# Debugging a project

The debugger lets you control the execution of your program by setting breakpoints, suspending executed programs, stepping through your code, and examining the contents of variables.

To debug a project:

1. Click **Run > Debug**.  
   The Debug window opens.
2. Double-click **C++ Local Application**.
3. In the **Name** field, type **Hello World**.

You can now select this debug launch configuration by name the next time that you debug this project.

1. In the **Project** box, type **hello.exe**.
2. Click **Debug**.

You will now see the debug perspective with the hello.exe application window open. The C/C++ editor repositions in the perspective.

1. In the left margin of the main.cpp window, double-click to set a breakpoint on:  
    cout << "You just entered"
2. Click **Run > Resume**.
3. When prompted, type a value other than 'm'.  
   The breakpoint will be hit.
4. In the Variable view, verify that the variable is not 'm'.
5. Click **Run > Resume**.
6. When prompted, type a value other than 'm'.

The breakpoint will be hit.

1. In the **Variable** view, verify that the variable is not 'm'.
2. In the **Variable** view, right-click the input variable, and select **Change Variable Value** and type **'m'**.
3. Click **Run > Resume**.

The output in the hello.exe application window is:  
 "You just entered m, you need to enter m to exit."

1. Type **'m'** to end the program.  
   The hello.exe application window closes and the debug session ends. The debug perspective remains open.

To learn more about the debugging, see to the related debug conceptual topics.

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[Debug overview](http://docs.google.com/concepts/cdt_c_over_dbg.htm)

[Debug information](http://docs.google.com/concepts/cdt_c_dbg_info.htm)



[Debugging](http://docs.google.com/tasks/cdt_o_debug.htm)



[Debug view](http://docs.google.com/reference/cdt_u_dbg_view.htm)

[Debug launch controls](http://docs.google.com/reference/cdt_u_dbg_view.htm)

