

## Module 6: Programming and Troubleshooting

---

Demo 2 – Solution

**edureka!**

**edureka!**

## Demo 2

- Learn how to Debug the project if you encounter any exceptions/errors like this.

Workflow Exception



debugging has thrown an exception

Source: Assign

Message: Input string was not in a correct format.

Exception Type: FormatException

System.FormatException: Input string was not in a correct format.

at System.Number.StringToNumber(String str, NumberStyles options, NumberBuffer& number, NumberFormatInfo info, Boolean parseDecimal)

at System.Number.ParseInt32(String s, NumberStyles style, NumberFormatInfo info)

at System.String.System.IConvertible.ToInt32(IFormatProvider provider)

at System.Convert.ToInt32(Object value)

at lambda\_method(Closure , ActivityContext )

at Microsoft.VisualBasic.Activities.VisualBasicValue`1.Execute(CodeActivityContext context)

at System.Activities.CodeActivity`1.InternalExecuteInResolutionContext(CodeActivityContext context)

**edureka!**

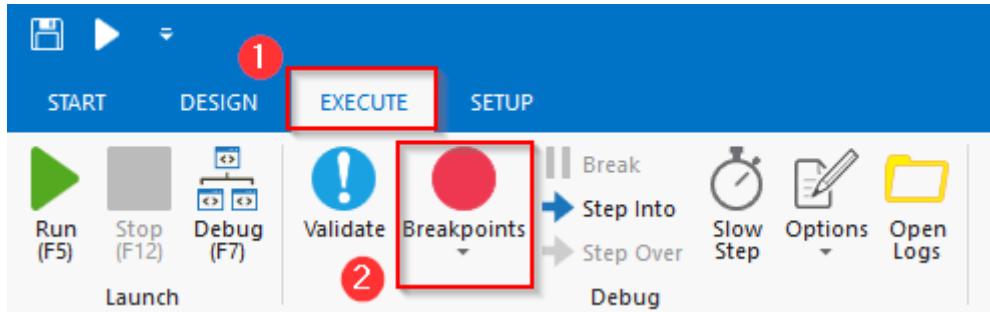
Download link for Project:

[https://edureka.wistia.com/medias/7cdylh3cf/download?media\\_file\\_id=248552739](https://edureka.wistia.com/medias/7cdylh3cf/download?media_file_id=248552739)

## Demo 2 – Solution

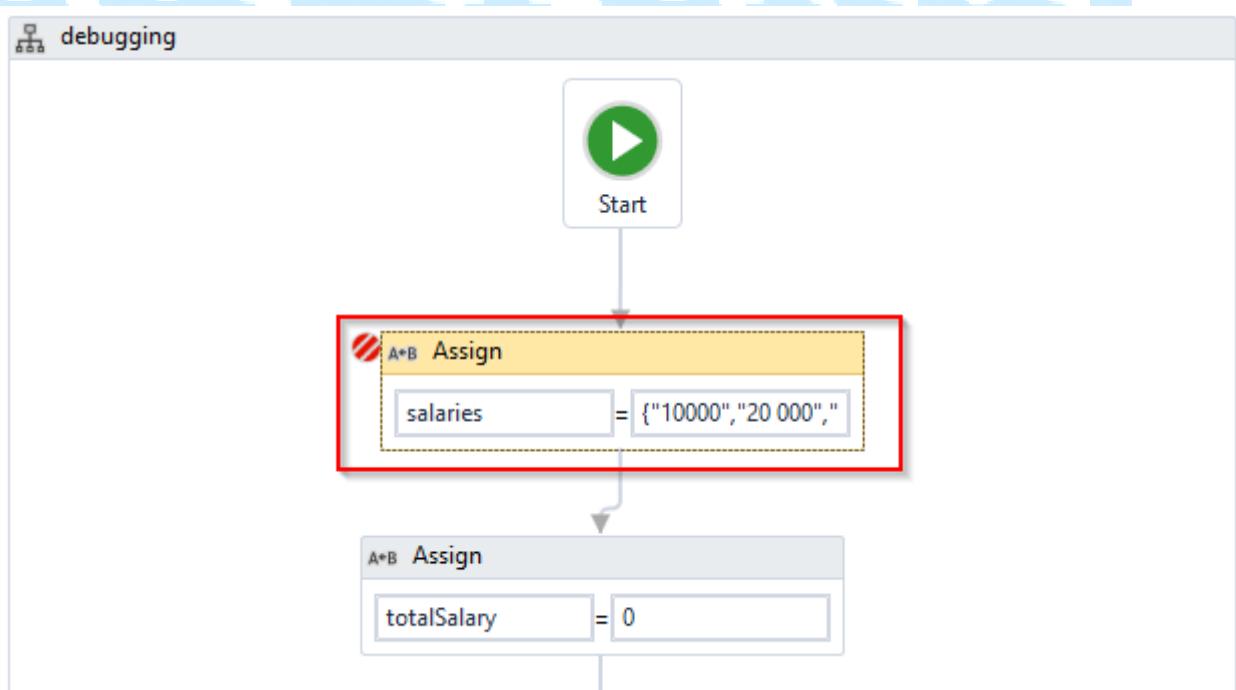
- Step 1: Add a **breakpoint** to your Activity. Select the activity you want to add breakpoint to and perform the following steps:

1. Click on the **Execute Tab**
2. Select **Breakpoints**

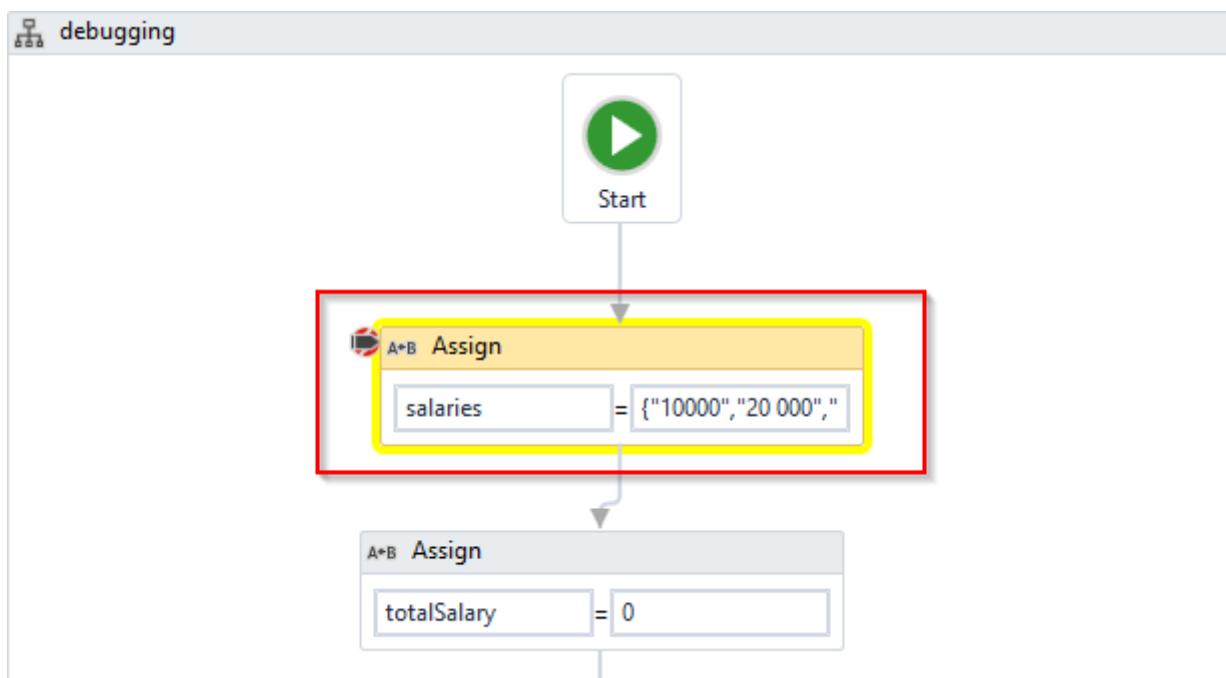
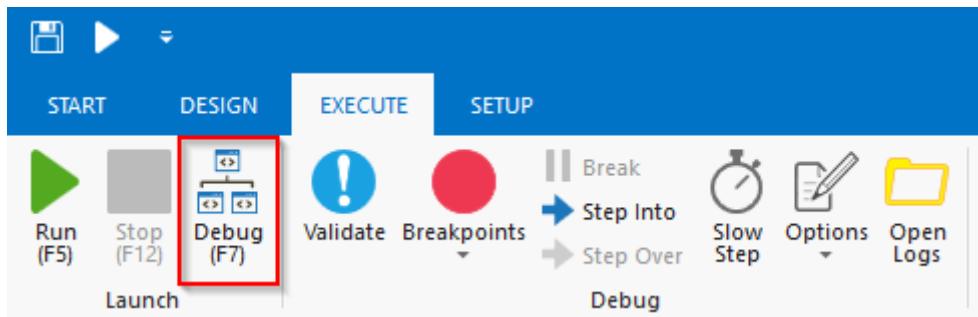


