While folks are joining

Get you laptops ready and login to www.crio.do

Start up your workspace.



Crio Sprint: JAVA-2

Session 9



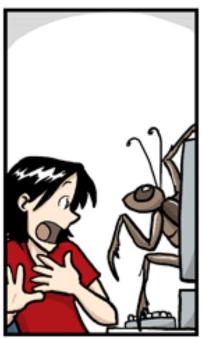
Today's Session Agenda

- VSCode Debugger
- QCalc Module Introduction
 - Module 6 Java Debugging
- Introduction to XURL



Novice Debuggers









www.phdcomics.com

Why become good at debugging?

PROGRAMMING

How to write good software faster (we spend 90% of our time debugging)

If we spend the majority of our programming time and effort on debugging, we should focus our efforts on speeding up our debugging (rather than trying to write code faster).



The study identified that developers spend 50% of their development time fixing bugs or making code work, rather than designing or writing new code. The vast majority of debugging time is spent locating the bug – once it has been found, correcting it is normally relatively simple.

"Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it."

Brian Kernighan / Co-author of the first book on (

50% of a Developer's Time

According to Rogue Wave Software, 50% of a developers time is spent debugging.



Create a New Demo Java Project

- Create a new "debuggingdemo" Project using the Spring Initializer Extension (cd ~/workspace)
- Create a new file `Main.java` under src > com > crio > debugging folder.
- Create a new file `MainTest.java` under test > com > crio > debuggingdemo folder.
- We will use these files to write code and use the debugger.



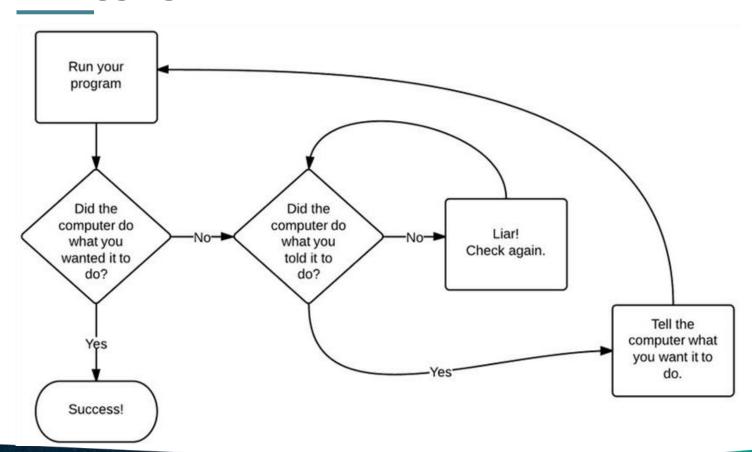
Activity #1 - Find the syntax error

```
class Main {
  public static void main(String args∏) {
    System.out.println("Multiplication Table of 7");
    int a = 7, ans;
    int i;
    for (i = 1, i \le 10; i++)
      ans = a * i;
      System.out.println(ans + "\n");
```

Compile this code

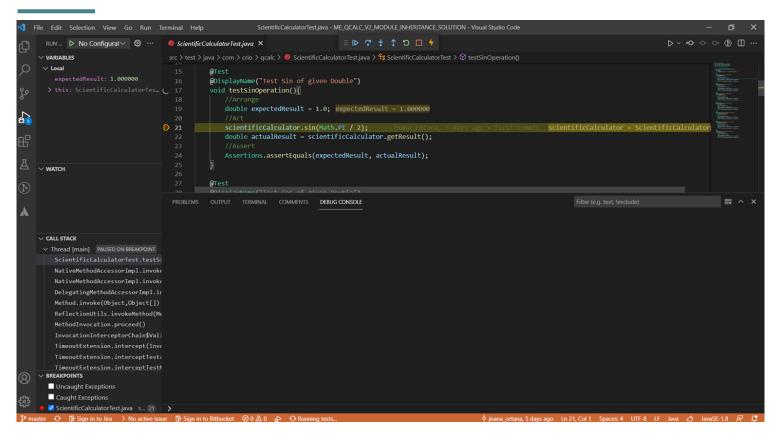


Debugging FlowChart





VSCode Debugger Interface





Debugging Toolbar



- **Continue** (F5) This command resumes the program and continues to run it normally, without pausing unless it hits another breakpoint.
- **Step Over** (F11) The Step Over command takes a single step. It executes the currently highlighted line, and then pauses again.
- **Step Into** (F10) Step Into goes *into* that function and pauses on the first line inside.
- **Step Out** (Shift + F11) Step Out command executes all the code in the current function, and then pauses at the next statement (if there is one).
- Stop (Shift + F5) Stop Debugging
- S Restart (Ctrl + Shift + F5) Restart Debugging

