Debugger

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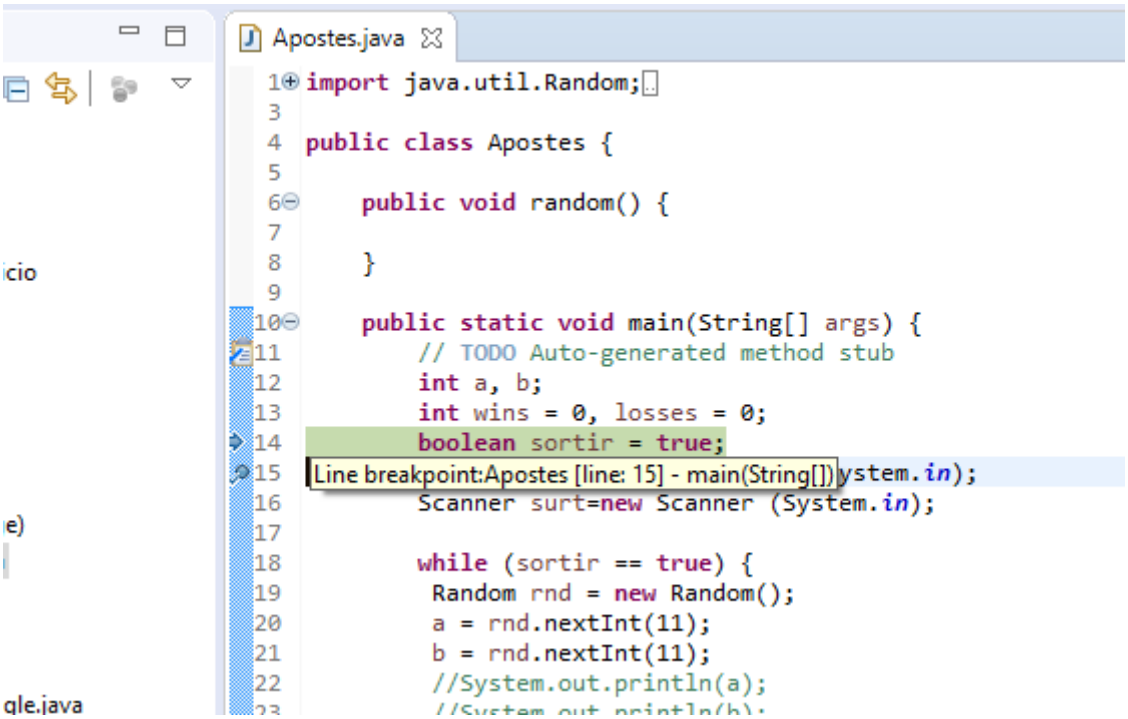
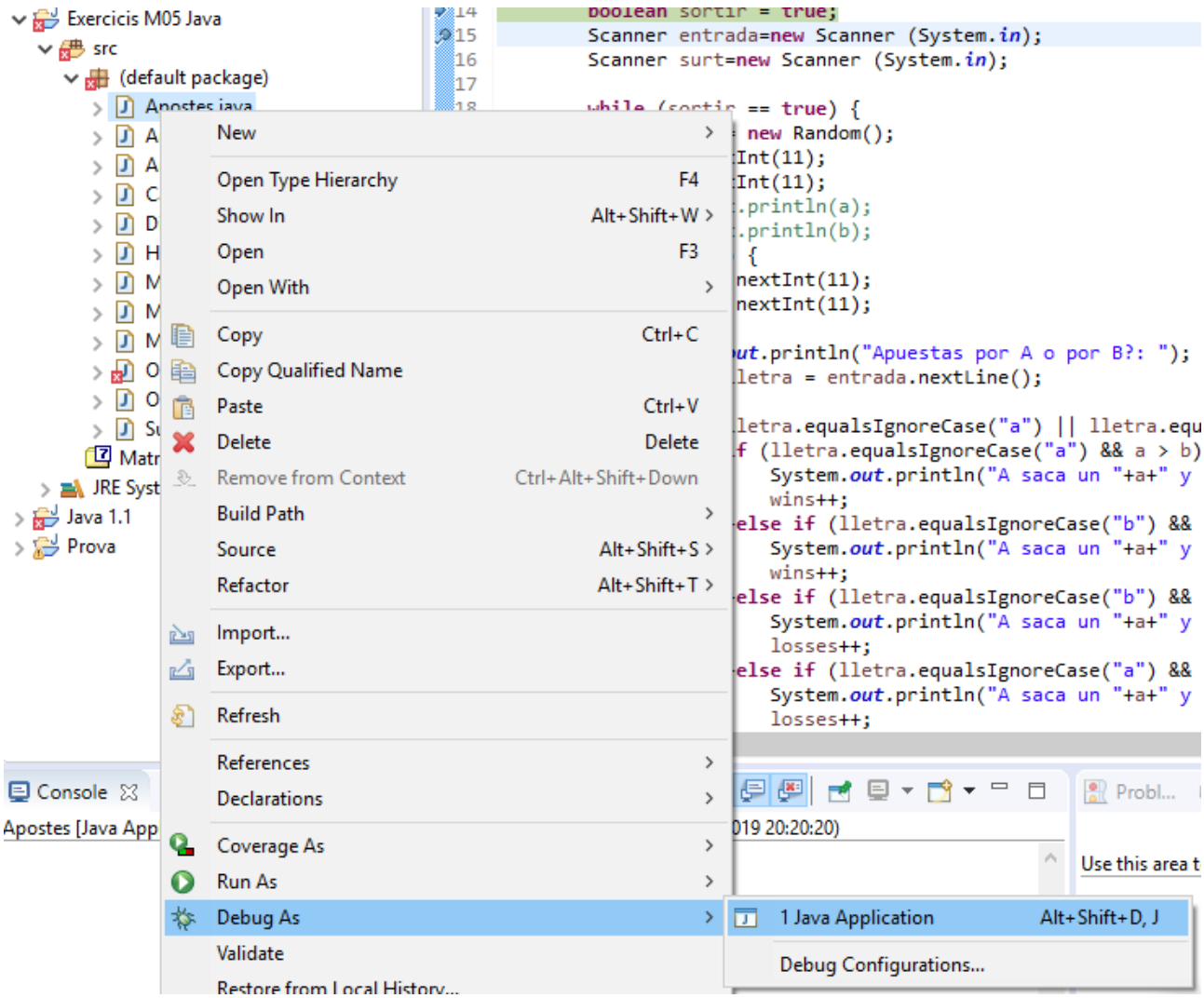
Index

