

# Expect the unexpected

Dealing with JavaScript errors in modern web apps

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# Who is Mats Bryntse?

- From Stockholm
- Founder of Bryntum
- Gantt & Scheduling JS UI components
- Web dev tools (testing, monitoring)
- @bryntum
- www.bryntum.com



# JavaScript error handling 101

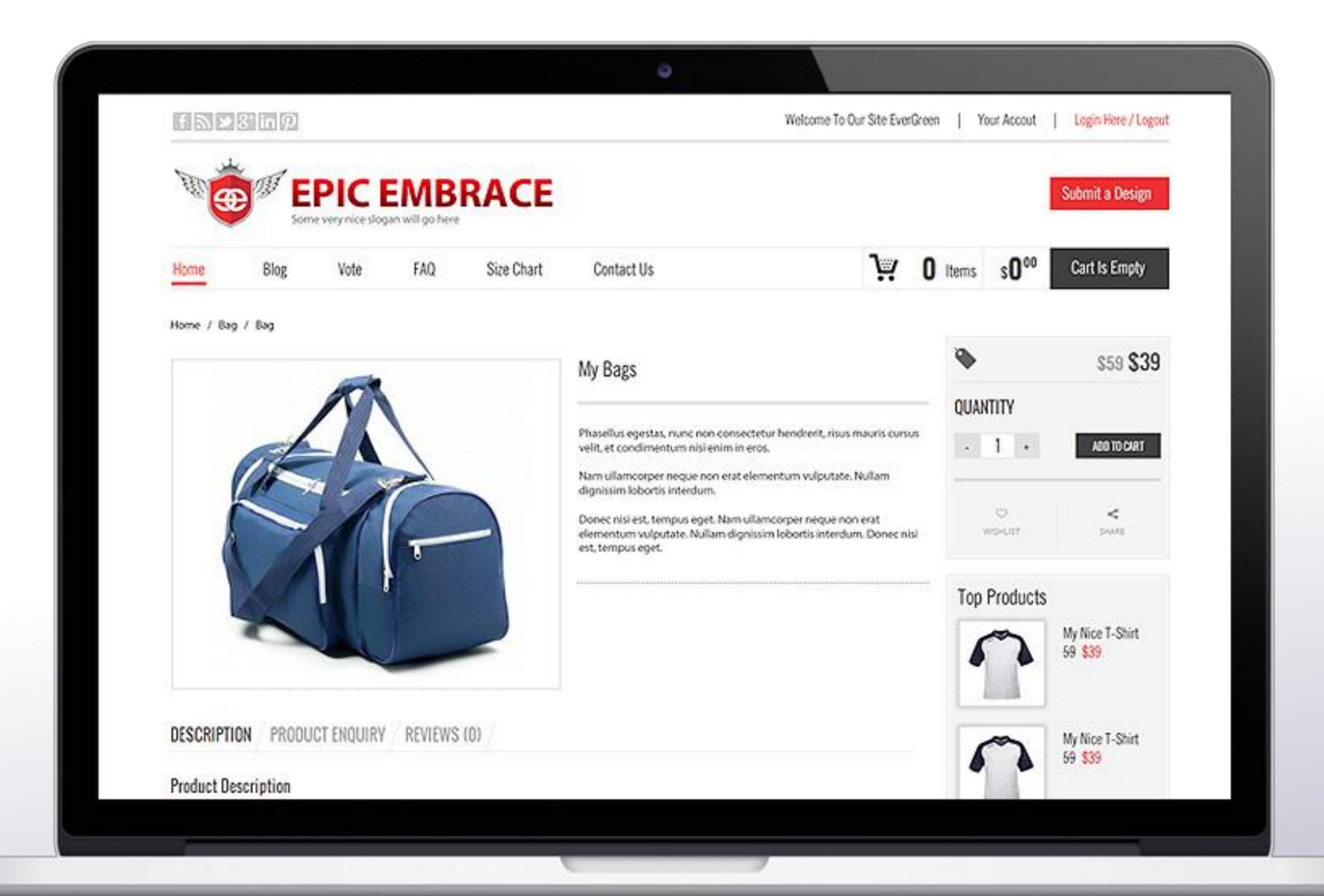
# What's a JavaScript error?

