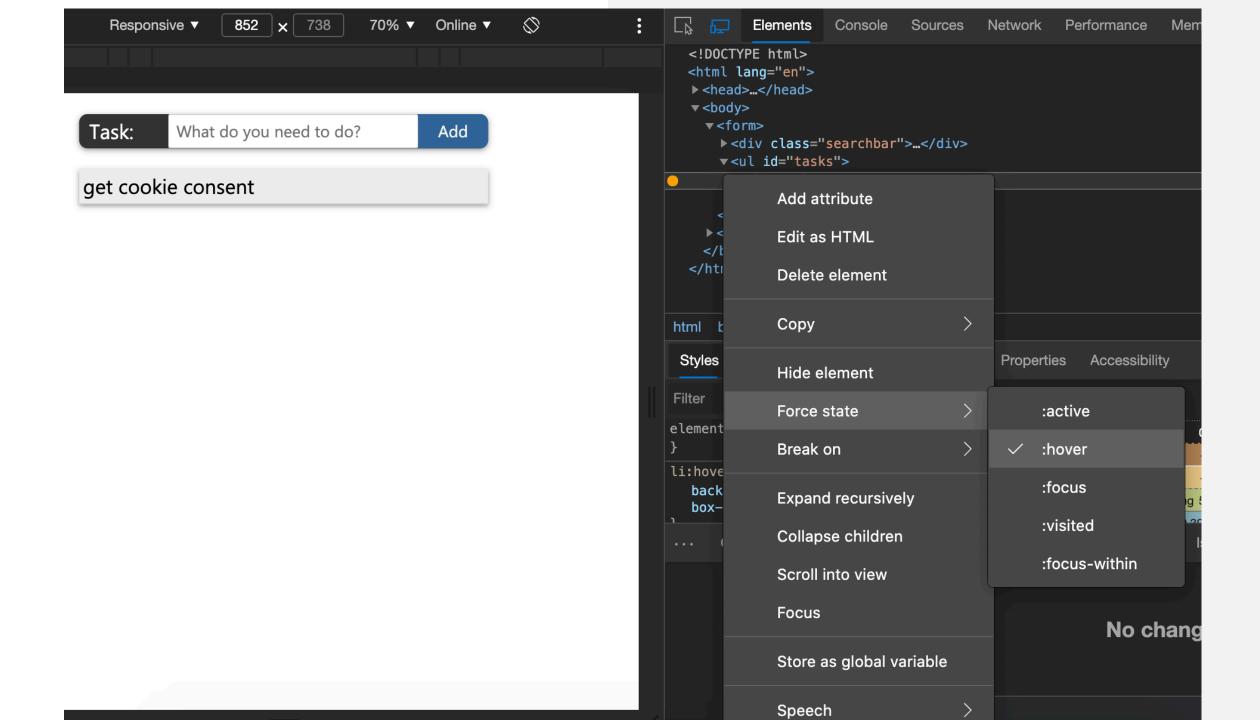


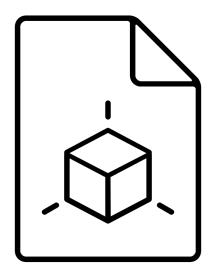
42



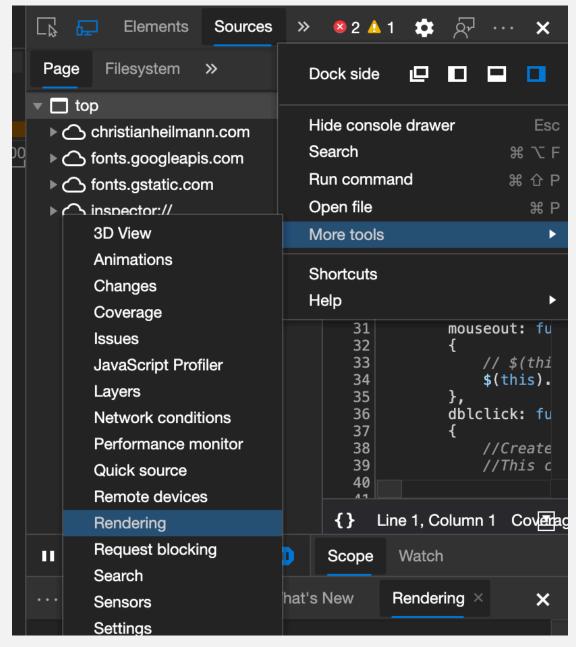
Interaction emulation

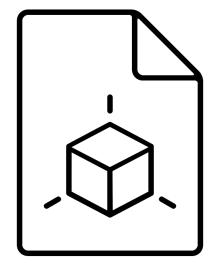




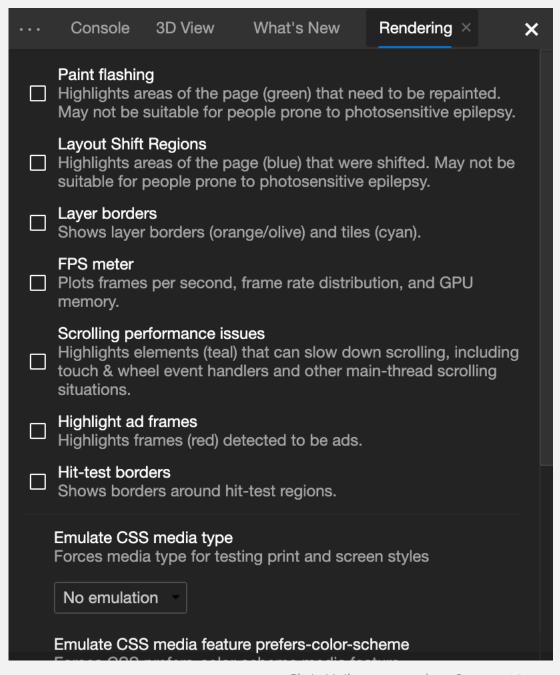


Rendering menu





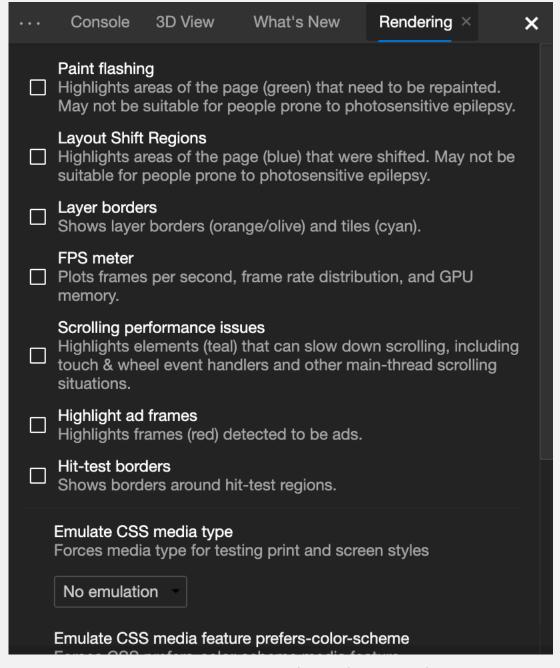
Rendering menu





Emulate CSS media type
Forces media type for testing print and screen styles

V No emulation
print
screen
feature prefers-color-scheme
Forces CSS prefers-color-scheme media feature

