

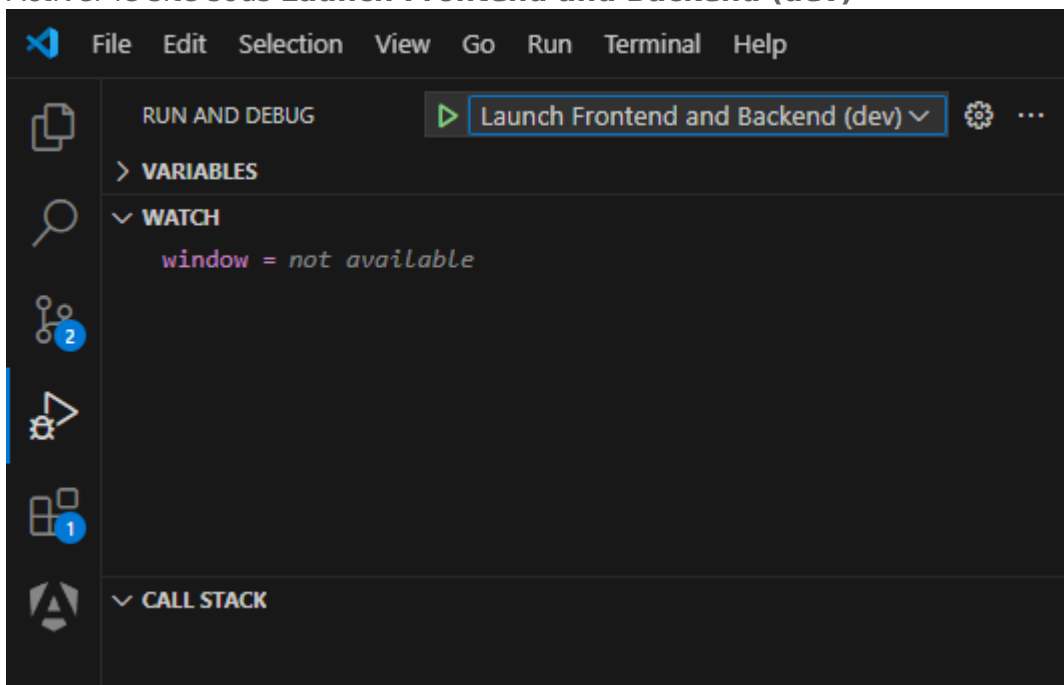
Debug en Web frontEnd

Avant de commencer assurez-vous d'être en *localhost:4200* (à moins qu'il a été changé), car :

- *localhost:4200* utilise le dossier frontEnd et backEnd (source)
- *localhost:3000* utilise uniquement le backEnd (source) et la version build du frontEnd

De plus, ce tutoriel va modifier la connexion à titre d'exemple

1. Activer le site sous **Launch Frontend and Backend (dev)**



2. Vérifier que tout soit en marche :

1. Sur le frontEnd

vous devriez avoir

```
Build at: 2025-01-27T14:23:34.141Z - Hash: ade6ebee0c77186a - Time: 22896ms

** Angular Live Development Server is listening on localhost:4200, open your browser on http://localhost:4200/ **

✓ Compiled successfully.
✓ Browser application bundle generation complete.

5 unchanged chunks

Build at: 2025-01-27T14:23:39.023Z - Hash: ade6ebee0c77186a - Time: 4178ms

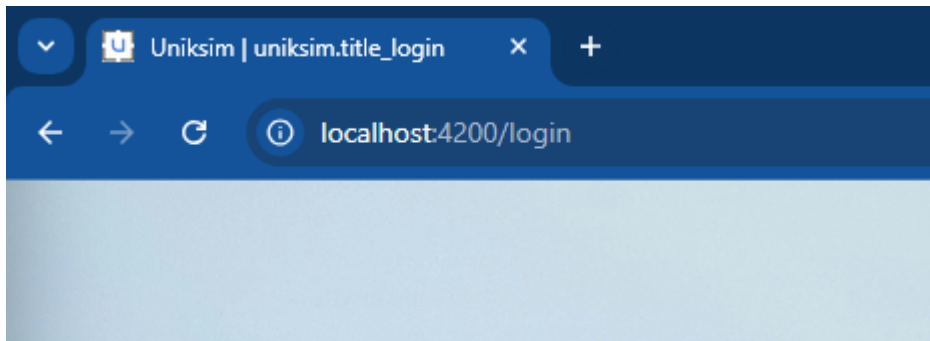
✓ Compiled successfully.
█
```