- JavaScript errors are unhandled exceptions in your code base
- Or in the frameworks you use
- Doesn't matter where errors happen, poor user impression
- With JS codebases in the size of MBs, cannot ignore error handling + logging
- Good news it's easy

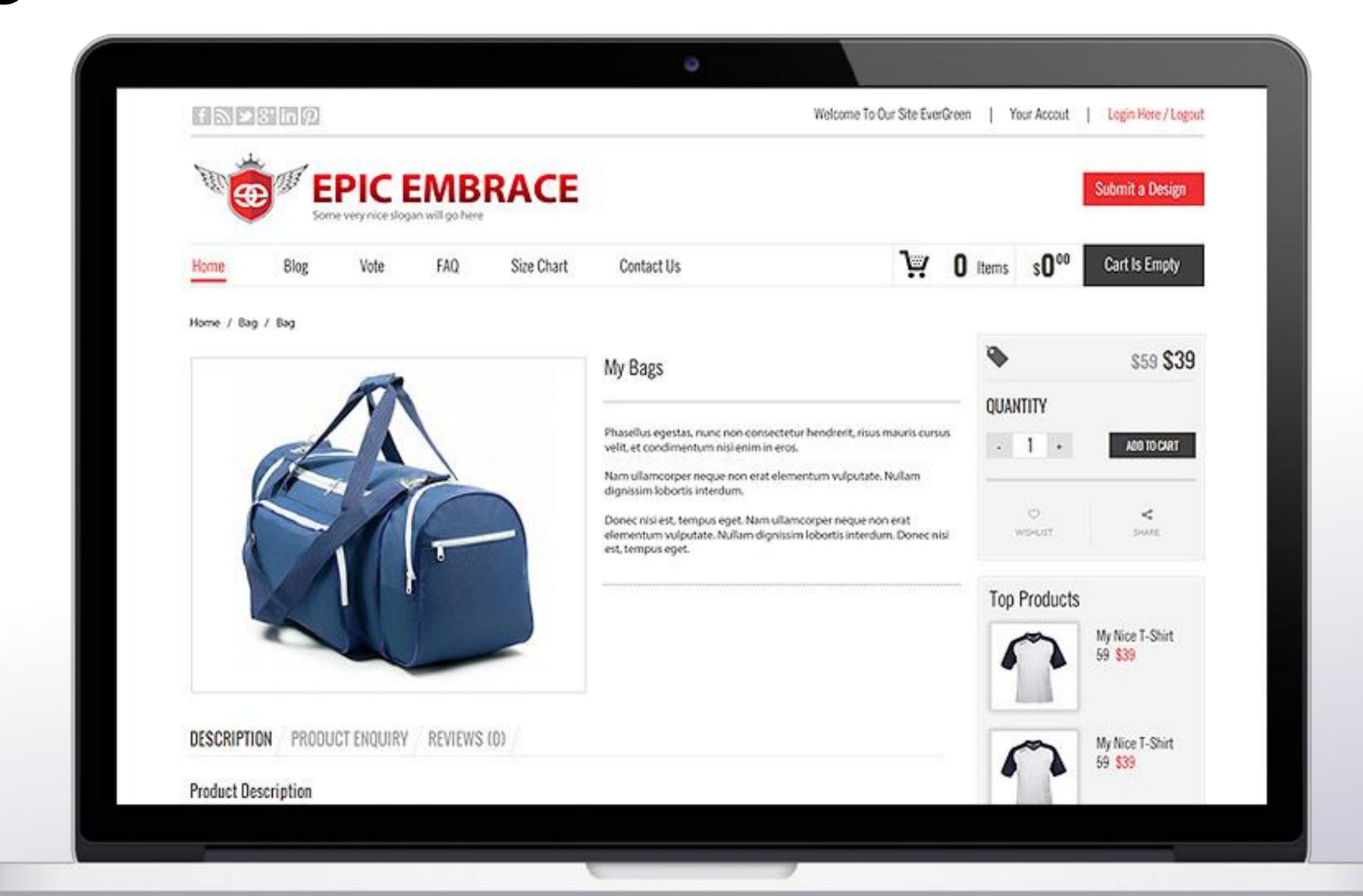
# When a web site error happens, you as a dev see...