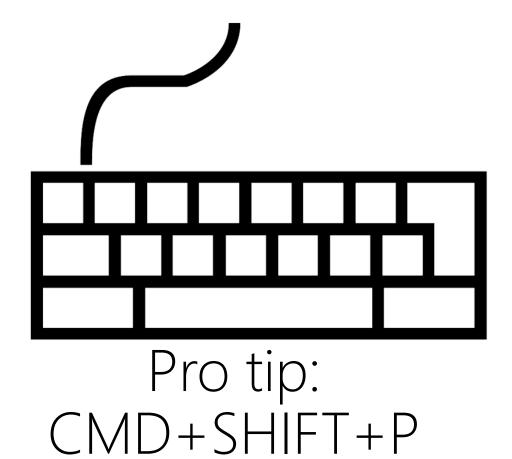


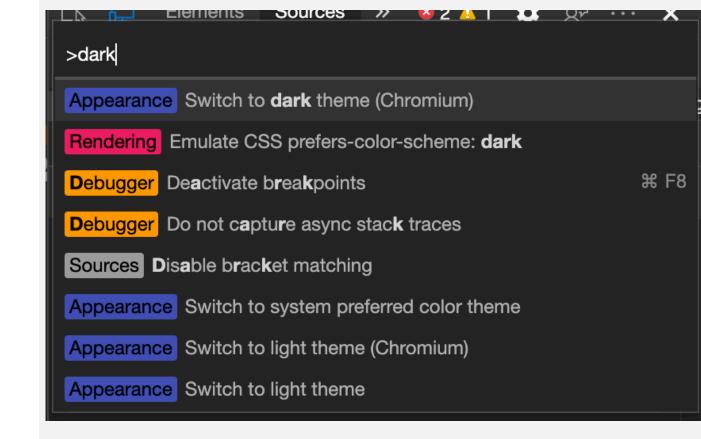
Accessibility concerns

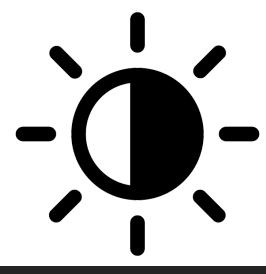


Already shipped:

- Developer tools are keyboard and screenreader accessible
- Developer tools work in high contrast mode







Emulate CSS media feature prefers-color-scheme Forces CSS prefers-color-scheme media feature

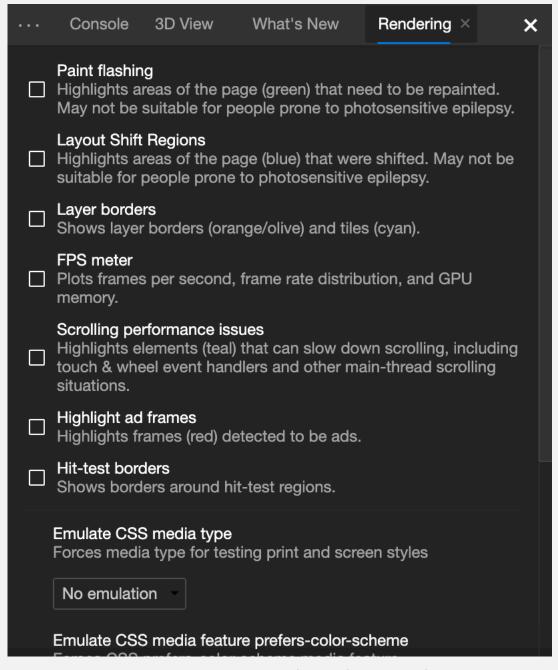
✓ No emulation

prefers-color-scheme: light

prefers-color-scheme: dark -

-reduced-motion

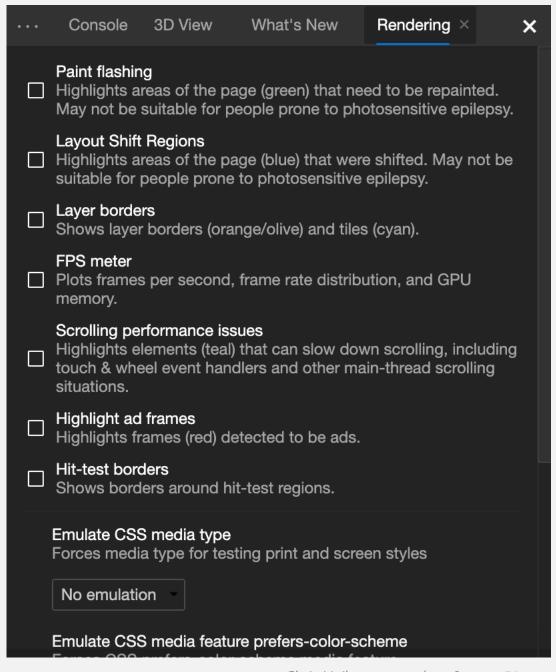
Forces CSS prefers-reduced-motion media feature





Emulate CSS media feature prefers-reduced-motion Forces CSS prefers-reduced-motion media feature

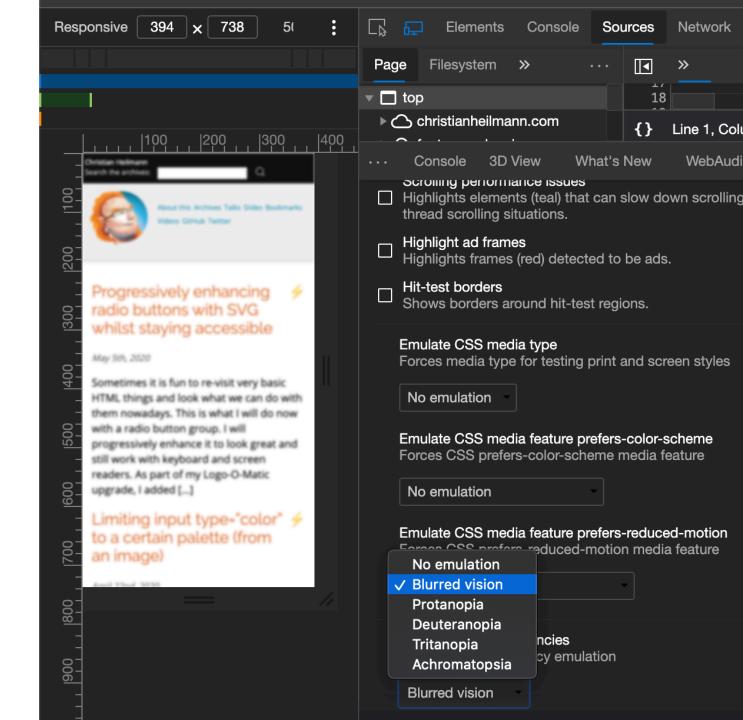
✓ No emulation prefers-reduced-motion: reduce

