Contributing to Web Inspector

Devin Rousso

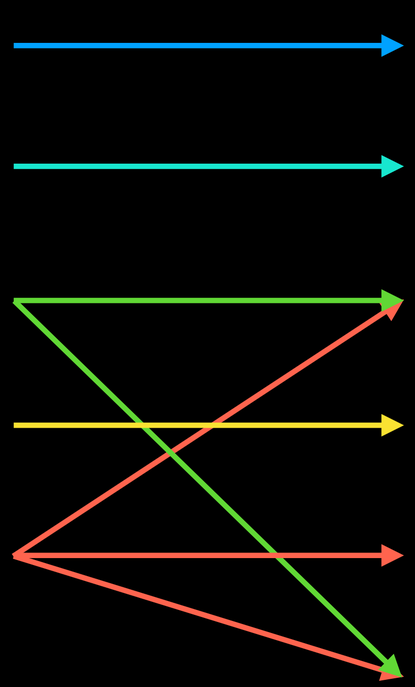
Terminology

- Debuggable
- Target

Debuggable vs Target

Debuggable

- ITML
- JavaScript
- Page
- ServiceWorker
- WebPage



Target

- ITML
- JavaScript
- Page
- ServiceWorker
- WebPage
- Worker

Terminology

- Debuggable
- Target
- Frontend
- Backend
- Protocol
- Remote

Frontend

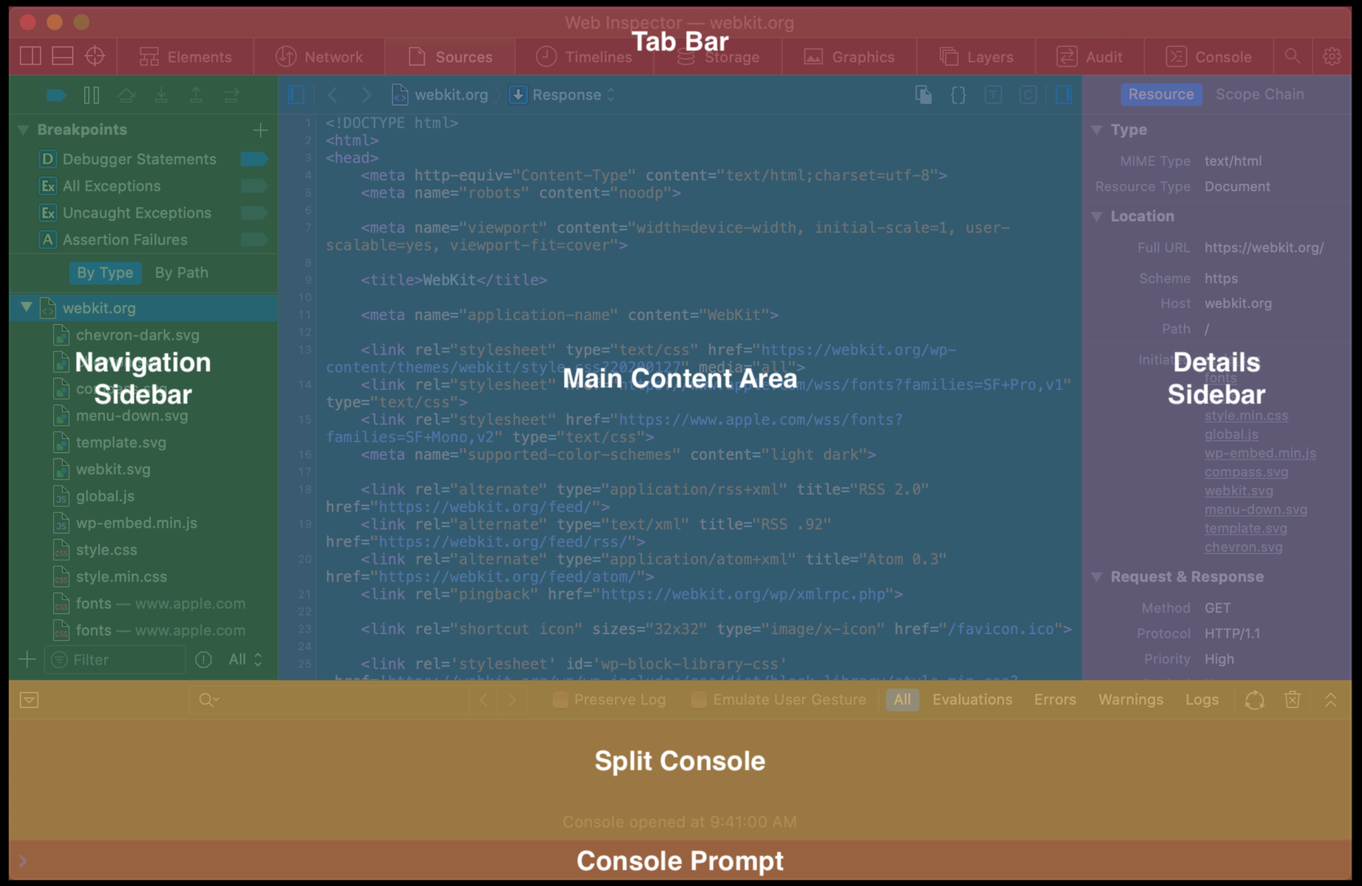
- vanilla HTML+JS+CSS
- `InspectorFrontendHost` vs `InspectorFrontendAPI`
- JS libraries for specific things
  - `CodeMirror` for text editors, `Esprima` for parsing JS, etc.
- event listeners
- custom "layout engine"
- MVC pattern