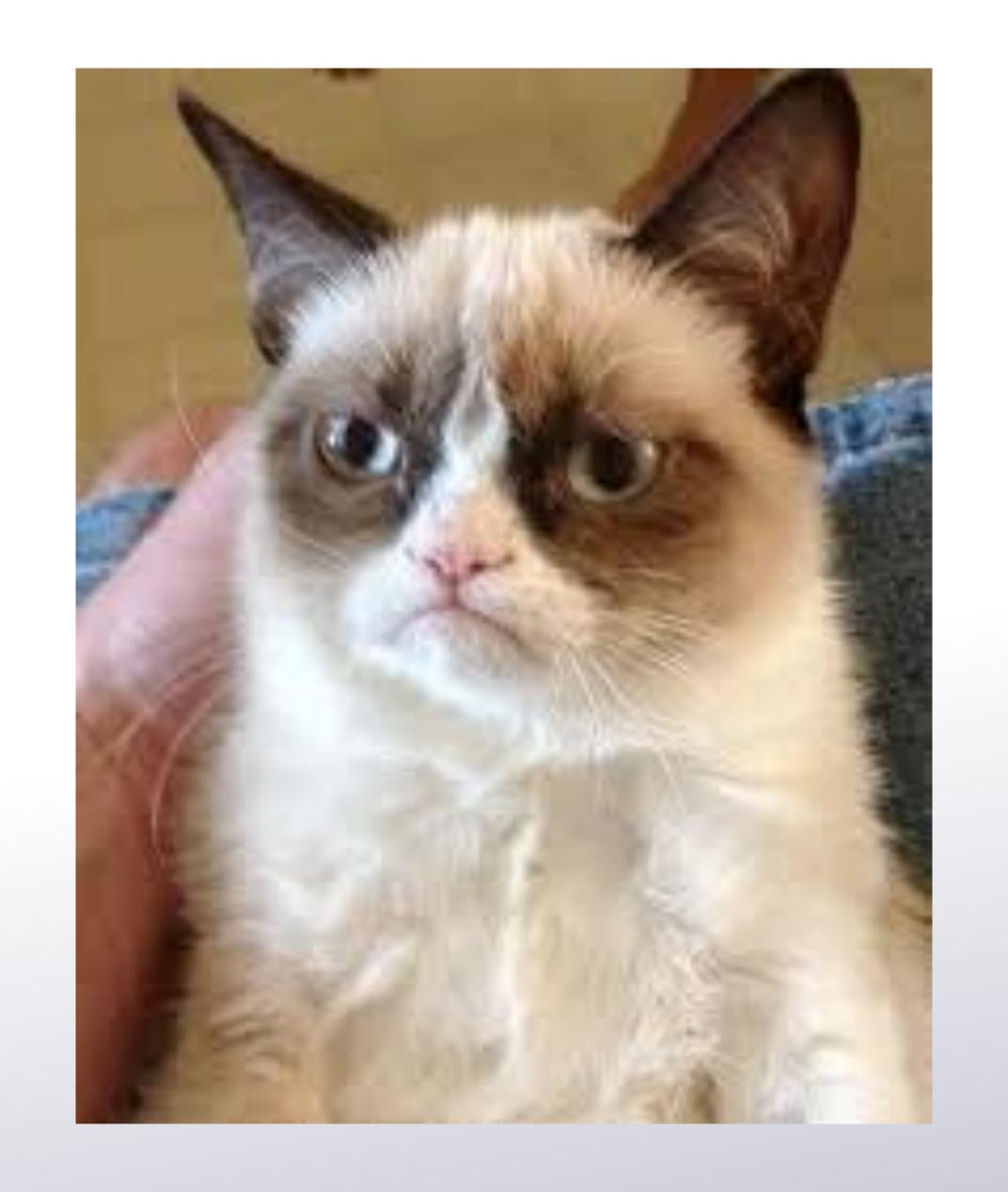
```
Developer Tools - http://localhost:8123/
          Elements Console Sources Network Timeline
                                                       Profiles Application Security Audits
    \Delta
          chrome-extension://gp...jkpfnbl ▼ □ Preserve log
  [HMR] Waiting for update signal from WDS...
Uncaught Error: Cannot find module "main.js"
Failed to load resource: the server responded with a status of 404 (Not Found)
  [WDS] Hot Module Replacement enabled.
  [WDS] Errors while compiling.
multi main
  Module not found: Error: Cannot resolve module 'main.js' in C:\Users\firas.koubaa\Desktop\reactapp
  resolve module main.js in C:\Users\firas.koubaa\Desktop\reactapp
    looking for modules in C:\Users\firas.koubaa\Desktop\reactapp\node_modules
      C:\Users\firas.koubaa\Desktop\reactapp\node_modules\main.js doesn't exist (module as directory)
      resolve 'file' main.js in C:\Users\firas.koubaa\Desktop\reactapp\node_modules
        resolve file
          C:\Users\firas.koubaa\Desktop\reactapp\node_modules\main.js doesn't exist
```