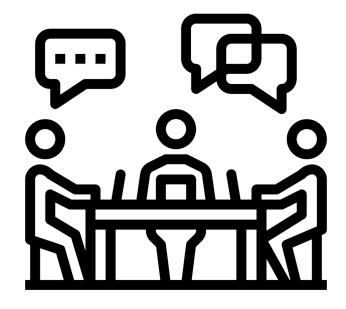




Emulate vision deficiencies Forces vision deficiency emulation

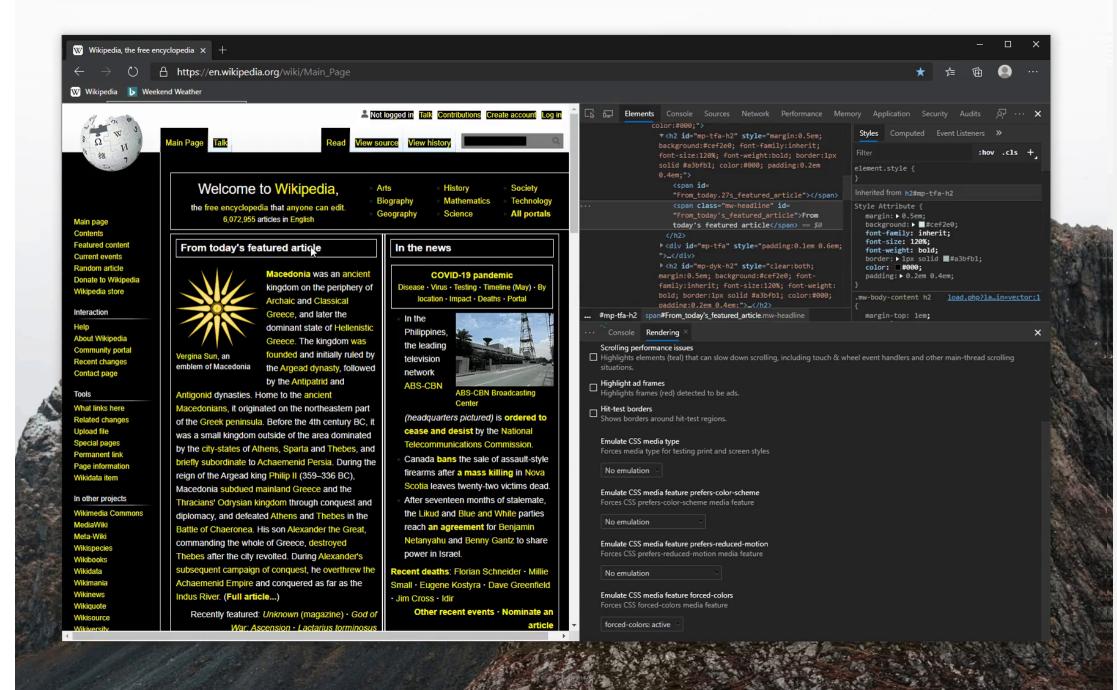
Blurred vision





Currently in production:

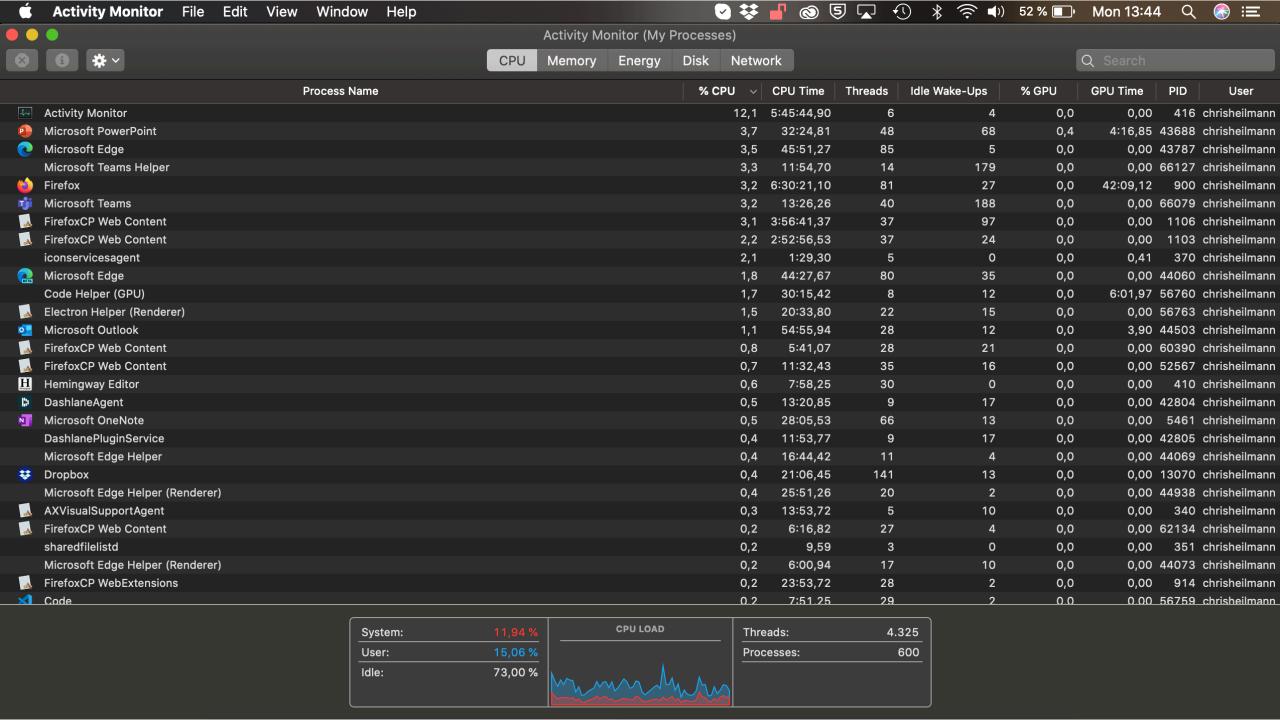
- High Contrast simulation
- Simpler accessible interfaces
- Accessibility error reporting in context
- Dual Screen Emulation



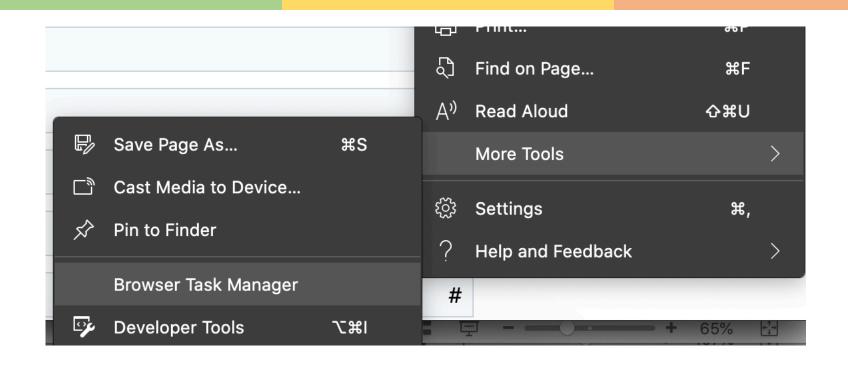
Need for speed?

