

# Debugging

Move does not currently have a native debugger. You can use the `std::debug` module, however, to print arbitrary values to the console. Monitoring variable values in this manner can provide insight into the logic of your modules. To do so, first declare an alias to the debug module in your source file for more concise access:

Then in places where you want to print out a value `v`, regardless of its type, add the following code:

or the following if `v` is already a reference:

The debug module also provides a function to print out the current stacktrace:

Alternatively, any call to abort or assertion failure also prints the stacktrace at the point of failure.

To see the module in action, update your `my_module` code to include debug calls. Specifically, update the `new_sword` function so that you print the value of `forge` before and after updating `swords_created`. Also, include a `print_stack_trace` so that the function looks like the following:

To see the results, run the module's tests.

The response prints out the expected results as the test calls the `new_sword` function.

The output shows the value of the `swords_created` field of the `Forge` change after the increment. The stack trace shows the bytecode instructions that have been executed so far, and the next few instructions to execute.

The specific bytecode offsets and the indices of the local variables might vary depending on the version of the Sui toolchain.

## Using debug in `my_module`

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## Related links