Frontend
MVC

- controllers mainly in the form of `Manager`
  - one-to-many relationship of `Manager` to `Target`
- mostly model and view
  - models are usually a representation of something in the Protocol

Frontend

View/UI



Frontend

View/UI Components

- `WI.TreeOutline` and `WI.TreeElement`
- `WI.Table`
- `WI.DetailsSection` et al
- `WI.NavigationBar` and `WI.NavigationItem`
- `WI.Popover`
- etc

Protocol

- JSON-RPC
- Domains

Protocol

Domains

- Animation
- ApplicationCache
- Audit
- Browser
- Canvas
- Console
- CPUProfiler
- CSS
- Database
- Debugger
- DOM
- DOMDebugger
- DOMStorage
- GenericTypes
- Heap
- IndexedDB
- Inspector
- LayerTree
- Memory
- Network
- Page
- Recording
- Runtime
- ScriptProfiler
- Security
- ServiceWorker
- Target
- Timeline
- Worker

Protocol

- JSON-RPC
- Domains
- Types
- Commands
- Events

Protocol

JSON

Protocol

JSON

```
{
    "domain": "DOM",
    "debuggableTypes": ["itml", "page", "web-page"],
    "targetTypes": ["itml", "page"],
    "types": [...],
    "commands": [...],
    "events": [...]
}
```

Protocol

JSON types

```
{
    "types": [
        {
            "id": "NodeId",
            "type": "integer",
            "description": "Unique DOM node identifier."
        },
    ],
}
```

Protocol

JSON types

```
{
    "types": [
        {
            "id": "PseudoType",
            "type": "string",
            "enum": ["before", "after"],
            "description": "Pseudo element type."
        },
    ],
}
```

Protocol

JSON types

```
{
    "types": [
        {
            "id": "Node",
            "type": "object",
            "properties": [
                { "name": "nodeId", "$ref": "NodeId" },
                { "name": "nodeType", "type": "integer" },
            ]
        },
    ],
}
```

Protocol

JSON commands

```
{
    "commands": [
        {
            "name": "getDocument",
            "description": "Returns the root DOM node.",
            "returns": [
                { "name": "root", "$ref": "Node" }
            ]
        },
    ],
}
```

Protocol

JSON commands

```
{
    "commands": [
        {
            "name": "setNodeName",
            "description": "Sets node name for a node with given id.",
            "targetTypes": ["page"],
            "parameters": [
                { "name": "nodeId", "$ref": "NodeId" },
                { "name": "name", "type": "string"  }
            ],
            "returns": [
                { "name": "nodeId", "$ref": "NodeId" }
            ]
        },
    ],
}
```