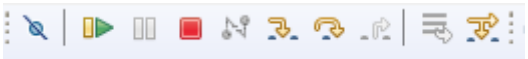
Posar un Breakpoint



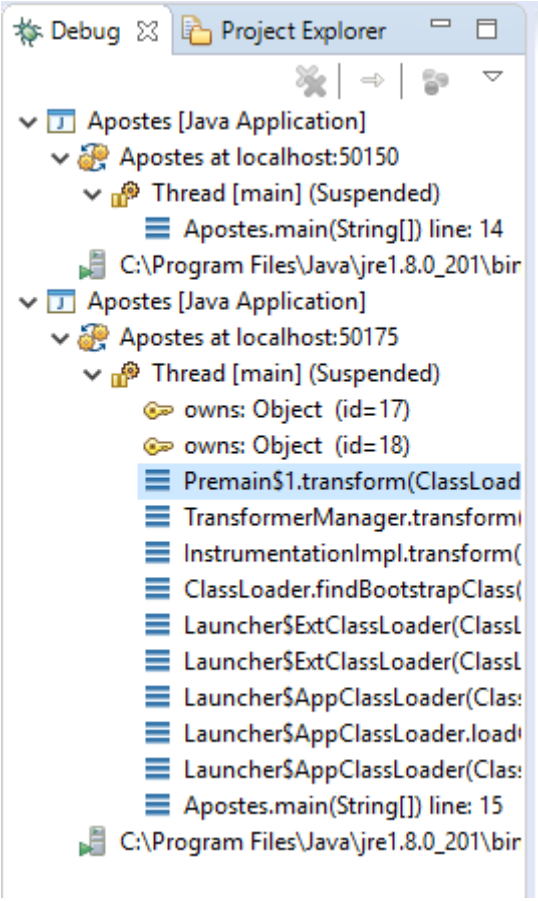
Arrancar el programa en moda debugger



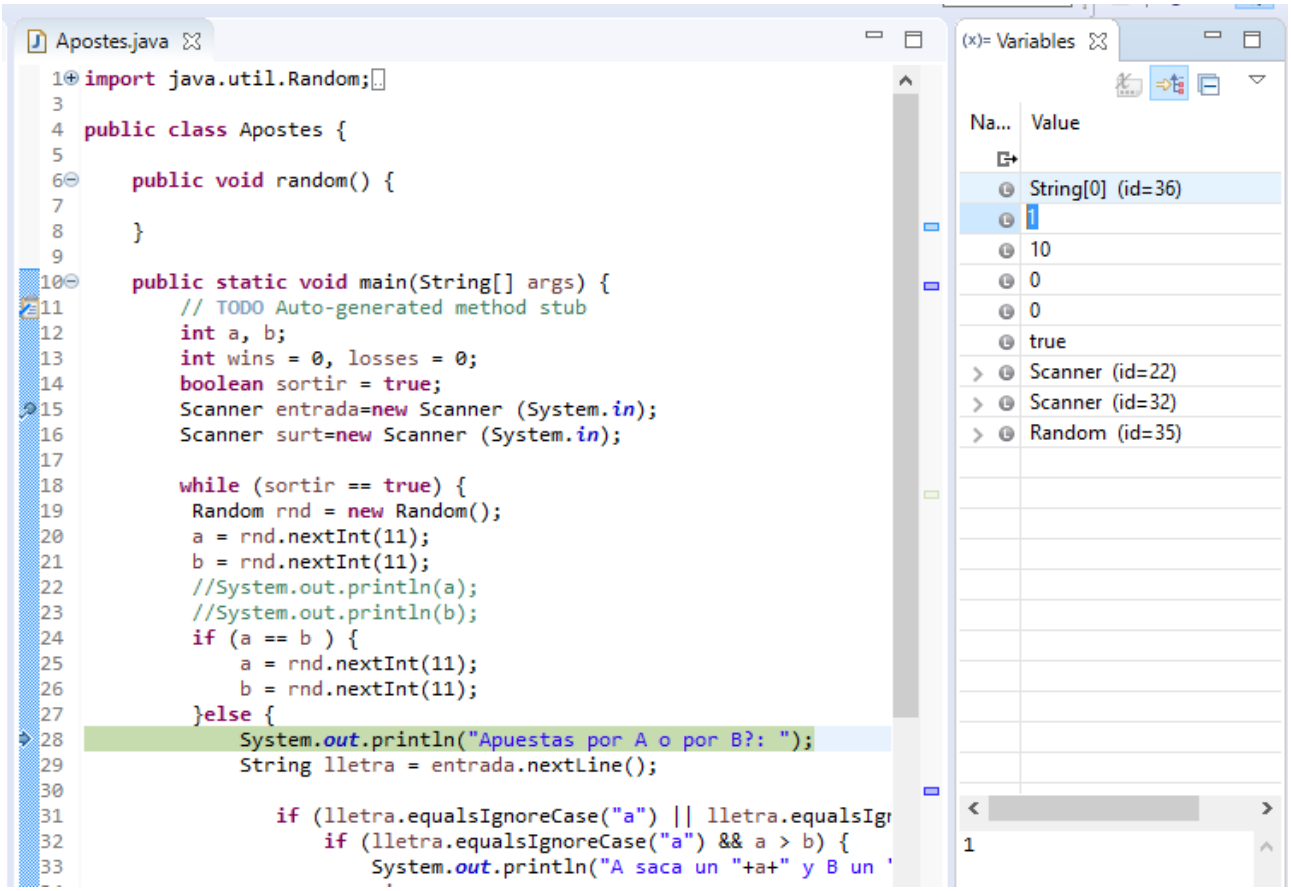
Botons per anar pas a pas



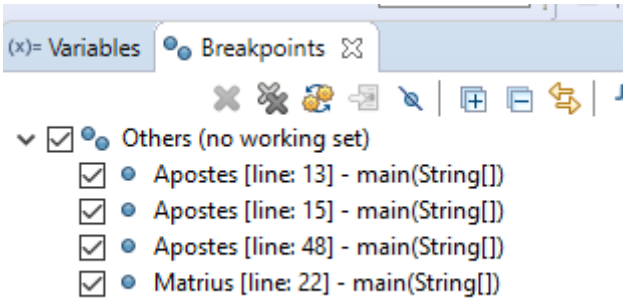
La pila de trucades



Visualitzar i modificar variables



Breakpoints condicionals



```
public class Apostes {

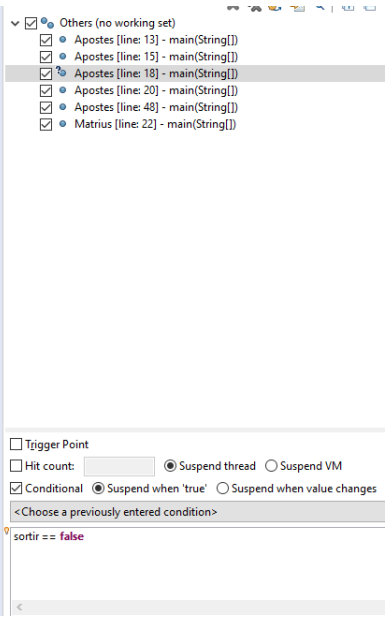
    public void random() {

    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        int a, b;
        int wins = 0, losses = 0;
        boolean sortir = true;
        Scanner entrada=new Scanner (System.in);
        Scanner surt=new Scanner (System.in);

        while (sortir == true) {
         Random rnd = new Random();
         a = rnd.nextInt(11);
         b = rnd.nextInt(11);
         //System.out.println(a);
         //System.out.println(b);
         if (a == b ) {
             a = rnd.nextInt(11);
             b = rnd.nextInt(11);
         }else {
             System.out.println("Apuestas por A o por B?: ");
             String lletra = entrada.nextLine();

                if (lletra.equalsIgnoreCase("a") || lletra.equalsIgnoreCase("b")) {
                    if (lletra.equalsIgnoreCase("a") && a > b) {
                        System.out.println("A saca un "+a+" y B un "+b+" ¡Has ganado!");
                        wins++;
                    }else if (lletra.equalsIgnoreCase("b") && b > a) {
                        System.out.println("A saca un "+a+" y B un "+b+" ¡Has ganado!");
                        wins++;
                    }else if (lletra.equalsIgnoreCase("b") && b < a) {
                        System.out.println("A saca un "+a+" y B un "+b+" ¡Has perdido!");
                        losses++;
                    }else if (lletra.equalsIgnoreCase("a") && a < b) {
                        System.out.println("A saca un "+a+" y B un "+b+" ¡Has perdido!");
                        losses++;
                    }
```




```
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    public void random() {

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