

Andy Fleischer

Prof. Karla Fant

CS202

17 July 2021

Program 1 GDB Writeup

The debugger that I used to assist in programming this project was the GDB. The GDB was generally pretty effective at helping me solve many issues with my code, especially backtracing many different errors. I had my fair share of segmentation faults with the data structures, so backtracing where they came from and stepping through the code line by line really helped. Further, I had some issues early on with initialization lists, so the gdb helped me follow the path the code was taking through all my constructors, destructors, and copy constructors. Not only did this point out some silent errors in my code that would have been tricky to find without the GDB, it also helped me solidify how classes are constructed and destroyed.

It was very clear how the GDB can be used to enhance the programming experience, since I probably would have been staring at my computer for hours sifting through code without it. Next time, I would like to learn more about how to use watch points to check for when and how my variables changed, especially address changes of pointers in my data structures. However, I think that my approach to using the GDB was valid and it was still very helpful in debugging my code.