# Controlling debug execution

The debug execution controls are superceded by breakpoints. For example, if you attempt to step over a function and the program hits a breakpoint, it pauses, regardless of whether the function is completed. You can control your debug execution in various ways, but they all rely on a core set of debug controls.

To control a debug execution:

1. In the **Debug** view, select a thread.
2. To control the debug session, click:
   * **Run > Resume**
   * **Run > Suspend**
   * **Run > Terminate**
   * **Run > Disconnect**
   * **Run > Remove All Terminated Launches**
   * **Run > Restart**

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[C/C++ Development perspective](http://docs.google.com/concepts/cdt_c_over_cdt.htm)



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



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

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

