



C++ & GDB & Emacs exercise

Debugger

- [Cheat_GDB.txt](#)
- [GDB cheatsheet](#)



Short exercise of GDB

- Exercise Repository → [cpp_debug](#)
 - Clone the code
 - Use the above codes and compile them
 - Open Emacs
 - M-x gdb
 - Set a break point
 - Run GDB commands

int go run until next step finish up down Gud Complete In/Out Signals Help

(gdb) oc

The program is not being run.

(gdb) c

The program is not being run.

(gdb) c

The program is not being run.

(gdb) c

The program is not being run.

(gdb) r

Starting program: /a/home/local/gen/mywork/2020/03.welcome_package/cpp_debug/random

(gdb) c

Continuing.

(gdb) b 36

Breakpoint 1 at 0x400c67: file RandomNumCommand.cpp, line 36.

(gdb) r

Starting program: /a/home/local/gen/mywork/2020/03.welcome_package/cpp_debug/random

(gdb) [

-UUU:*--F1 *gud-random* Bot L64 (Debugger:run [breakpoint-hit]) -----

```
cout << "Starting RandomNumGenerator" << endl;
```

```
int random[10];
```

```
srand(time(NULL));
```

```
// Generating random numbers
```

```
for(int i=0; i<100; i++) {
```

```
    random[i] = rand();
```

```
    cout << i << " = " << random[i] << endl;
```

```
}
```

```
cout << "-----" << endl;
```

```
// Using vector. Int array is covered
```

```
int n = sizeof(random) / sizeof(random[0]);
```

```
vector<int> myrand(random, random+n);
```

```
// Homework. Use sorting with STL and mysort function above defined
```

9 = 748243096

10 = 574249125

11 = 484625517

12 = 2088969745

13 = 840912157

14 = 1812430086

15 = 1253372005

16 = 1514677324

17 = 334013757

18 = 398744762

19 = 1240074060

20 = 2089599649

21 = 960908747

22 = 1037191102

Process gdb-inferior killed

Starting RandomNumGenerator

-UUU:----F1 RandomNumCommand.cpp 31% L36 (C++/l Abbrev) -----

Switched to thread 1

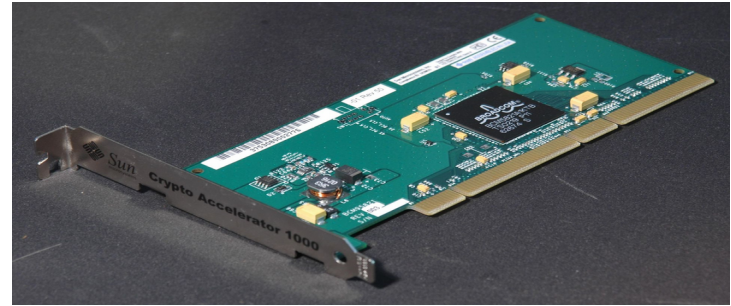
-UUU:*--F1 *input/output of random* Bot L80 (Inferior I/O:run) -----

Use-case?

- Assessing hardware random number generator

- Pseudo RN is a software

Command receiver



- Cloud Quantum Computing thread reader

Command receiver



Thread pool

