

Andy Fleischer

Prof. Karla Fant

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### Program 3 GDB Writeup

For this project, the debugger I used to assist in programming was the GDB. In general, the GDB was pretty effective at helping me solve many issues such as backtracing segmentation faults, lost memory from my data structures, and most importantly for this project: tracking the function calls of the operators. I was able to better understand how using the actual operators calls these special functions we implemented, and track how they are called in a hierarchy. Plus, this was my first time using void pointers, so I also could see how those worked similar to dynamic binding in how they are able to point to and call functions from the correct class at runtime.

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. As with program 1 and 2, I still 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 (looking at you, void pointers!). However, I think that this was not super necessary in my coding yet, so my approach to using the GDB was valid and still very helpful in debugging my code.