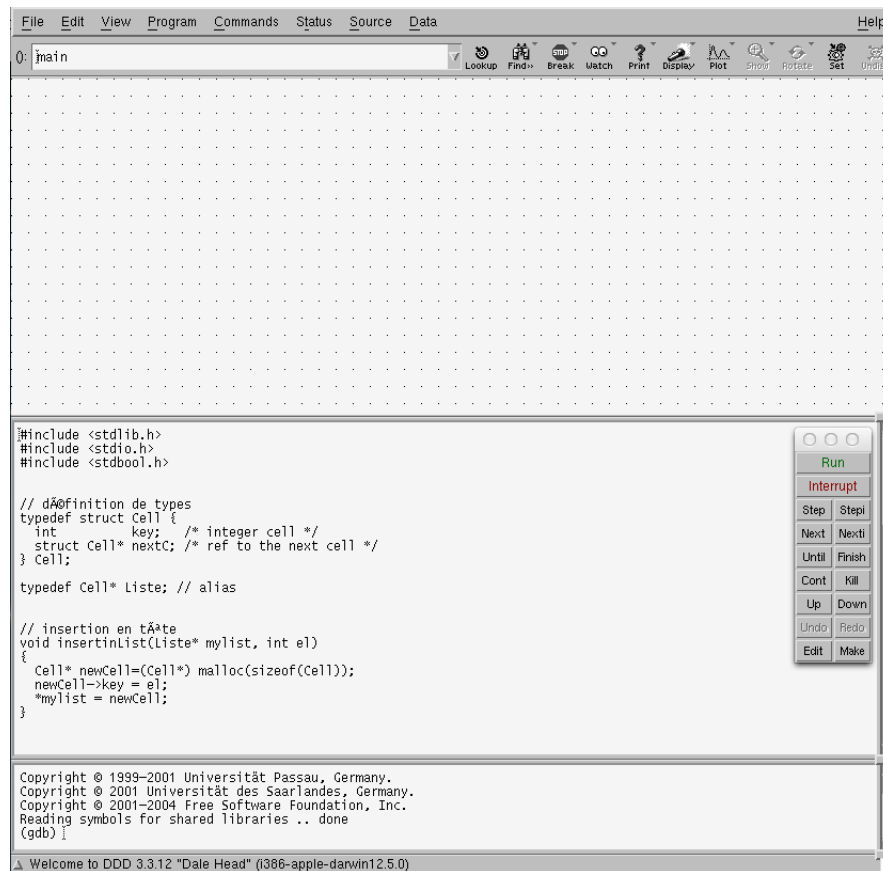


DDD – mini Howto

1 Initial window of GDB

After running `ddd` with the binary (*which has to be compiled with the flag `-g`*), we obtain the following window :



The graphic interface of `ddd` is divided into three main parts :

- On the top is the display of the variables
- In the middle is the display of the code
- At the bottom is the gdb command window

To start the execution of the program to be debugged, you have to write the command `run` inside the gdb command window.

2 The *breakpoints*

To stop the execution of the program to a specif point of the code, we have to use breakpoints. To apply a break point, put the cursor at the position where the breakpoint should be placed by doing a left click. Then, a right click will set the breakpoint.

```
/****** Fonction Principale *****/  
int main(int argc, char *argv[])  
{  
    // declaration  
    Liste ltest1;  
  
    // initialisation  
    test1 = creeListePositive();  
  
    // impression  
    printList(ltest1);  
    return 0;  
}
```

When the program start execution, it will stop at the first breakpoint.

3 Display of the variables

Once the execution of the program has been stopped at a breakpoint, we can display the content of the program variables at that point. To do so, we have to select the variable that we want to display and then click at *display*. If we double click over an address of the window on the top, the content of the address is automatically displayed.