5/18/20 Chris Heilmann - codepo8

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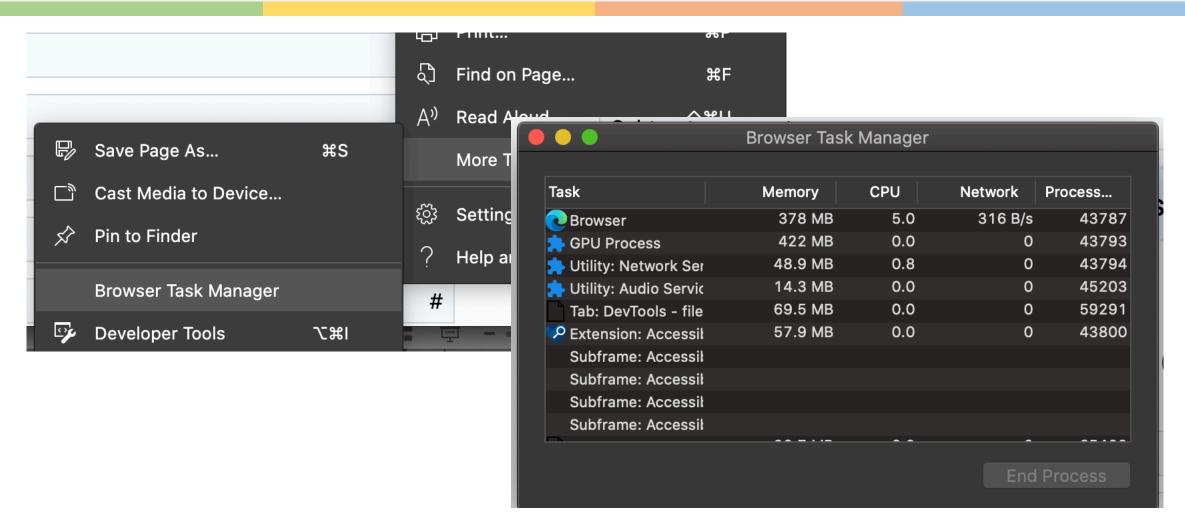
Browser task manager!



5/18/20 Chris Heilmann - codepo8

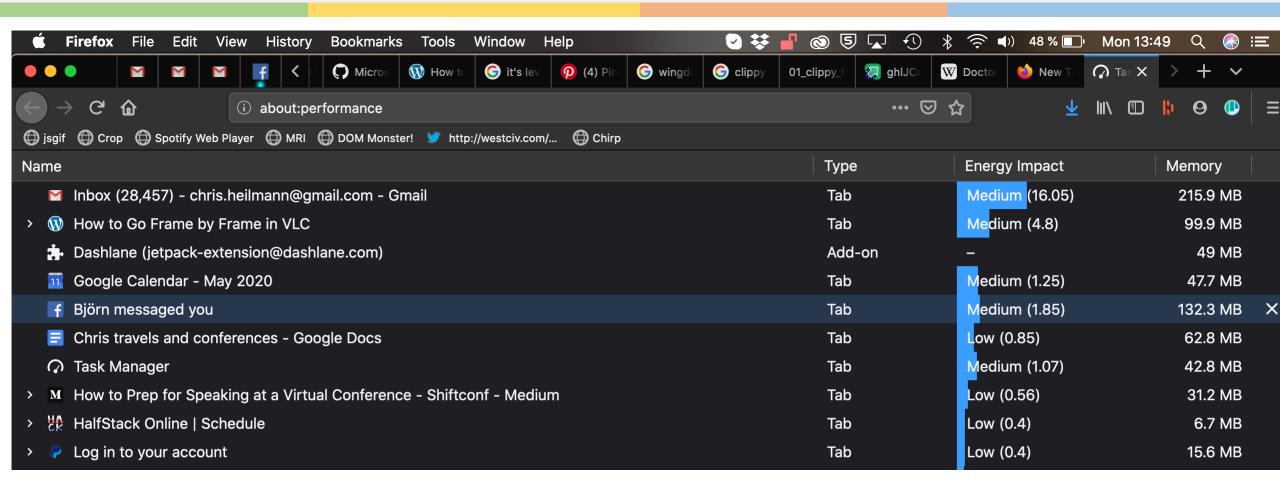
58

Where did my resources go?



5/18/20

Hat tip: also in Firefox!



5/18/20

How the sausage is made...

5/18/20 Chri

Innovation in the open...



https://github.com/MicrosoftEdge/MSEdgeExplainers

Welcome! This repo is home to "explainers" and related documents originating from the Microsoft Edge team.

Jump to section: Active Explainers | Alumni | DevTools | Other documents | Withdrawn

Introduction

Explainers are documents focused on describing a user/ developer/ customer problem (at a high level) and exploring potential solutions. These documents are starting points for engaging in discussion with you and other members of the community. Explainers should address their stated problems in clear and easy to understand language. Proposed solutions should be easy to follow and not too deep in technical details. When you read an explainer, we hope the stated problem is compelling and you can form an opinion for whether the proposed solution would address the problem.

Please provide feedback

We are looking for feedback! Are the stated problems relevant to you? How have they impacted your experience? Do the proposed solutions seem reasonable? Do they follow good web principles? Would they solve a problem you currently have? (We love to hear that; tell us more about your scenario!) Do you have related use-cases we hadn't considered?

Detailed developer tools explainers

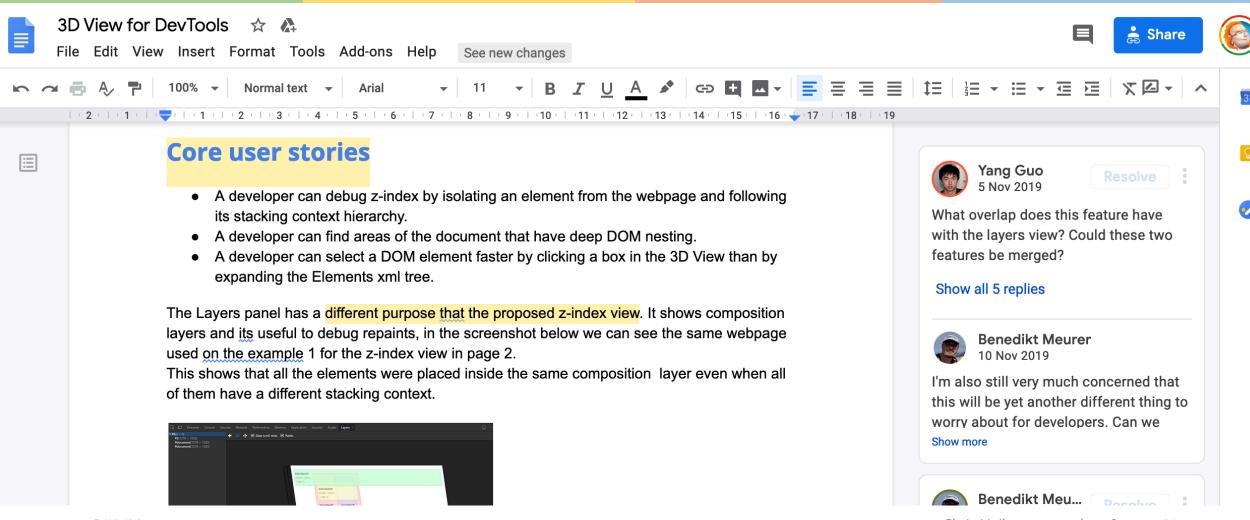
DevTools 👜

We love our developer tools! Checkout these cool innovations being designed for the developer tools:

