JsUnit supports three tracing levels: warn, info, and debug. When you run your tests, you specify which level you want to output. The three levels cascade in this order: warn, info, debug. This means if you choose debug when running your tests, you will see any messages that are sent from the warn(), inform(), or debug() functions. Selecting warn will display messages only from the warn() function, while selecting info will result in messages from warn() and inform() to be displayed. The default is no tracing. Now let's add some trace methods to the simple example and see what happens (see Listing 6-9).

Listing 6-9. Adding Trace Functions to a Test

```html
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <title>A Simple Test Page with Tracing</title>
  <script language="JavaScript" src="jsunit/app/jsUnitCore.js"></script>
  <script language="JavaScript">
    function addTwoNumbers(value1, value2) {
      warn("this is a warning message");
      warn("this is a warning message with a value", value1);
      return value1 + value2;
    }

    function testValidArgs() {
      inform("this is an inform message");
      assertEquals("2 + 2 is 4", 4, addTwoNumbers(2, 2));
    }

    function testWithNegativeNumbers() {
      debug("this is a debug message");
      assertEquals("negative numbers: -2 + -2 is -4", -4, addTwoNumbers(-2, -2));
    }
  </script>
</head>
<body>
  This is a simple test page for addTwoNumbers(value1, value2) with tracing.
</body>
</html>
```

To see the output from your trace functions, you need to enable tracing in the test runner by selecting the appropriate trace level. By selecting debug, you will see messages from all three functions, and the Close Old Trace Window on New Run checkbox allows you to keep the trace results from previous runs if you want (see Figure 6-10).

We won't bore you with yet another green bar in the test runner; instead, Figure 6-11 shows the output of the trace functions.