



CS18000: Problem Solving And Object-Oriented Programming

Debugging

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Finding Errors in Your Code (and that of others)



- Don't make mistakes!
 - Seriously
 - Clean program design
 - Well-separated abstractions
 - Small components
- But what if this isn't enough?



Common Errors



- Loops
 - Off-by-one
 - Infinite
 - Zero
- Arrays
 - Out-of-bounds
 - Uninitialized objects
- Scope

```
int i=0;
void func() {
    for (int i=0; i<5; i++) i+=1;
    // What is i?
}
```
- Equivalence Testing
 - `==` tests if same object
 - `.equals()` tests if objects same
- Failure to initialize
 - Null pointer exception
- Numeric Errors
 - Precision
 - Overflow/Underflow
 - Casting

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So your code isn't working right. What now?



- Print statements
 - Watch program flow
- Assertions
 - Ensure what you expect is true
- Step through execution
 - One statement at a time
- Breakpoints
 - Inspect at specific statement

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Print Statements



- Gather data at various stages of program execution
 - Variable values
 - Was this code reached?
- Can give too much data
 - Particularly in loops
- How to remove?
 - if (debuglevel > 1) System.err.println("test");
- What about embedded devices?

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Assertions



- Test if things are as they should be
 - You know something is true
 - But is it?
- assert <condition> [: <value>];
- Use to test things that should *always* hold
 - Internal consistency
 - Proper parameters for private/protected methods
- Do *not* use to check **public** method input
 - Test input and throw exception

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Breakpoints



- Interrupt program when it reaches a point
- Stop and take a look
 - Variable values
 - Possibly modify
- Continue
- DrJava:
 - Debugger / Toggle Breakpoint
 - Debugger / Debug Mode
 - Run

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Step through program



- Programs execute too fast to follow
 - Slow it down
- First, set a breakpoint
 - Please you want to start stepping
- When it stops, can
 - Step Into (execute next basic statement)
 - Step Over (Treat method calls as statements)
 - Step Out (Finish this method then stop)
 - Resume (to next breakpoint)

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Best method: *Use your Brain!*



- Think about what your program is supposed to do
 - Compare with what it does
- Have someone else look at your code
 - *Explain* to them how your code works
 - You'll figure out why it doesn't
 - *Don't expect them to solve the problem...*



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