#### What does the user see when there is a JS error?



# Nothing





#### Two scenarios for the end user:

- Error is captured by you. User notified
- Or.....
- Nothing happens for user, will probably try same action again.
- If you're <u>really</u> lucky, user will contact you





# Live demo of an error



# Beware of 'Script error' messages

- Happens for scripts on external domains
- No message or callstack
- Fix: Add crossorigin="anonymous" to the script tag

<script crossorigin="anonymous" src="https://unpkg.com/react.production.min.js"></script>



Making an error logger in < 10 minutes

#### 1. Create single table db

date, message, file, line, callstack etc

```
CREATE TABLE `error` (
  `msg` char(60),
  `callstack` char(1000),
  ...
) ENGINE=InnoDB DEFAULT
CHARSET=utf8
```

# 2. PHP script to receive error data and store it in DB

```
<?php

// LOG TO DB
$link = getLink();

$command = "call insert_error('$msg', '$url', '$stack', ...);

$result = mysqli_query($link, $command);</pre>
```

#### 3. Setup client side logging

- Log message, file, line, stack etc...
- Add any extra meta relevant for your debugging (userId/name/...)

```
// Poor mans JS error logger

window.onerror = (msg) => {
    new Image().src = `log.php?msg={msg}`;
}

throw new Error("Ooops");
```

Live demo: logging an error

# Manual error logging, things to consider

- Store error logs in a database on a non-production server
- Throttle logging on client side + server side
- Probably we only care about the first error on a page



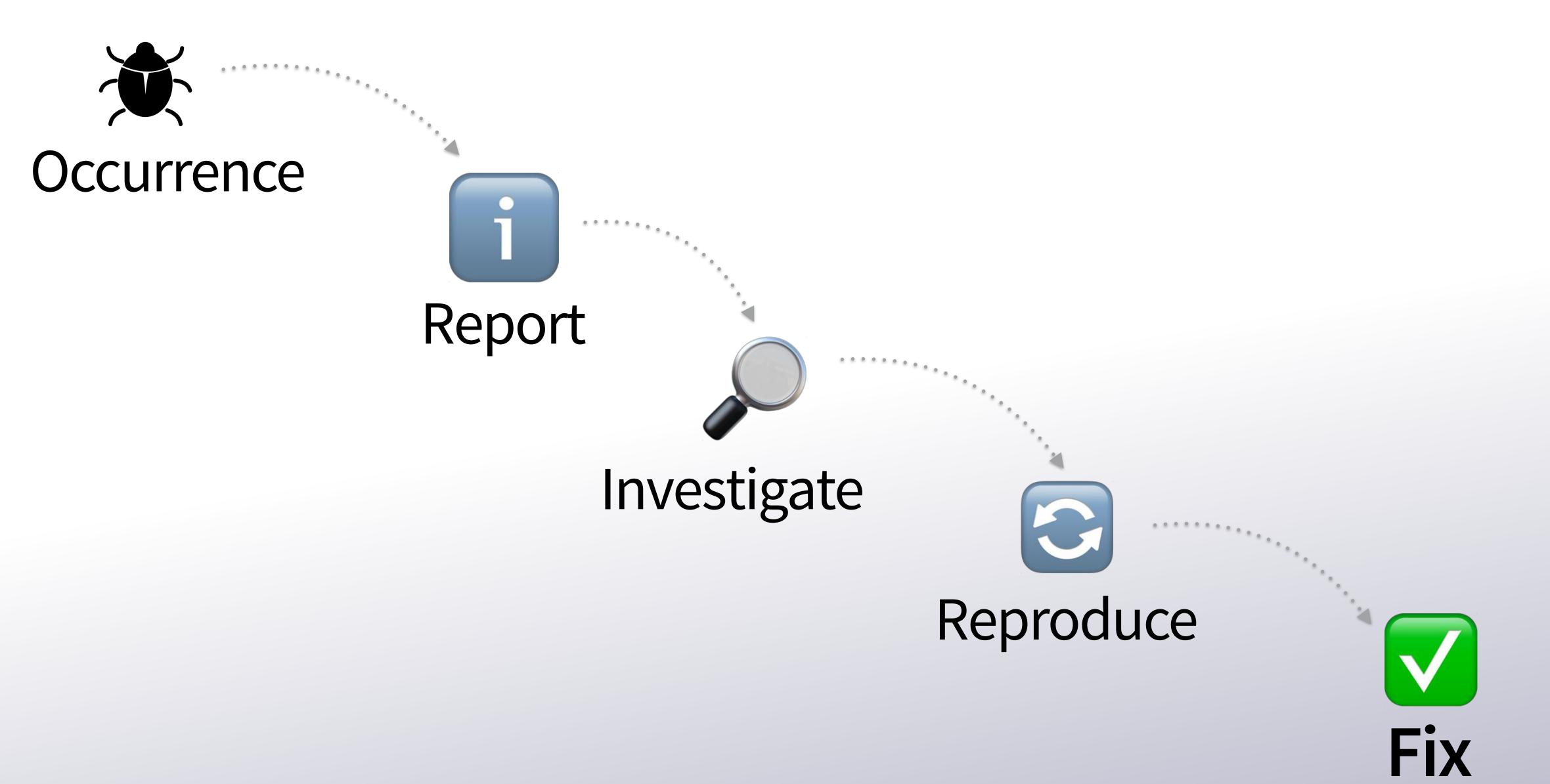
How do JavaScript bugs relate to testing?

