# Advanced Debugging

with **XCode 4 & Friends**

Instructor:
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materials found:
https://github.com/KiGi/AdvancedDebuggingCode

# Who Am I

- Full-Time iPhone developer since release of SDK.

- Primarily work with DoubleEncore to develop iPhone applications, also independent work such as DoubleScoop (showing today).

- Over two decades programming experience from corporate to end user.

- Over 31,000 Reputation on StackOverflow.

# On Debugging

Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it.
- Brian Kernaghan

Only when you are debugging somebody else's program do you understand that 90% of programmers are below average.

- Unknown

# The Philosophy

Debugging is about giving you whatever paths of visibility into your application you desire, so that you can have enough information for inspiration to strike.

Wednesday, February 1, 12

# The Three Paths

- Fun and useful things the debugging tools can do!

- Make the things you know it can do work all/ more of the time.

- Unleash your inner Carl Sagan and unravel the mysteries of your own universe.

# Fun And Useful!

Text

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# Make It Work.

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# Mysteries Revealed!

# Thanks for attending!

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