

02-3 Development Tools

Chapters 13 and 15

`gdb` and friends

`gdb`

- `gdb` allows you to see what is going on 'inside' a program while it executes
- `gdb` can do four main kinds of things:
 - Start your program
 - Make your program stop on specified conditions.
 - Examine what has happened
 - Change things in your program
- The program being debugged can be written in Ada, C, C++, Objective-C, Pascal (and many other languages)
- Those programs might be executing on the same machine as GDB (native) or on another machine (remote)

Exercise 16- `gdb`

- In Exercise 16 we'll try the following commands in `gdb`
 - `help`, `break`, `run`, `continue`, `list`, `step`, `next`, `backtrace`
- We'll also try remote debugging later.
- Remote debugging is used when your target can't run `gdb`
- Go do
http://elinux.org/EBC_Exercise_16_gdb_Debugging

`binutils`

- Section 13.5 on page 355 gives a nice summary of many handy binary utilities
 - **`readelf`**
 - **`objdump`**
 - **`strip`**
 - **`strings`**
 - **`ldd`**
 - **`nm`**
- Check them out