# Let your users help you

- Not every SaaS company can afford a full time QA department
- Your users will eventually encounter bugs in production
- Users === "Smart monkey testers"
- How users trigger bugs is valuable data which we can harvest
- Ideally, a session crash would generate a runnable test case

# The bug fix cycle

# Bug life cycle







Developers need context to fix a bug

# Debug context wish list

- 1. Error message
- 2. File / line number
- 3. Call stack
- 4. Screenshot
- 5. Step by step description
- 6. Log of user / browser session activity
- 7. Seeing the user reproduce the error
- 8. Live breakpoint in production environment
- 9. Live breakpoint on my localhost, in my fav browser



Once you have breakpoint, it's all downhill!

### "A live breakpoint is worth a 1000 callstacks"

```
Error

at Object.module.exports.request (/home/vagrant/src/kumascript/lib/kumascript/caching.js:366:17)
at attempt (/home/vagrant/src/kumascript/lib/kumascript/loaders.js:180:24)
at ks_utils.Class.get (/home/vagrant/src/kumascript/lib/kumascript/loaders.js:194:9)
at /home/vagrant/src/kumascript/lib/kumascript/macros.js:282:24
at /home/vagrant/src/kumascript/node_modules/async/lib/async.js:118:13
at Array.forEach (native)
at _each (/home/vagrant/src/kumascript/node_modules/async/lib/async.js:39:24)
at Object.async.each (/home/vagrant/src/kumascript/node_modules/async/lib/async.js:117:9)
at ks_utils.Class.reloadTemplates (/home/vagrant/src/kumascript/lib/kumascript/macros.js:281:19)
at ks_utils.Class.process (/home/vagrant/src/kumascript/lib/kumascript/macros.js:217:15)
```

# Common approaches to error handling





# Email ping pong - Enterprise version



Pros: None

 Cons: Slow, expensive, demoralizing, frustrated end user

# Roll your own logger

```
//notify from web app
 window.onerror = log;
3
4 w function log(msg) {
      //load 1px GIF, send stack trace
      new Image().src = 'log.php?msg=...'
6
```

