

DebugReplFn

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DebugReplFn

Kind: Class

Source: `packages/core/repl/native-functions/debug-repl-fn.ts`

Part of: `Core`

`DebugReplFn` is a native REPL function that provides a debug-oriented command within the core REPL environment. Its `action()` method performs the command's behavior when the function is invoked by the REPL command dispatcher.

Extends: `ReplFunction`

Methods

Method	Signature	Returns
<code>action</code>	<code>`action(moduleCls: Type</code>	<code>string)`</code>

Properties

Property	Type
<code>fnDefinition</code>	<code>ReplFnDefinition</code>

Where it refuses work

- `DebugReplFn` stops the work with an early return when `!moduleEntry` .
- `DebugReplFn` stops the work with an early return when `collectionEntries.length <= 0` .

Diagram

```
graph LR
  User[REPL user] --> Parser[REPL command parser]
```

```
Parser --> Dispatcher[Native function dispatcher]
Dispatcher --> DebugReplFn[DebugReplFn]
DebugReplFn --> Action[action(): void]
Action --> DebugOutput[Debug behavior/output]
```

Usage

```
import { DebugReplFn } from './native-functions/debug-repl-fn';

// Typically invoked by the REPL's native-function dispatcher.
const debugCommand = new DebugReplFn();

debugCommand.action();
```

AI Coding Instructions

- Keep `action()` focused on the behavior of the debug REPL command; avoid placing command parsing logic in this class.
- Integrate `DebugReplFn` through the existing native-function registration and dispatch flow rather than calling it directly from unrelated application code.
- Preserve the `void` return contract of `action()` and route observable results through the REPL's established output or logging mechanisms.
- Treat this function as a developer-facing REPL capability; avoid exposing sensitive runtime state unless the surrounding debug conventions explicitly allow it.