# Debugger

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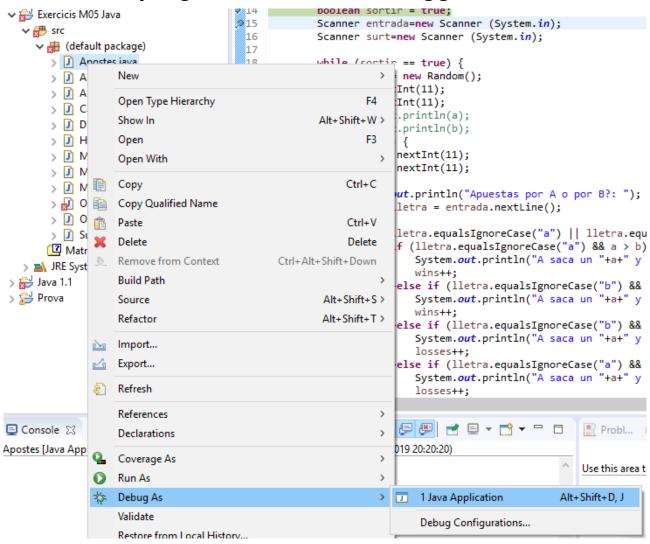
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# Posar un Breakpoint

```
🚺 Apostes,java 🖂
                   1⊕ import java.util.Random;[.]
                   3
                      public class Apostes {
                   5
                   6⊜
                          public void random() {
                   7
                   8
cio
                   9
                  10⊝
                          public static void main(String[] args) {
                 211
                               // TODO Auto-generated method stub
                  12
                               int a, b;
                  13
                               int wins = 0, losses = 0;
                 14
                               boolean sortir = true;
                 915
                      Line breakpoint: Apostes [line: 15] - main(String[]) ystem. in);
                  16
                               Scanner surt=new Scanner (System.in);
e)
                  17
                  18
                               while (sortir == true) {
                  19
                               Random rnd = new Random();
                  20
                                a = rnd.nextInt(11);
                  21
                               b = rnd.nextInt(11);
                  22
                               //System.out.println(a);
gle.java
                                //Sustam out nrintln/h).
```

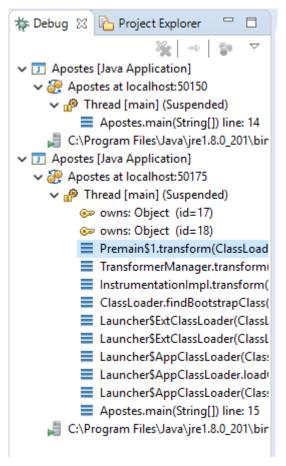
## Arrancar el programa en moda debugger



#### Botons per anar pas a pas



## La pila de trucades

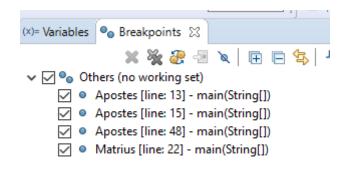


## Visualitzar i modificar variables

```
_ _

☑ Apostes.java 
☒
                                                                                                              (x)= Variables 💢
  1 import java.util.Random;
                                                                                                   * ⇒t □
                                                                                      Na... Value
  4 public class Apostes {
                                                                                        G+
  6⊜
         public void random() {
                                                                                        String[0] (id=36)
                                                                                        0 1
  8
                                                                                        @ 10
  9
                                                                                        @ O
10⊝
         public static void main(String[] args) {
211
              // TODO Auto-generated method stub
                                                                                        @ O
 12
              int a, b;
                                                                                        true
 13
              int wins = 0, losses = 0;
                                                                                      > @ Scanner (id=22)
 14
              boolean sortir = true;
                                                                                      > @ Scanner (id=32)
915
              Scanner entrada=new Scanner (System.in);
                                                                                      > @ Random (id=35)
 16
              Scanner surt=new Scanner (System.in);
 17
 18
              while (sortir == true) {
              Random rnd = new Random();
 19
 20
               a = rnd.nextInt(11);
 21
               b = rnd.nextInt(11);
 22
               //System.out.println(a);
 23
               //System.out.println(b);
               if (a == b ) {
 24
                   a = rnd.nextInt(11);
 25
 26
                   b = rnd.nextInt(11);
 27
               }else {
 28
                   System.out.println("Apuestas por A o por B?: ");
 29
                   String lletra = entrada.nextLine();
 30
                                                                                      <
                      if (lletra.equalsIgnoreCase("a") || lletra.equalsIgr
    if (lletra.equalsIgnoreCase("a") && a > b) {
 31
 32
 33
                               System.out.println("A saca un "+a+" y B un
```

## **Breakpoints condicionals**



```
22 20 W 20 3 I W 5

   Others (no working set)
   Apostes [line: 13] - main(String[])
   Apostes [line: 15] - main(String[])
   Apostes [line: 18] - main(String[])
public class Apostes {
        public void random() {

    Apostes [line: 10] - main(String[])
    Apostes [line: 20] - main(String[])
    Apostes [line: 48] - main(String[])
    Matrius [line: 22] - main(String[])
        public static void main(String[] args) {
    // TODO Auto-generated method stub
                 // TOOO 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);
                   b = rnd.nextInt(11);
//System.out.println(a);
//System.out.println(b);
if (a = b b {
    a = rnd.nextInt(11);
    b = rnd.nextInt(11);
}
else {
    System.out.println("Apuestas por A o por 8?: ");
    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 ganadol");
}
                                           y 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!");
    Jorcertation
                                                                                                                                                                                                                                                                                                                      Hit count:

    Suspend thread  Suspend VM

                                                                                                                                                                                                                                                                                                                      ✓ Conditional 

Suspend when 'true' 

Suspend when value changes
                                                                                                                                                                                                                                                                                                                      <Choose a previously entered condition>
                                            mport java.util.Random;
ublic class Apostes {
      public void random() {
                                                                                                                                                                                                                                                                                                                                                 Apostes [line: 20] - main(String[])

Apostes [line: 48] - main(String[])

Matrius [line: 22] - main(String[])
     public static void main(String[] args) {
               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) {
                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("an)
```

☐ Trigger Point

☐ Hit count:

sortir == false

Suspend thread Suspend

☑ Conditional ⑤ Suspend when 'true' ○ Suspend when va

<Choose a previously entered condition>

se {
 System.out.println("Apuestas por A o por B?: ");
 String lletra = entrada.nextLine();

losses++;

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++:

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!");