



You can use the code analysis tools in the **Debug** mode. To switch to **Debug** mode, select **Debug** in the mode selector, or select the **Analyze** menu and then select a tool. When you are in the **Debug** mode, you can switch between tools by selecting them in the menu on the toolbar.

You can drag and drop the views in the **Debug** mode to new positions on the screen. The size and position of views are saved for future sessions. Select **View > Views > Reset to Default Layout** to reset the views to their original sizes and positions.

You can use the following code analysis tools in the **Debug** mode:

› **QML Profiler**

Inspect binding evaluations, signal handling, and painting operations when running QML code. This is useful for identifying potential bottlenecks, especially in the evaluation of bindings.

› **Coco**

Analyze the way an application runs as part of a test suite, for example, and use the results to make the tests more efficient and complete.

› **Valgrind Code Analysis Tools**

Detect problems in memory management by using the Memcheck tool and find cache misses in the code by using the Callgrind tool.

› **Clang Tools**

Detect problems in C, C++, and Objective-C programs by using Clang-Tidy and Clazy.

› **Heob**

Use the Heob heap observer on Windows to detect buffer overruns and memory leaks.

› **Performance Analyzer**

Analyze the CPU usage of embedded applications and Linux desktop applications with the Performance Analyzer that integrates the Linux Perf tool.

› **Cppcheck**

Use the experimental Cppcheck plugin to detect undefined behavior and dangerous coding constructs.

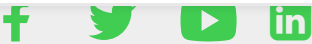
› **Chrome Trace Format Visualizer**

Use the Chrome Trace Format (CTF) Visualizer to view Chrome trace events. This is especially useful when viewing large trace files that are difficult to visualize using the built-in trace-viewer (`chrome://tracing`).

[‹ Troubleshooting Debugger](#)

[Profiling QML Applications ›](#)

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