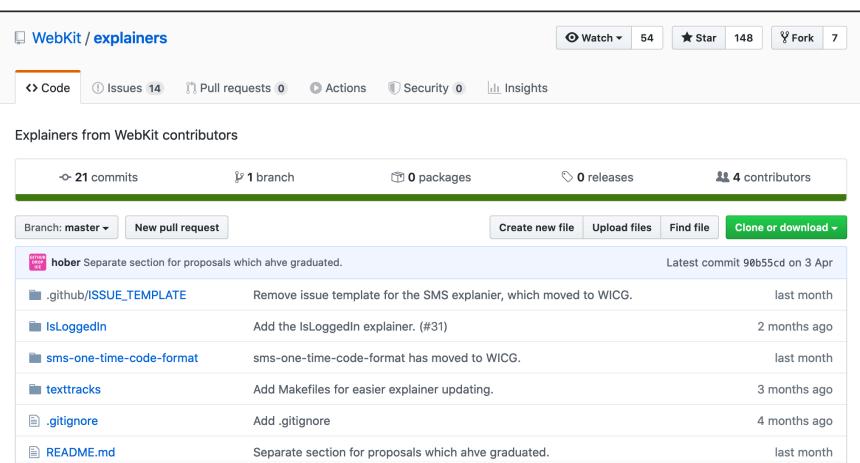
- 3D View
- CSS Grid Tooling
- Customizable Keyboard Shortcuts
- Dual-screen Emulation
- High Contrast Simulation
- Infobar UI Refresh
- Localization
- Redux for State
- Service Worker Improvements
- Settings Discoverability and Telemetry
- Settings Search
- Stackable Overlays
- webhint

https://github.com/MicrosoftEdge/MSEdgeExplainers

Discussion amongst browser makers

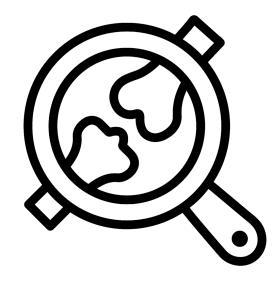


Others join, too!

