Tracing and Logging

One of the most painful parts of writing JavaScript is tracing your way through the code. Unlike many other languages, you don’t have a nifty logging library that lets you print statements in a coherent manner—instead, you are forced to use `alert()`. Of course, `alert()` works, but it isn’t an optimal solution. It can be painful to click your way through a host of `alert()` functions as you work your way through a problem, and once you’ve fixed the bug, you have to go in and remove all your `alert()` code. Of course, around the time you finish deleting all the extraneous `alert()` functions, another bug crops up that is in nearly the same place the last one was, forcing you to put in all new `alert()` functions. Are you still wondering why many people aren’t huge fans of JavaScript?

To improve the lives of JavaScript developers, JsUnit supports tracing! JsUnit contains the following three functions that can be called from any test (note in each instance that the `value` argument is optional):

```
warn(message, [value])
inform(message, [value])
debug(message, [value])
```