

- > Debugging
- > Mobile
- > Web
- > Applications

# Debugging Mobile Web Applications

Cory Gackenheimer

This book is for sale at <http://leanpub.com/DebuggingMobile>

This version was published on 2014-09-24



This is a [Leanpub](#) book. Leanpub empowers authors and publishers with the Lean Publishing process. [Lean Publishing](#) is the act of publishing an in-progress ebook using lightweight tools and many iterations to get reader feedback, pivot until you have the right book and build traction once you do.

©2014 Cory Gackenheimer

*This book is dedicated to all those who have helped me along the way. The mentors, the coworkers, the critics, and most importantly my friends.*

# Contents

About this book . . . . . 1

# About this book

When I first started working with mobile web application development and jQuery Mobile, I was floored by how hard it could be to debug code and markup on a mobile device. I scoured the internet for as many solutions that I could find and ended up finding several solutions that I thought were adequate at the time. Since then, the world of mobile debugging has dramatically improved and is going to continue to improve.

This book is designed to set the reader off into the world of better mobile debugging. It will cover things from the basic history of debugging, cover some of what-not-to-do-but-could-work types of debugging methods. It will then go in depth covering various aspects of remote debugging tools. This will range from in-browser emulation, web-based services, on device remote debugging via modern browser tools and other methods of remote debugging for not-as-modern devices. This book is a tool that will help you understand what is available to you as a developer. It is a compilation of a few years of research and many years of testing and debugging mobile web applications. This book should be a great starting point to get you up and running debugging the mobile web.