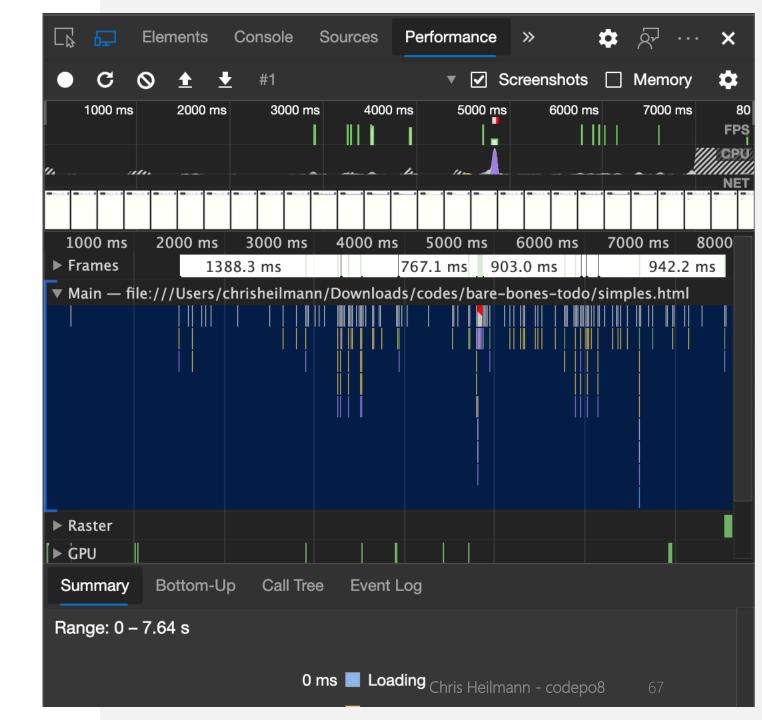


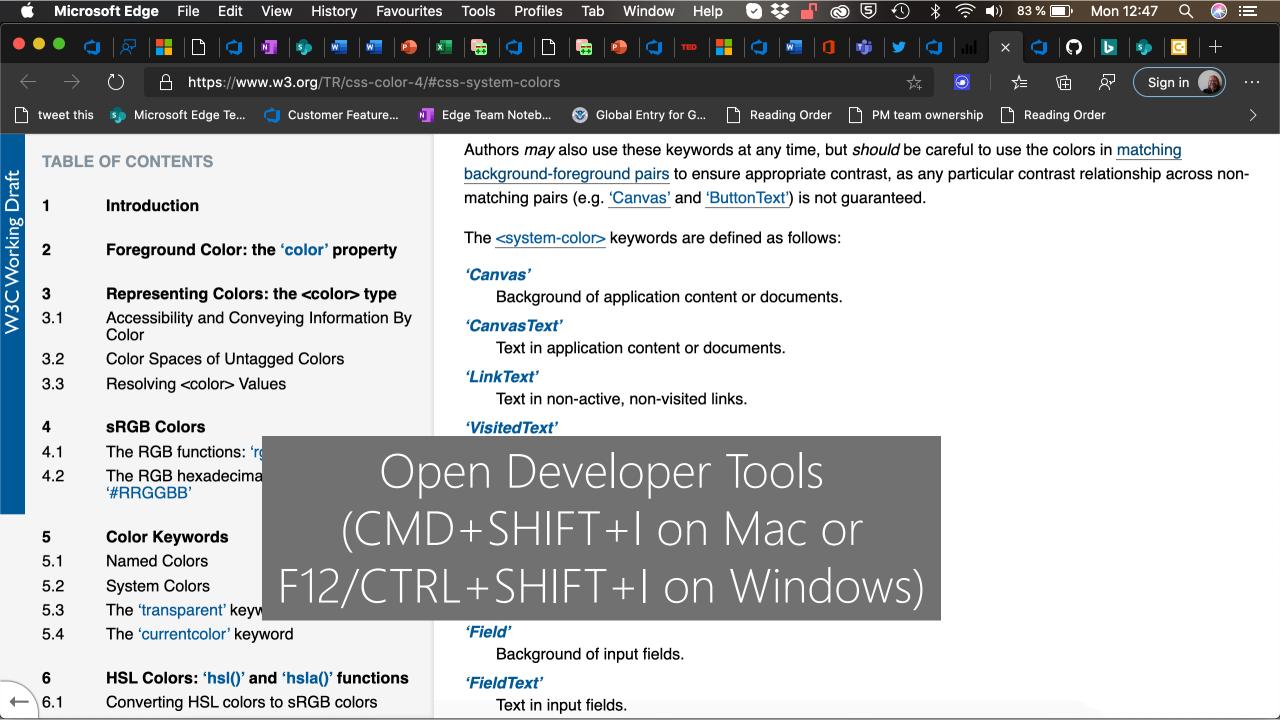
https://github.com/WebKit/explainers

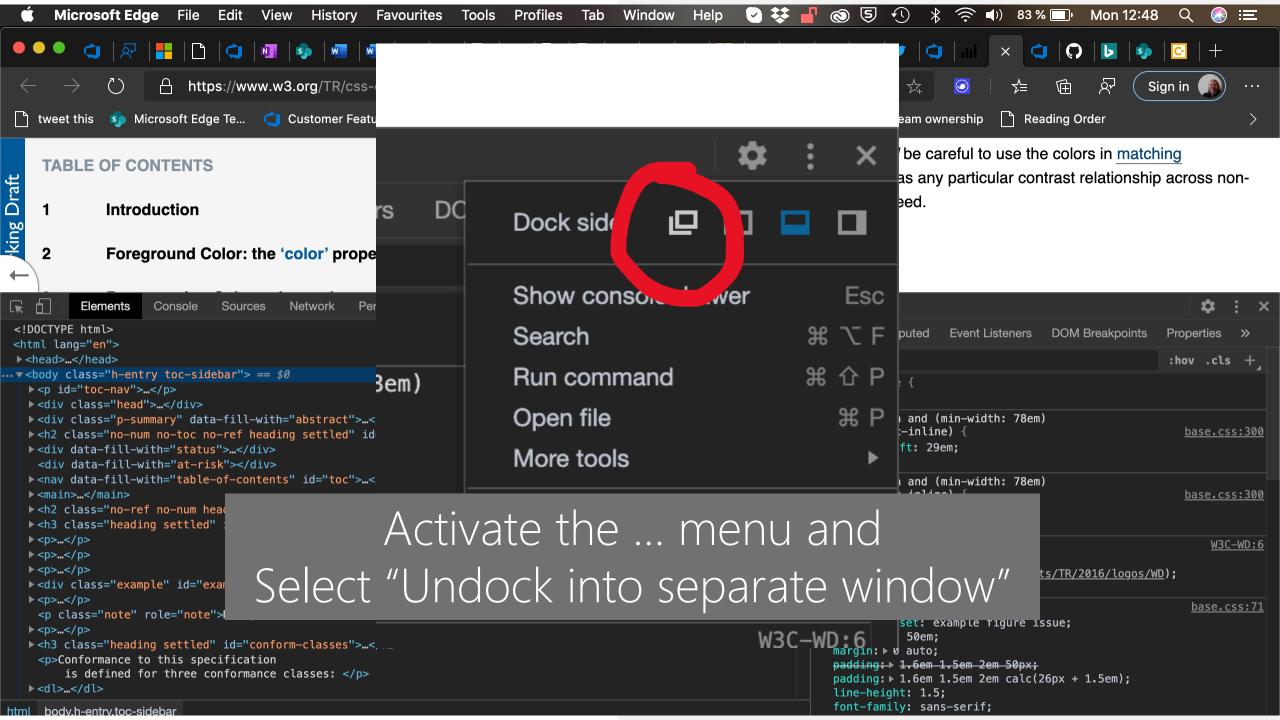
Popping the hood...

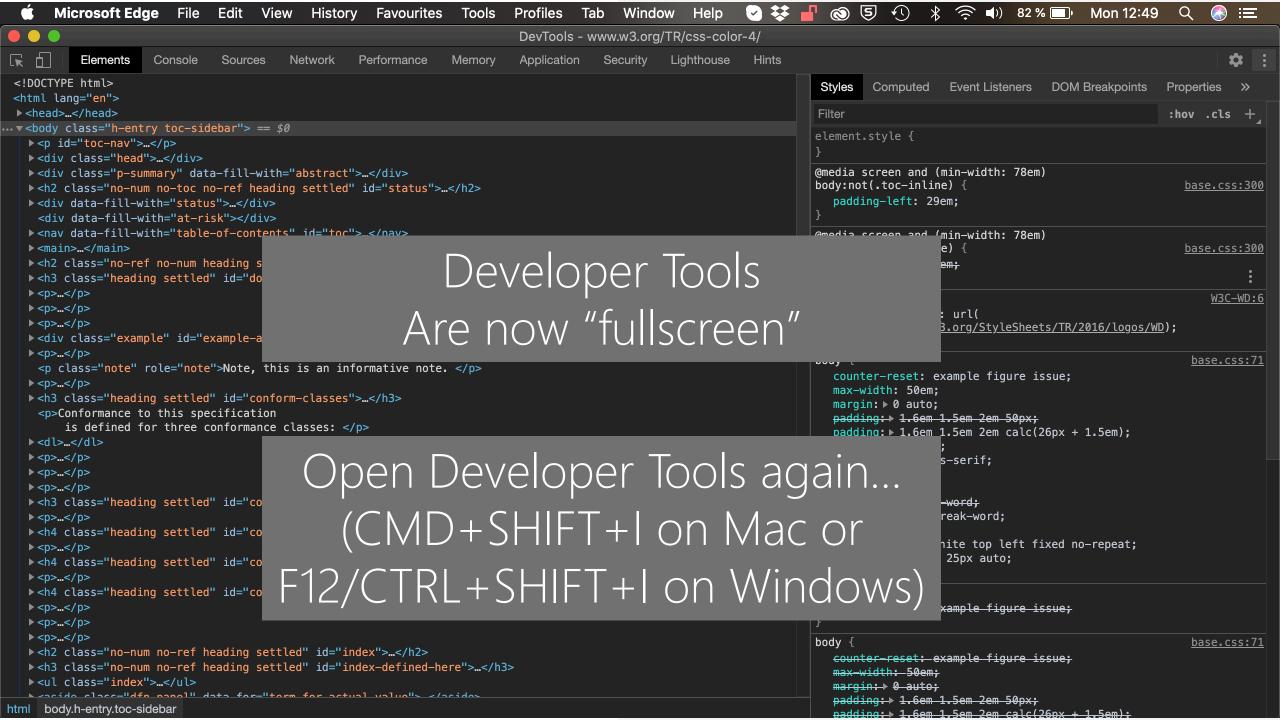


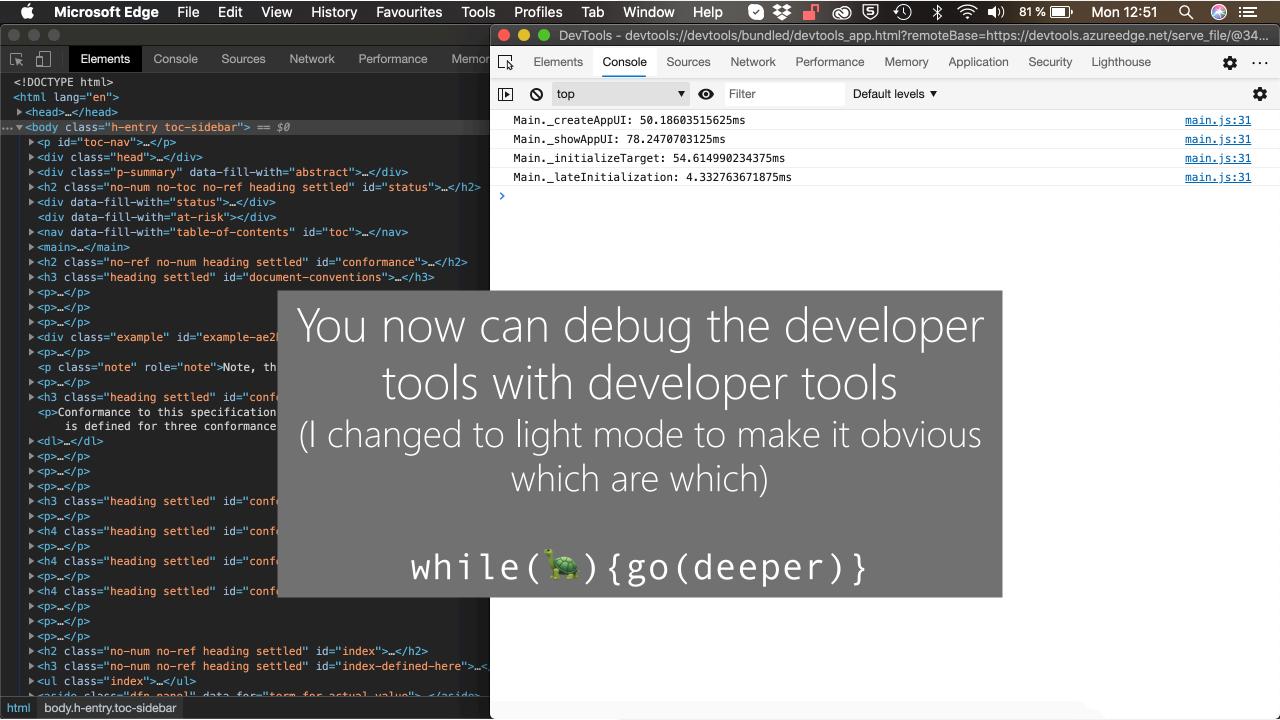
What are developer tools made of?