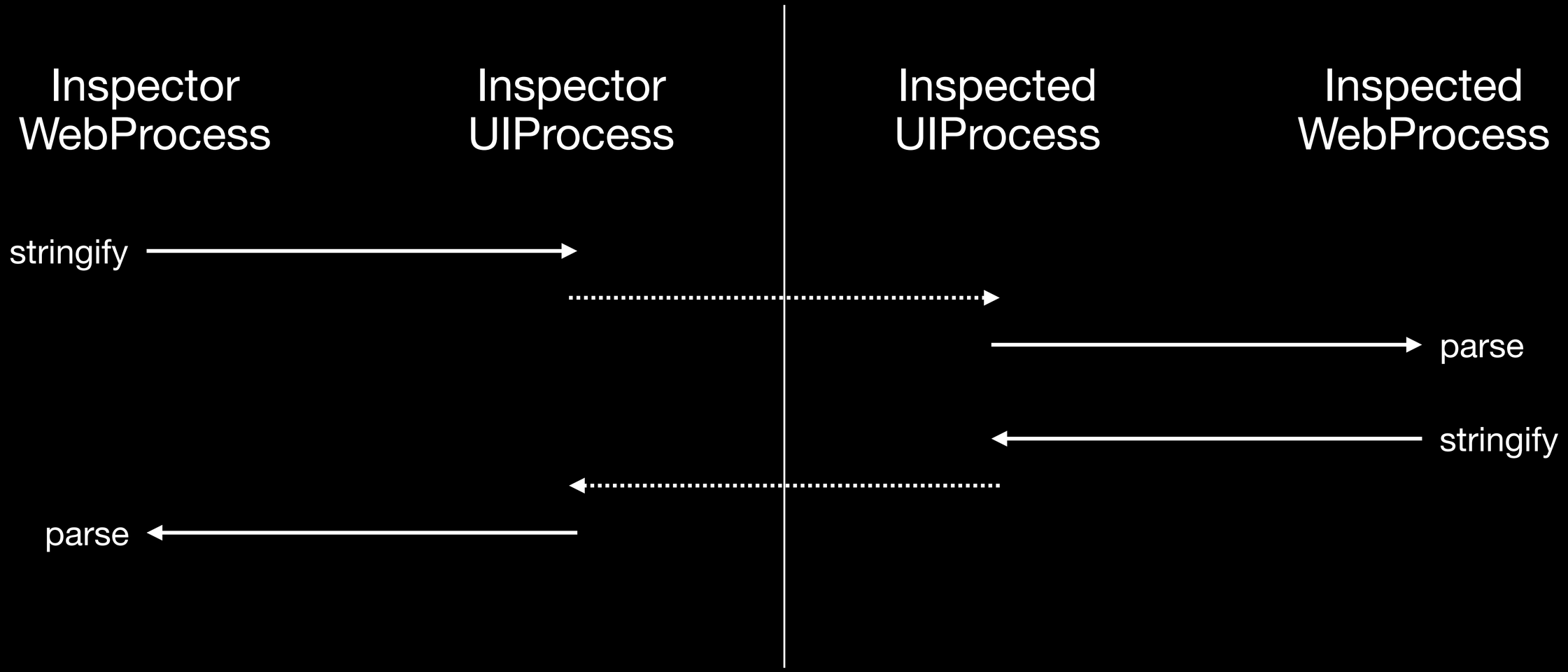
Protocol

JSON events

```
{
    "events": [
        {
            "name": "attributeModified",
            "parameters": [
                { "name": "nodeId", "$ref": "NodeId" },
                { "name": "name", "type": "string" },
                { "name": "value", "type": "string" }
            ]
        },
    ]
}
```