# Roll your own logger

```
1 //notify from web app
2 window.onerror = log;
```

Pros: Simple, get basic error info. <u>Awareness</u>

Cons: Lots of code to scan through

# Using a 3rd party logger



- Pros: Tons of data, call stack, console logs, ajax, user activity. Enables you to <u>search</u> for the error
  - Cons: Slow, tons of data to parse, manual work, code to review

bugsnag

# Quick poll





```
//notify from web app
window.onerror = log;

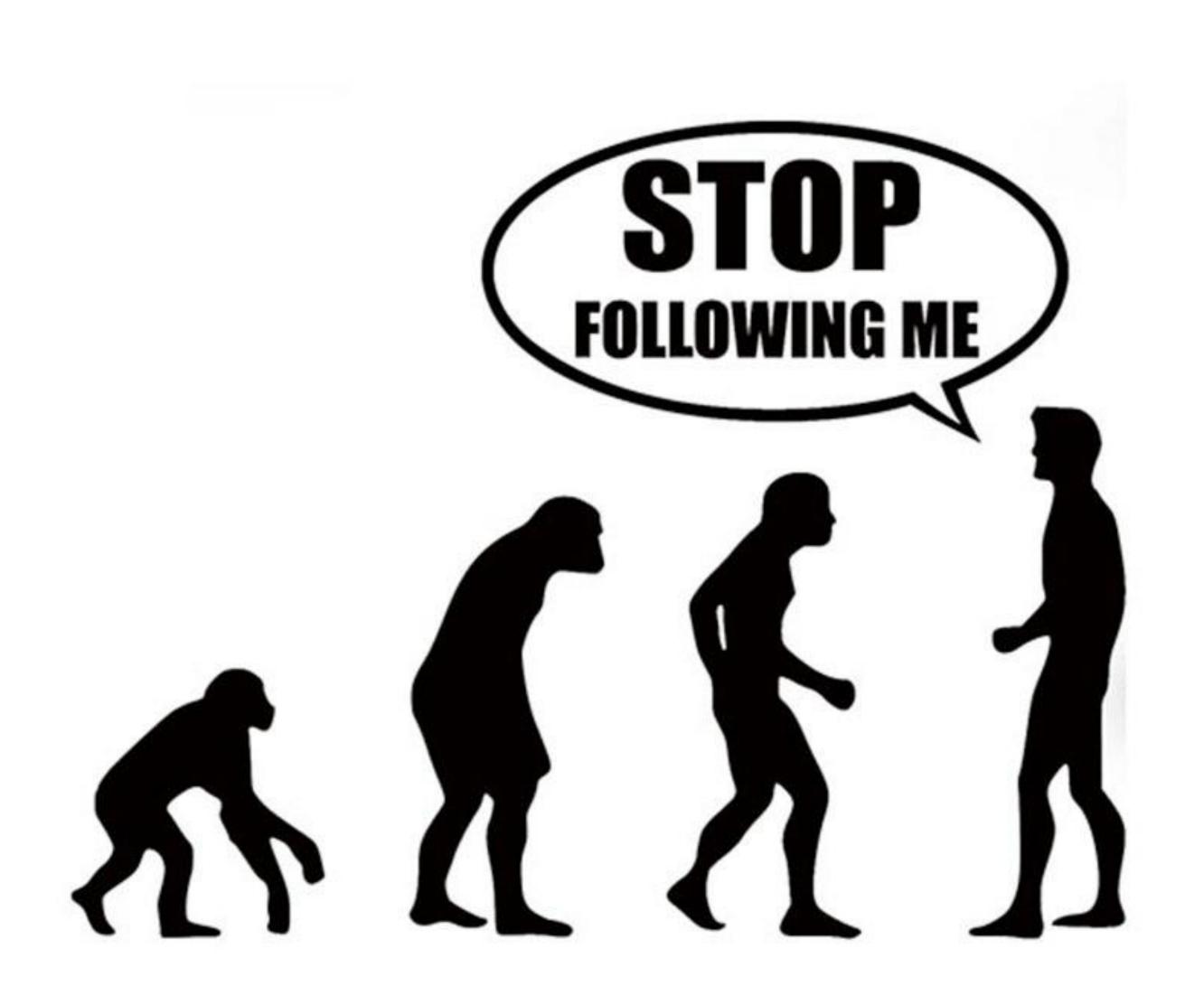
function log(msg) {
    //load lpx GIF, send stack trace
    new Image().src = 'log.php?msg=...'
}
```

```
Airbrake.io OverOps

Rollbar RAYGUN SENTRY

bugsnag STACKHUNTER
```

# Evolution of monitoring tools



# First generation tools

- Sentry, Rollbar, TrackJS, RayGun, NewRelic, StackHunter...
- Basic error logging
- Call stack + context
- Timeline
- Dashboard
- Statistics
- Focus on raising awareness, data gathering