Activity #2 - Reverse a Number

```
public class FindTheError {
 public static void main(String[] args)
    int num = 789;
    int reversednum = 0;
   int remainder;
   while (num != 0) {
      remainder = num / 10;
      reversednum = reversednum * 10 + remainder;
      num = 10;
    System.out.println("Reversed number is "+ reversed number);
```

Execute and Debug this code



Debugging Code

- cd ~/workspace
- git clone https://gitlab.crio.do/root/shapeofshapes.git
- Run the ShapesApplication.java present in com -> crio -> shapes directory.
 - Fix any errors so that it runs successfully
- Run all the tests from ShapesApplicationTest.java



Activity #3 - Debug this test case

```
@Test
@DisplayName("Test Area of a Triangle")
void testPerimeterTriangle(){
  double expectedResult = 32.0;
  Triangle t = new Triangle(5,7);
  double actualResult = t.calculateArea();
  Assertions.assertEquals(expectedResult, actualResult);
}
```



Activity #4 - Debug Circumference of a Circle

```
@Test
@DisplayName("Test Circumference of a Circle")
void testCircumferenceCircle(){
  double expectedResult = 31.41592653589793;
  Circle c = new Circle();
  double actualResult = c.calculateCircumference();
  Assertions.assertEquals(expectedResult, actualResult);
}
```



Activity #5 - Debug for Exception

```
@Test
void testRectangleException() {
    Assertions.assertThrows(ArithmeticException.class,new Executable(){
        @Override
        public void execute() throws Throwable{
            new Rectangle(0,-3);
        }
    });
}
```



Activity #6

Filtering even numbers (Bug Fixes)



Activity #7

Training on Squash the bugs (Bug Fixes)



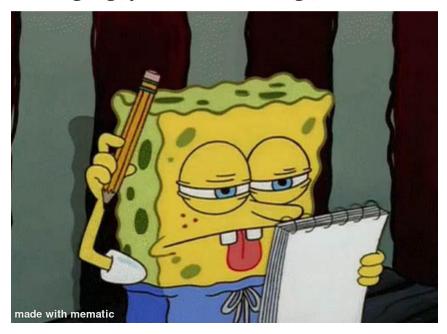
Key takeaways

- A debugger is a software that allows a developer to step through the execution of code
 - Code gets executed line by line and a debugger lets you stop and monitor the state of the program during execution. We can trace the program to debug where things are going wrong, when there are failures.
- Breakpoints Lines where the JVM has to suspend/pause execution.
 - We can have any number of breakpoints across files.
- Use "Debug Test" or "Debug" to run the program in the debugging mode.
- **Variables Window** where we can monitor all the variables values in the current method/class that we're in.
- **Watch Window** useful to evaluate an expression, especially when you have function calls that might go multiple levels. Avoid stepping through each level of the function call being made.
- Call Stack Window shows the current function and the overall function call stack which led to this function.



Random Memes

debugging your own code be like: debug.log("yes this is a debug");



Programmers everyday..



QCalc - Module 6: Java Debugging

- In this module:
 - Fix compilation errors caused probably due to syntax / import issues.
 - Correct logical issues in the code.
 - Fix the behaviour of a method when data is invalid.
 - Write Unit Tests for edge cases initially not thought of.



Introduction to Buildout: XURL



In this Buildout:

- Build a simple application to generate short URLs for longer URLs and retrieve them upon request.
- Test it.
- Interface definition is given, you have to implement it.



Take home exercises for the session

- You have to complete the below modules of QCalc Micro-Experience:
 - Module 6 Java Debugging
- You have to complete the Buildout
 - Buildout Short URL (XUrl)



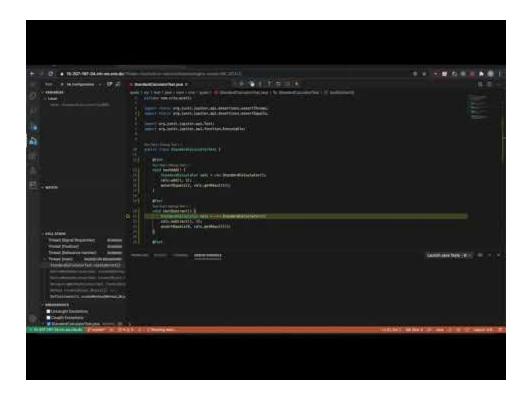
Feedback

Thank you for joining in today.

We'd love to hear your thoughts and feedback - Feedback for JAVA-2 Session



Video Reference





Thank you

