

I will make you  
a better C# developer  
2018 edition  
**Debugging**

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Code is hard to debug when you can't read the code

Code is hard to debug when the symptom (issue)  
is distant from the problem (bug)  
in time or space

Code is hard to debug when the context  
causing the bug is transitory

Code is hard to debug when someone gave you  
incorrect or misleading information

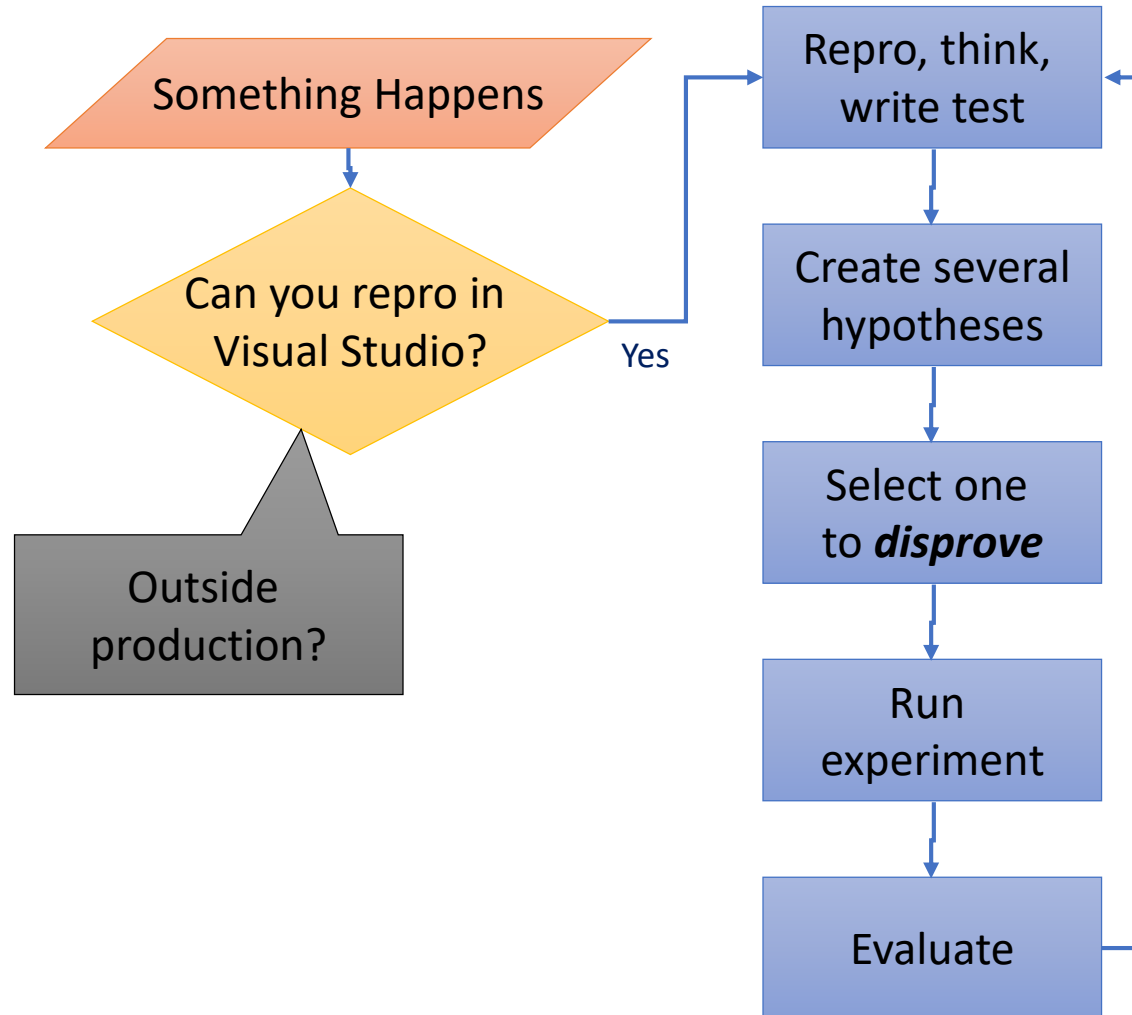
# Debugging Strategies

- **Divide and Conquer**
- **Scientific Method**

*A good debugging strategy is any strategy you can articulate and repeat*

# A Debugging Strategy

## *Scientific Method*



# Scientific Method Walkthrough

# Collaborative Debugging Game

- 1. One person imagines a bug. Be VERY specific. Know exactly the broken code and exactly what would happen**
  1. Helps if it's a bug you've stumbled with
- 2. Everyone else works together to solve the bug by asking what would happen if they ran certain VERY specific tests**
- 3. The person imagining the bug may well make mistakes. Be patient. You'll also make mistakes and go down rabbit holes in the real world.**
- 4. Take turns imagining the bug**



**Picard Tips** @PicardTips · Feb 22



Picard artistry tip: Lacking innate talent at a skill doesn't mean you should stop.  
On the contrary, it means you need to practice.



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