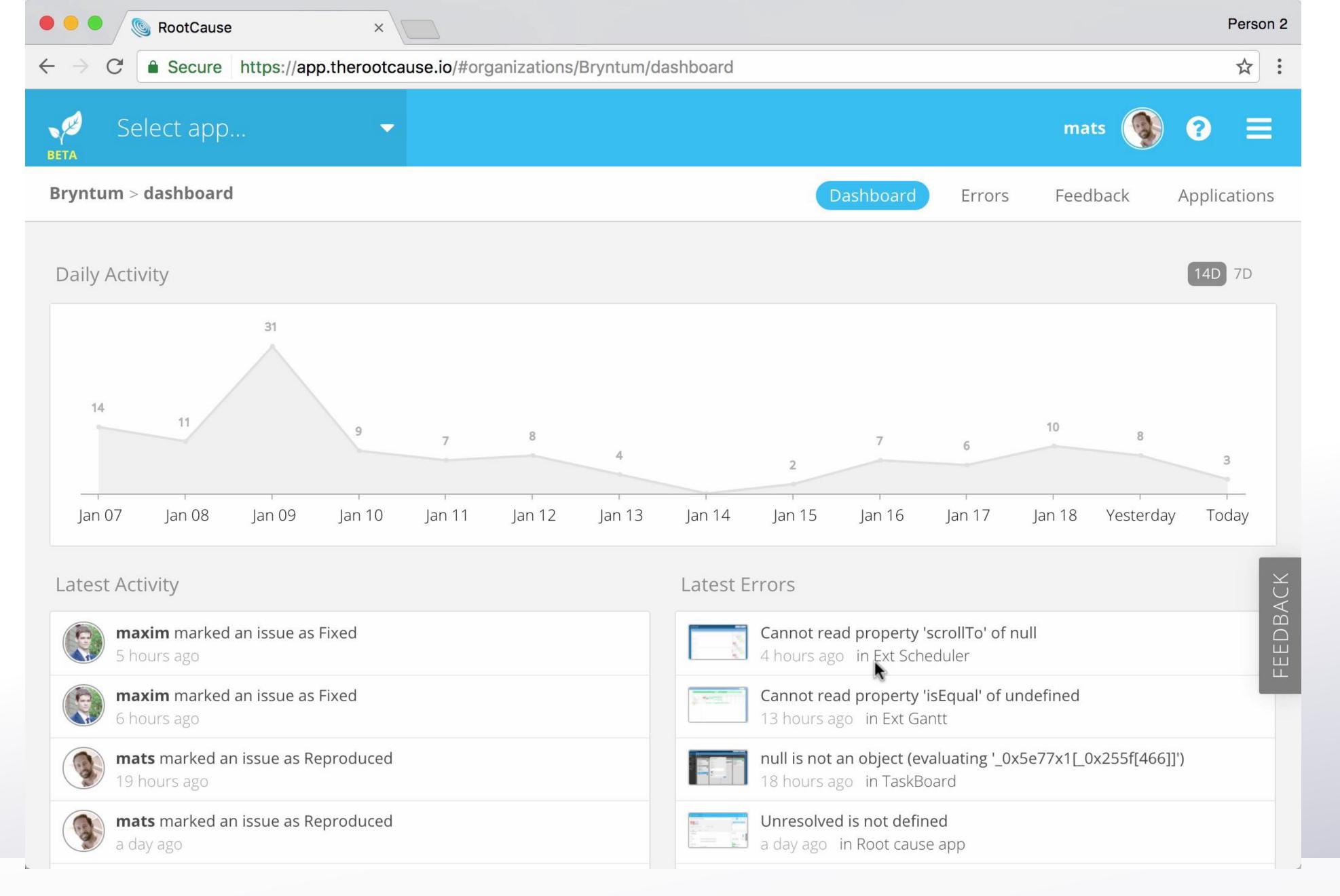
# Second generation tools

- LogRocket, SessionStack, FullStory...
- Generates video of the user session
- Replay & view the error
- Focus on showing you the bug, not just data gathering
- Bonus: videos help reveal bad UX design

But, to <u>reproduce</u> the bug we would like a test case.