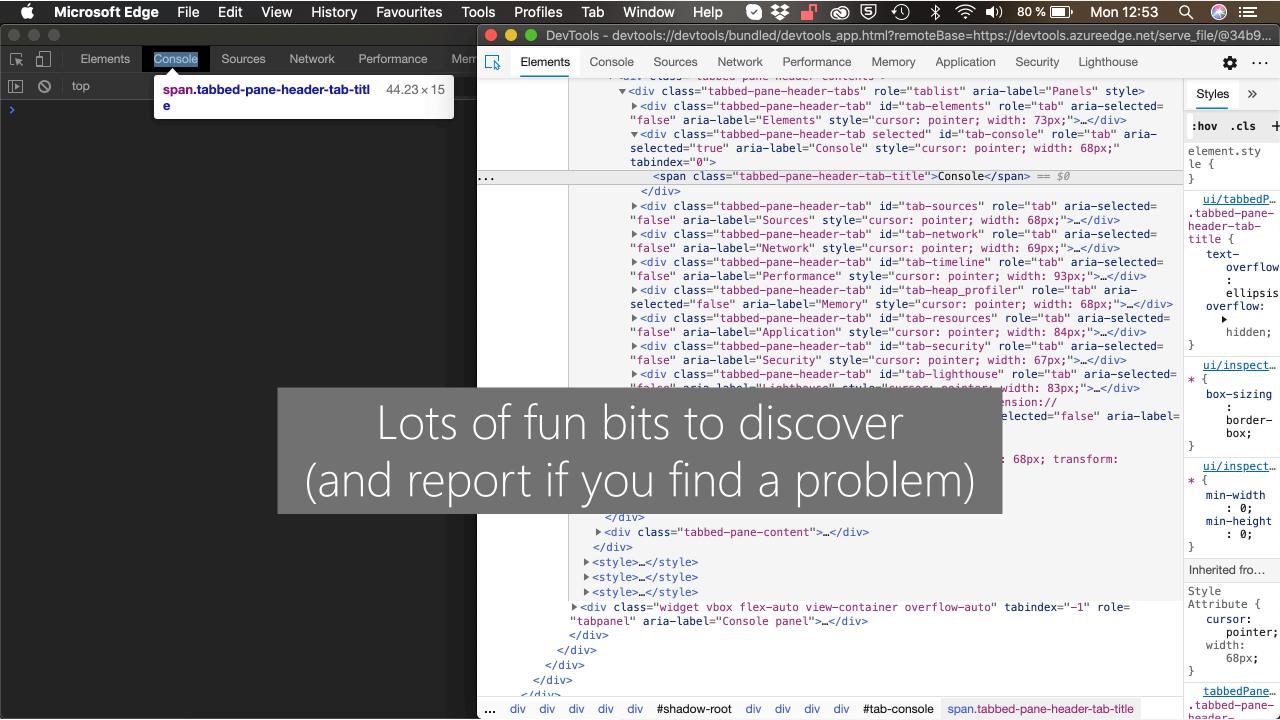






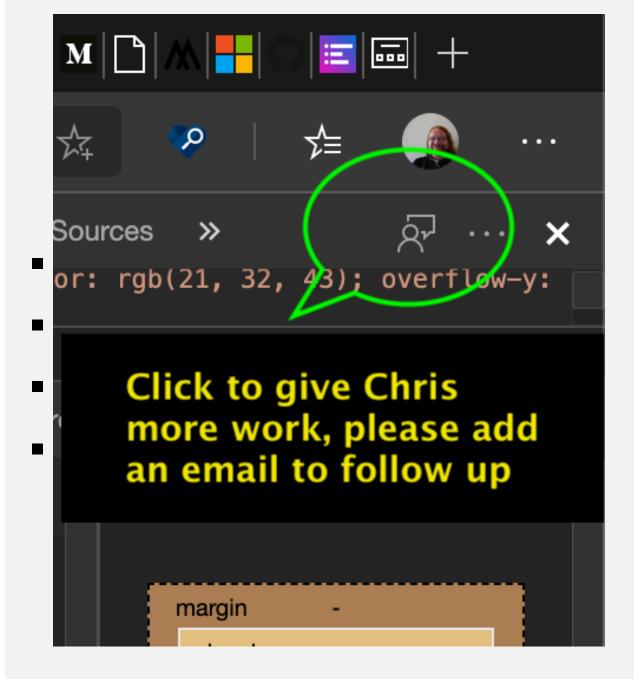






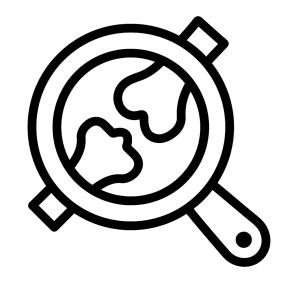


In-built reporting tool...



What makes me happy?





What are developer tools made of?

- I like that we use web technology to build developer tools
- This makes them embeddable into other software (VS Code is an Electron shell with Monaco inside)
- It also allows us to build for the web on the web (CodePen, JSBin, Code Sandbox, Workspaces for GitHub)
- It is fun to work in them as you have a predictable environment we can test upcoming web tech there.

Little touches that go a long way...

```
const doFormStuff = (ev) => {
};
```

5/18/20

Little touches that go a long way...

```
const doFormStuff = (ev) => {

    const doFormStuff = (ev) => {

    };

    document.querySelector('form').
    addEventListener('submit', doFormStuff);
```

