# Adding watchpoints

A watchpoint is a special breakpoint that stops the execution of an application whenever the value of a given expression changes, without specifying where it might occur. Unlike breakpoints (which are line-specific), watchpoints are associated with files. They take effect whenever a specified condition is true, regardless of when or where it occurred. You can set a watchpoint on a global variable by highlighting the variable in the editor, or by selecting it in the Outline view.

To set a watchpoint on a global variable:

1. Highlight the variable in the editor, or select it in the Outline view.
2. Click **Run > Toggle Watchpoint**.
3. Do any of the following:
   * To stop execution when the watch expression is read, select the **Read** check box.
   * To stop execution when the watch expression is written to, select the **Write** check box.
4. The watchpoint appears in the **Breakpoints** view list.



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



[Using breakpoints and watchpoints](http://docs.google.com/cdt_o_brkpnts_watch.htm)



[Run and Debug dialog box](http://docs.google.com/reference/cdt_o_run_dbg_pages.htm)