# RootCause - debugging JavaScript errors in 2018



#### DEMO TIME!

#### Cuts 99% of communication out

No need for QA / end users to email devs with crash reports, step by step

No need for devs to notify QA that bug is fixed

#### Technical details

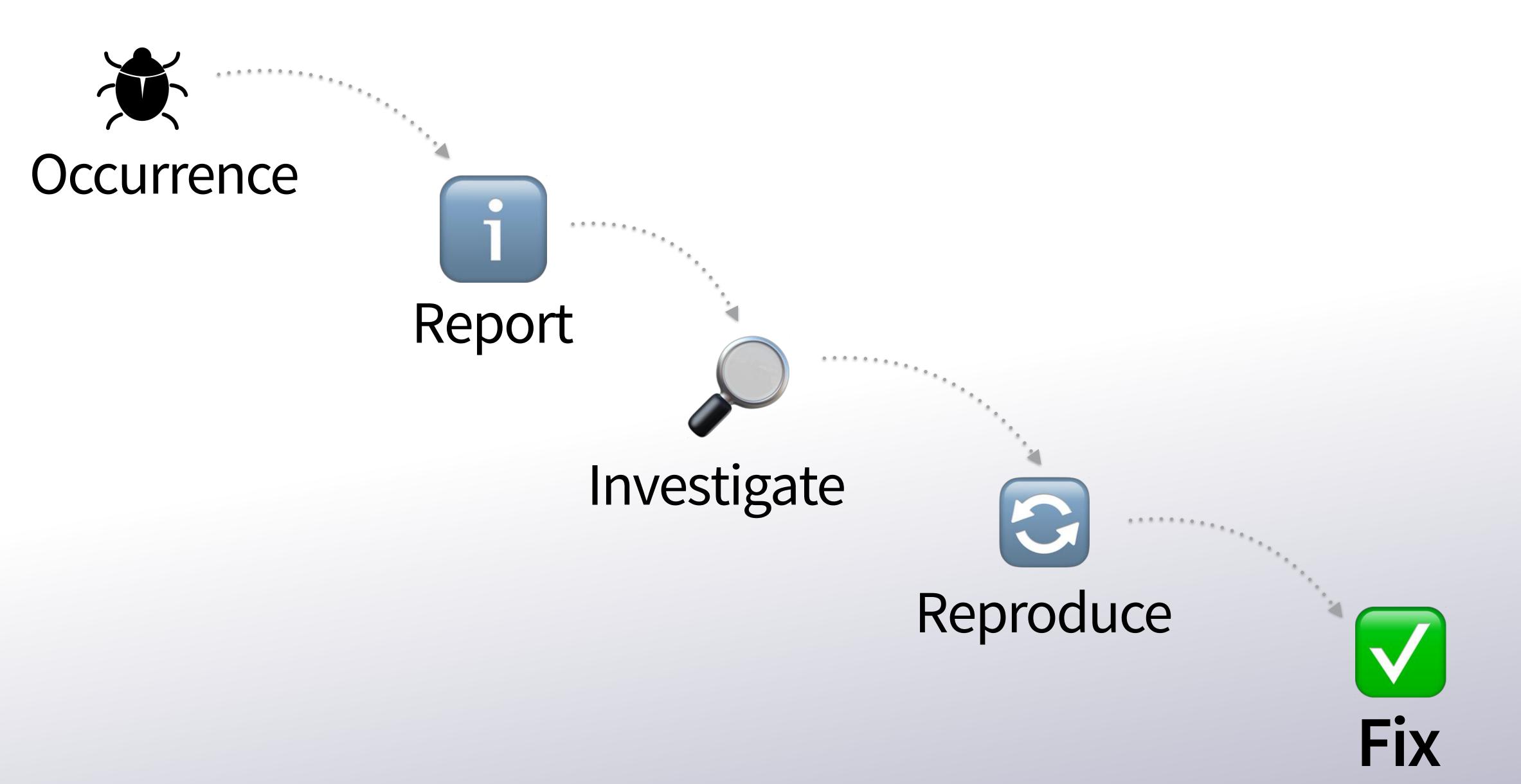
Recorder: 100% vanilla JS

Screenshots: HTML2Canvas

Dashboard: Ext JS

Replay studio powered by Siesta

#### >> Fast forward into context



Privacy concerns / GDPR...?



# Summing up:

- Fix your external script tags. Never see "Script error". Ever.
- Your users can help you find bugs with the right tool
- Don't rely on users reporting bugs manually
- Automate your error reporting

Sign up for free here: <a href="https://app.therootcause.io">https://app.therootcause.io</a>