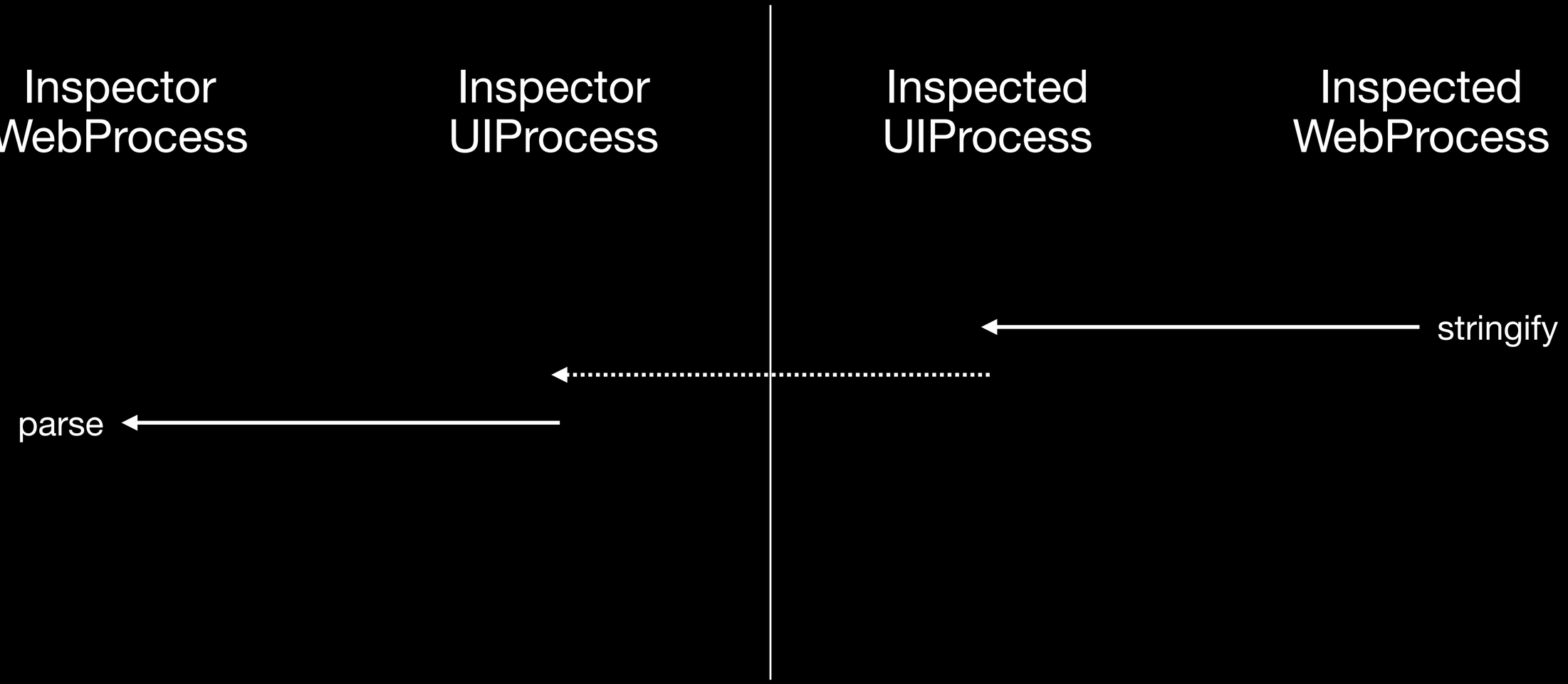
Protocol

command



Protocol

event



Protocol

- compatibility from final shipped copy of the protocol for each macOS and iOS
  - `if (InspectorBackend.hasCommand("Debugger.stepNext")) {`
- relevant code is autogenerated from protocol for JS and C++
  - `target.DOMAgent.setNodeName(nodeId, name).then(({nodeId}) => { ... })`
  - `Inspector::Protocol::ErrorStringOr<int /* nodeId */> setNodeName(int nodeId, const String& name)`
  - `void attributeModified(int nodeId, const String& name, const String& value);`
- heavy usage of `WTF::JSON`

Backend

- each debuggable has a `Controller`
- each domain has an `Agent` (per target)
  - prefixed by target (e.g. `InspectorDebuggerAgent` (base) vs `PageDebuggerAgent` vs `WorkerDebuggerAgent`)
  - keeps Web Inspector logic, data, etc. contained
- in JavaScriptCore, go through the `Debugger`
- in WebCore, use `InspectorInstrumentation`

General Tips

- lots of prior art for all sorts of things
  - changes usually touch everything (i.e. frontend, protocol, and backend)
- use Web Inspector to debug Web Inspector (a.k.a. inspector^2)
- ESLint is your friend in the frontend
- protocol and logic tests only (i.e. no UI tests)

Q/A