

```

// debug.cpp: Source file for advanced debugging
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#include "../include/debug.hpp"

namespace debug {
    uint32_t fault = 0;
    void debug(void) {
        PROS_FILE* fd = fopen("FAULT_PC", "r");
        if (fd) {
            fault = unserialize<uint32_t>(fd);
            if (!fault) {
                fault = 0xFFFFFFFF;
            }
            fclose(fd);
        }
        printf("%lu", fault);
    }
} // namespace debug

```