2. Sur le backend vous devriez avoir (les messages peuvent varier d'ordre)

```
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getTexts/:gameUid/:lang/:timestamp, GET} route +2ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getSchools/:schoolType, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/saveSchool/:productCodeId/:schoolUid, GET} route +0ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getToken, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/heartbeat/:simUid/:userId, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/heartbeat/:simUid/:userId/:token, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getActRankings/:gameUid/:actUid/:yearId, GET} route +0ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getGlobalRankings/:gameUid/:teamUid/:yearId/:num, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getSchoolRankings/:gameUid/:schoolUid/:teamUid/:yearId, GET} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/saveImage, POST} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/deleteImage, POST} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/getImage/:userId, GET} route +0ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [RouterExplorer] Mapped {/logCrash, POST} route +1ms
[Nest] 19496 - 2025-01-27, 9:25:04 a.m. LOG [NestApplication] Nest application successfully started +20ms
[BrainCloud Backend] BrainCloud Authenticated with dev
```

3.

Ouvrir une session localhost:4200 web



4.

Sous Sources-->Page>webpack://>login>login.component.ts

The screenshot shows a web browser's developer tools interface. The 'Sources' tab is active, displaying the file structure of a project under 'webpack://'. The file 'login.component.ts' is selected and its source code is visible in the main pane. The code defines a 'login' method that validates user input and calls an authentication service.

```
164 let passwordInput = this.accountFormGro
165 let confEmailInput = this.accountFormGr
166 let confPasswordInput = this.accountFor
167
168 let firstNameInput = this.nameFormGroup
169 let lastNameInput = this.nameFormGroup.
170
171
172 if(this.accountFormGroup.controls.email
173     this.accountFormGroup.controls.confir
174     this.nameFormGroup.controls.firstName
175 ){
176     this.errorMessage = "uniksim.input_em
177     return;
178 }
179 if(emailInput.trim() != confEmailInput.
180     this.errorMessage = "uniksim.not_same
181     return;
182 }
183 if(passwordInput.trim() != confPassword
184     this.errorMessage = "uniksim.not_same
185     return;
186 }
187 if(!this.accountFormGroup.controls.emai
188     this.errorMessage = "uniksim.invalid_
189     return;
190 }
191 if(!this.accountFormGroup.controls.conf
192     this.errorMessage = "uniksim.invalid_
193     return;
194 }
195 if(!this.thirdFormGroup.controls.isCond
196     this.errorMessage = "uniksim.confirm_
197     return;
198 }
199 this.utility.loading = true;
200 this.authService.signUp(firstNameInput.
201     next: (response: any) => {
202         if(response && response.error){
203             this.errorMessage = response.erro
204             return;
205         }
206     }
```

5.

Mettre des points d'arrêts sur la requête attendu

```
120     this.authService.trySignIn(emailInput
121     next: (response: any) => {
122         if(response && response.error){
123             this.errorMessage = response.er
124             return;
125         }
126         if(response){
127             this.router.navigate(["/index"]
128         }
129     }
130 });
```

```
42     async signIn(userInfo: User): Promise<{ access_token: string }> {
68     const isMatch = await bcrypt.compare(userInfo.password, hashPass);
69     if(!isMatch){
70         console.log("\x1b[31m%\x1b[0m", "[SignIn] Wrong password");
71         throw new UnauthorizedException("uniksim.email_password_error");
72     }
73
74     // Add roles
75     let roles : string[] = [];
76     for(let i = 0; i < user.roleUsers.length; i++){
77         let role = await this.getRole(user.roleUsers[i].roleId);
78         if(role != null)
79             roles.push(role.name);
80     }
81
82     const payload = { sub: user.id, username: user.firstName + " " + user.lastName, roles: roles, school: user.school, lang: user.lang };
83     console.log("\x1b[36m%\x1b[0m", "[SignIn] Success");
84     return {
85         access_token: await this.jwtService.signAsync(payload),
86     };
};
```

6. Envoyer la requête, vous devriez commencé à débbuger

```
122         if(response && response.error){
123             this.errorMessage = response.er
124             return;
125         }
126         if(response){
127             this.router.navigate(["/index"]
128         }
129     }
130 });
```

Note: Tous les changements sont sauvegarder automatiquement sur le site local. Si vous avez un doute, faite un changement et sauvegarder. La page devrait se rafraîchir tout seul (s'il n'est pas en debugueur actuellement). Cependant, le backend est indépendant du frontEnd, donc il faudrait attendre quelque seconde avant d'envoyer la requête (regarder la console pour voir l'état)

Revision #4

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