3. Your **Breakpoint** will look like this after it has been added to the Activity you selected

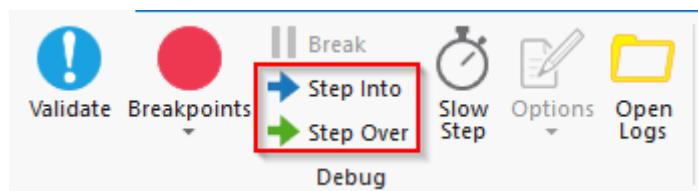
edureka!



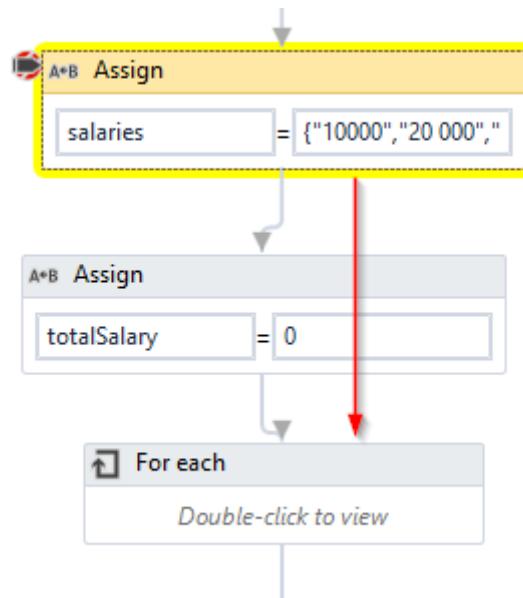
- **Step 2:** Now click on **Debug**. The project execution will stop at the point where you added the breakpoint.



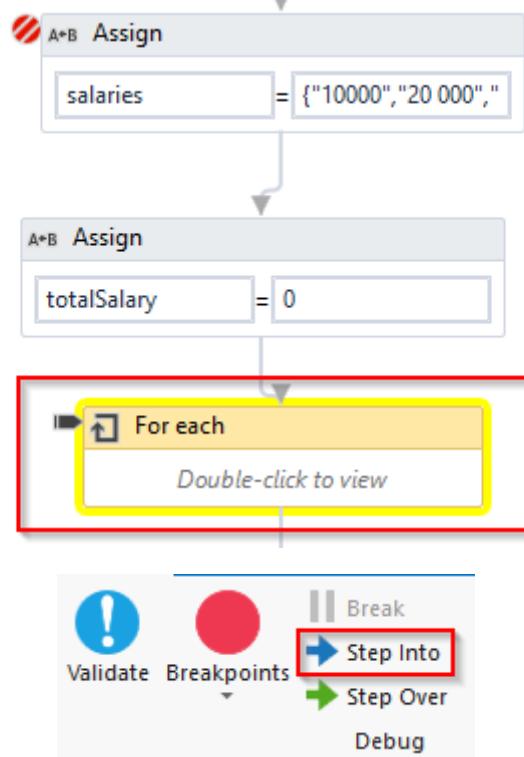
- **Step 3:** Now you can either click on Step over or Step into to either skip the debugging on the particular entity or enter into the activity to debug it.



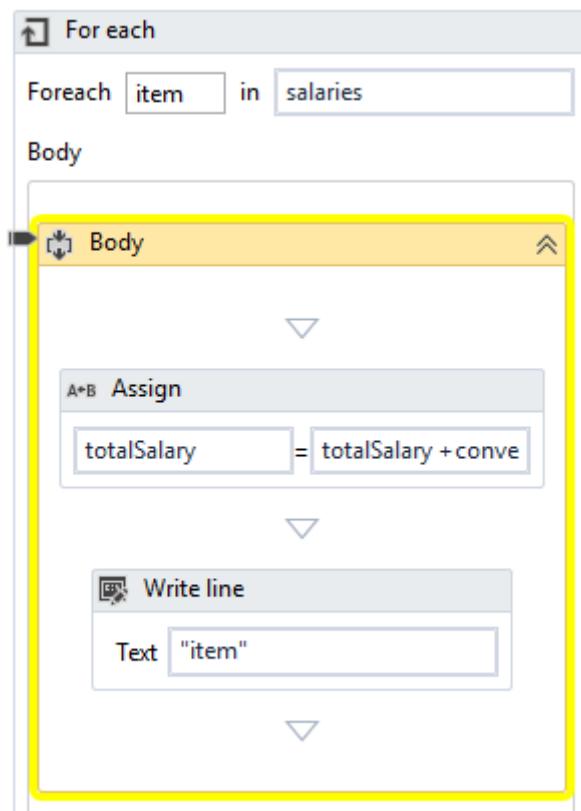
1. We chose to step over the current activity and go into the **For each** activity