5/18/20

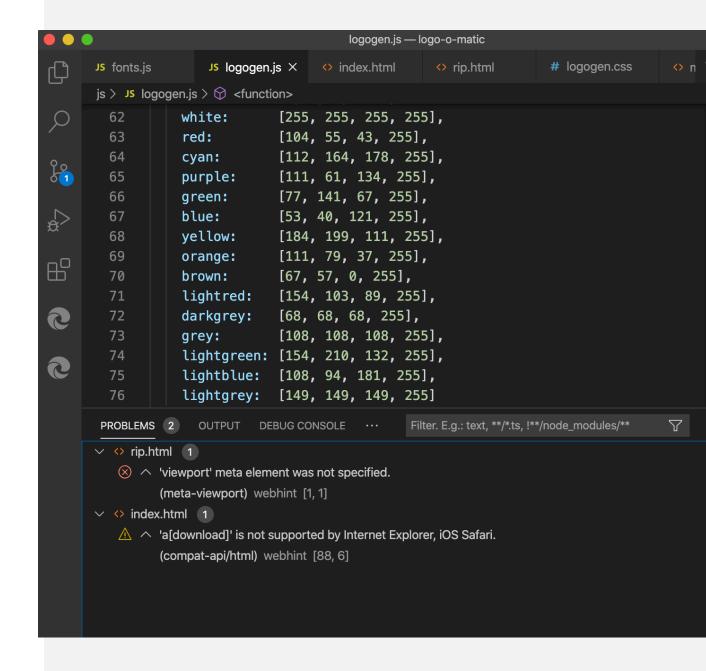


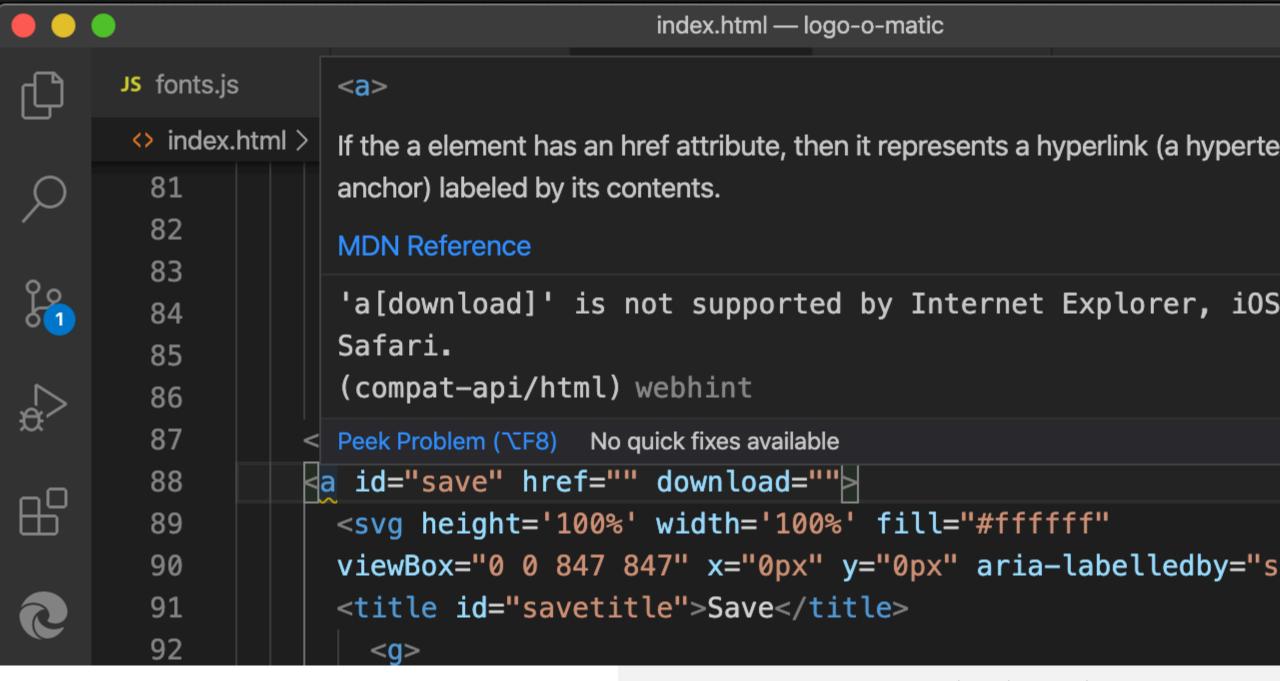
Webhint: testing and best practices

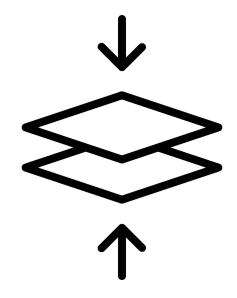
- Testing tool to check web projects for:
 - Accessibility issues
 - Performance problems
 - App readiness
 - Compatibility with standards
 - Common pitfalls to avoid
 - Security issues
- Online service (webhint.io) or node package to integrate in other tools
- Highly customisable



Webhint in VS Code

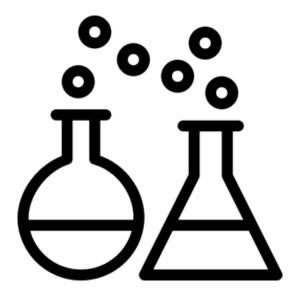






Merging of tools

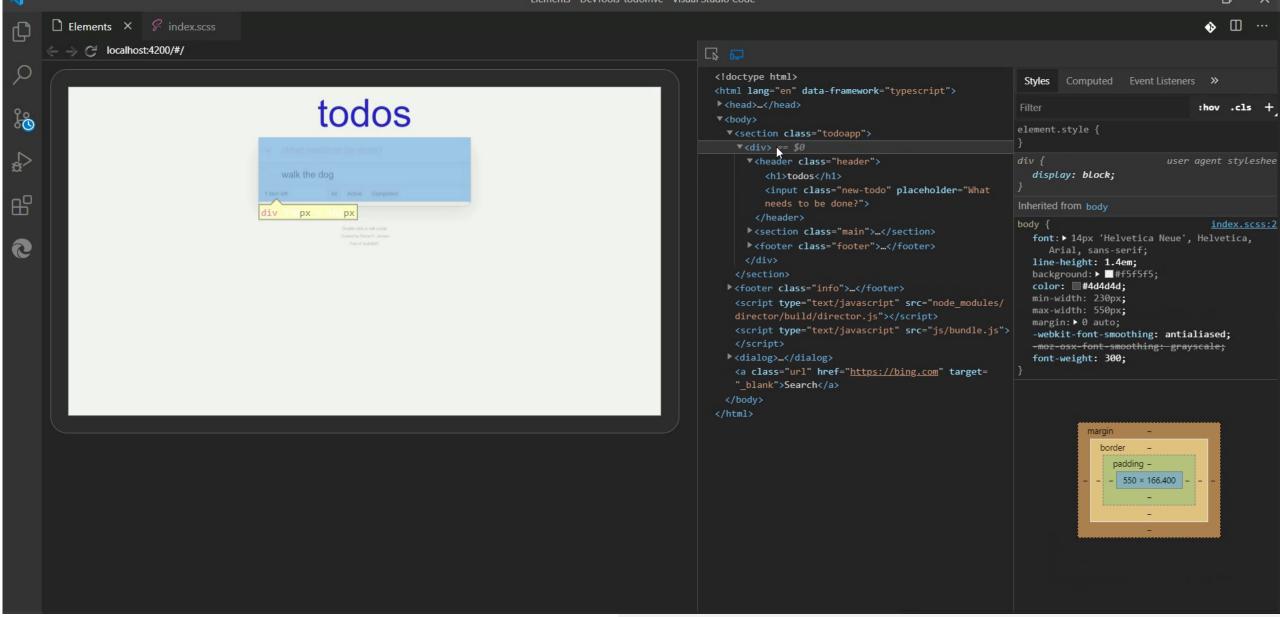
- VS Code is not only an editor, it also includes version control and a terminal
- This means I don't have to jump from one context to another to debug
- However... wouldn't it me cool to have Devtools in VS Code?



Devtools for Code

- Edge/Chromium developer tools inside VS Code
- No need to switch to the browser to try a few things out
- No need to replicate the same functionality in both places

aka.ms/elements4code



aka.ms/elements4code

5/18/20

Thanks – your voice matters!