2. After we get our debugger on the **For each** activity, we select **Step into**.

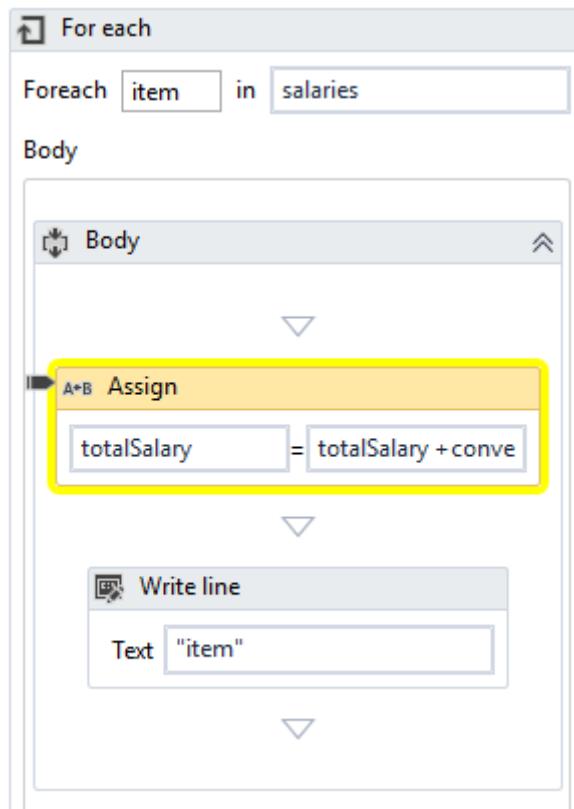


3. The debugger goes into the **For each** activity.



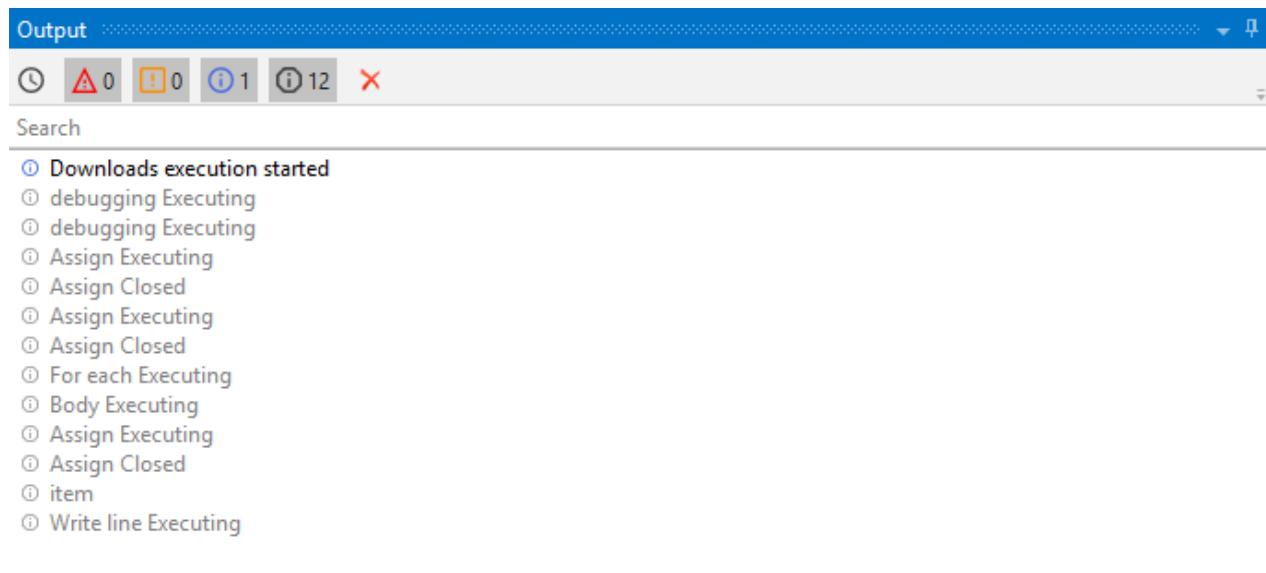
edureka!

4. Click on **Step into**, to execute the **For each** loop one step at a time



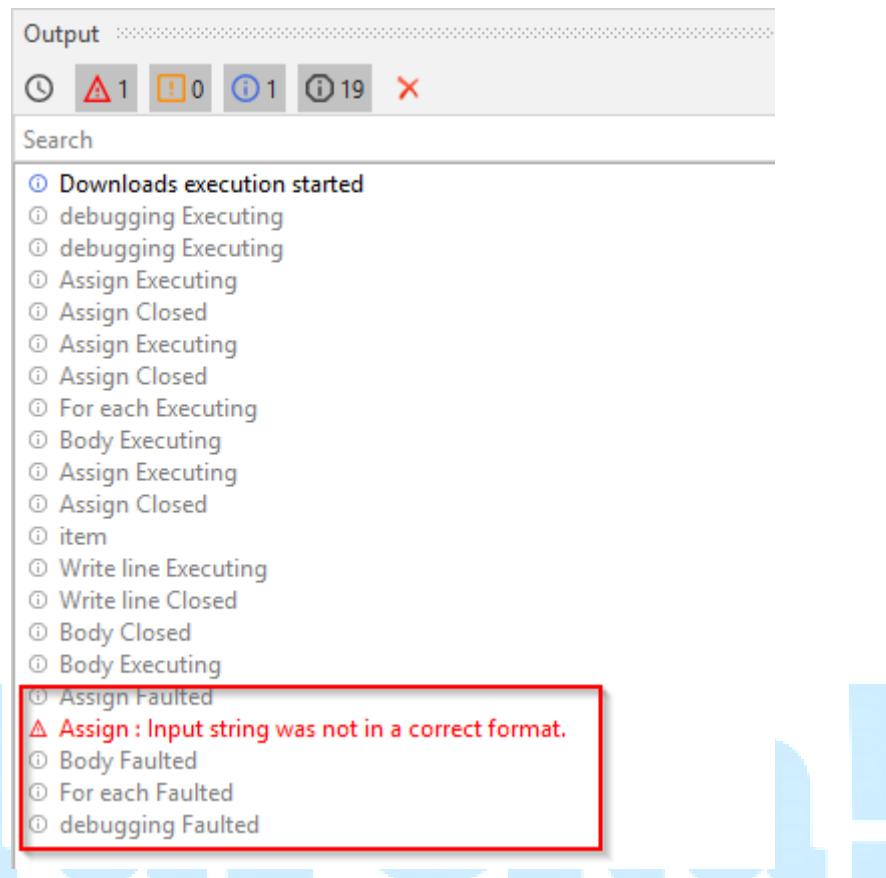
edureka!

## 5. Monitor your output panel after each step into/over

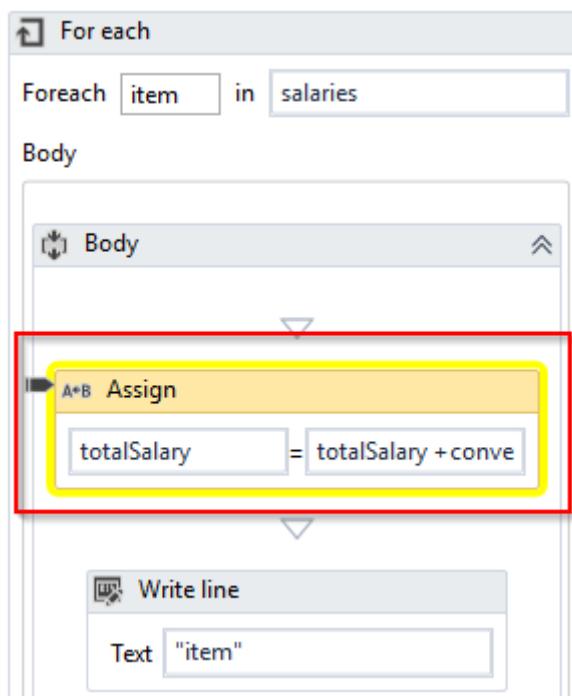


# edureka!

6. After the faulty step gets into the debugger, it will get reflected in the output panel with the Activity having fault and the type of Fault.



7. So by Debugging, we have found that the error has occurred at **Assign** activity because the **Input string supplied is not in a correct String format**



edureka!