# Pr. 5 Debug

# 一个IDE的组成

- 编辑器
- 构建器 (编译器+链接器)
- 调试器

# 先聊聊构建

- 编译方式 → 翻译一本书
- 解释方式 > 同声传译

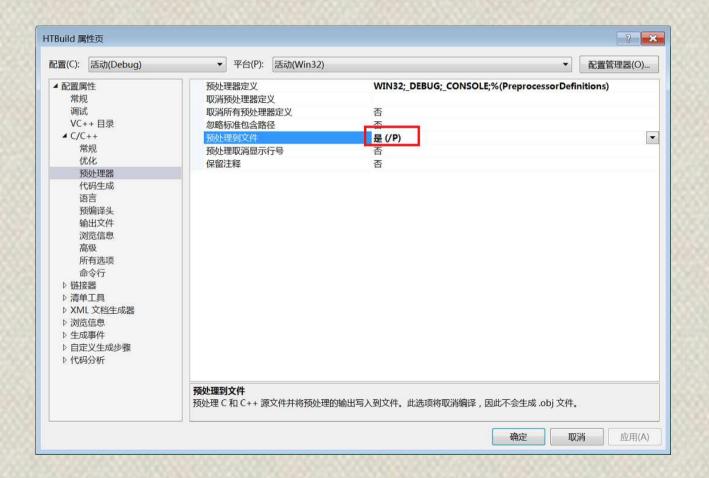
- 构建原理
- 构建方式

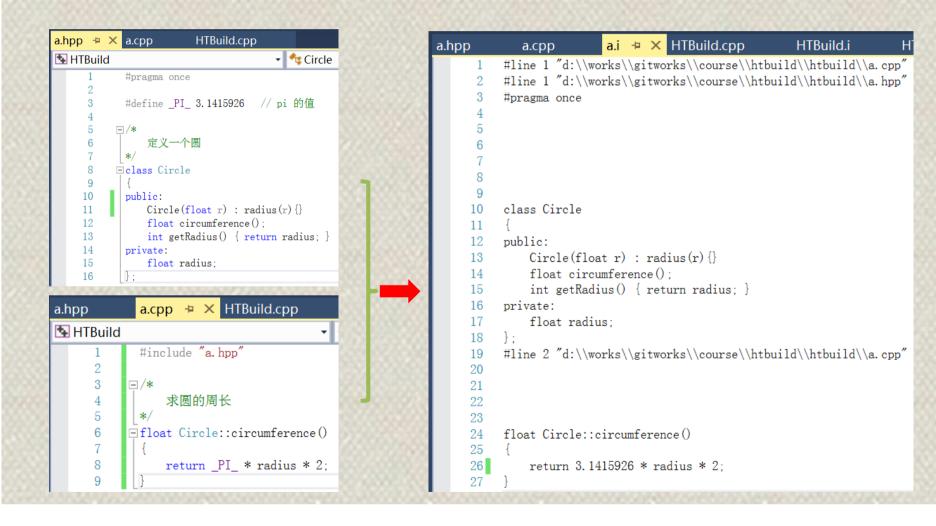
# 了解代码被处理的过程

- 写代码
- 预处理、预编译
- 编译
- 链接

# 预处理(Preprocessing)

- · 将所有的#define删除,并且展开所有的宏定义
- 处理所有的条件预编译指令,比如#if #ifdef #elif #else #endif等
- 处理#include 预编译指令,将被包含的文件插入到该预编译指令的位置
- 删除所有注释"//"和"/\*\*/"
- 添加行号和文件标识,以便编译时产生调试用的行号及编译错误警告行号
- 保留所有的#pragma编译器指令,因为编译器需要使用它们,比如警告失效、对奇方式等





```
HTBuild.cpp ≠ X HTBuild.i
a.hpp
                         a.i
             a.cpp

♣ HTBuild

                                            (全局范围)
           ∃#include "a.hpp"
           #include <iostream>
           ∃int main()
      5
      6
                Circle c(15);
                printf("result is %f\n", c.circumference());
      8
                return 0;
      9
```

```
HTBuild.cpp
                                                  HTBuild.i ≠ × HTBuild.obj
       #line 1 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\htbuild.cpp"
       #line 1 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\a.hpp"
       #pragma once
   9
  10
  11
  12
  13
  14 class Circle
  15
  16 public:
           Circle(float r) : radius(r) {}
  17
  18
           float circumference();
  19
           int getRadius() { return radius; }
  20
       private:
  21
           float radius;
  22
  23 #line 6 "d:\\works\\gitworks\\course\\htbuild\\htbuild.\htbuild.cpp"
  24
       #line 1 "c:\\program files (x86)\\microsoft visual studio 14.0\\vc\\include\\iostream"
55460
55461
       #line 7 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\htbuild.cpp"
55462
55463
       int main()
55464
55465
55466
           printf("result is %f\n", c.circumference());
55467
           return 0;
55468
```

## 编译

```
a.i ≠ × HTBuild.cpp
a.hpp
             a.cpp
                                                       HTBuild.i
          #line 1 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\a.cpp"
          #line 1 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\a. hpp"
          #pragma once
      9
     10
          class Circle
     11
     12
          public:
     13
              Circle(float r) : radius(r) {}
     14
              float circumference();
     15
              int getRadius() { return radius; }
     16
          private:
     17
              float radius;
     18
          #line 2 "d:\\works\\gitworks\\course\\htbuild\\htbuild\\a.cpp"
     20
     21
     22
     23
          float Circle::circumference()
     25
     26
              return 3.1415926 * radius * 2;
     27
```

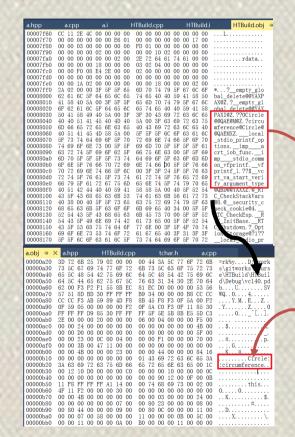
```
a.obj ⊅ × a.hpp
                   HTBuild.cpp
                                 tchar.h
                                           a.cpp
00000a20 3D 72 6B 25 79 02 00 00 00 44 3A 5C 77 6F 72 6B =rk%v....D:\work
00000a30 73 5C 67 69 74 77 6F 72 6B 73 5C 63 6F 75 72 73 s\gitworks\cours
00000a40 65 5C 48 54 42 75 69 6C 64 5C 48 54 42 75 69 6C e\HTBuild\HTBuil
00000a50 64 5C 44 65 62 75 67 5C 76 63 31 34 30 2E 70 64 d\Debug\vc140.pd
00000a60 62 00 F3 F2 F1 55 8B EC
                           81 EC DO 00 00 00 53 56 b....U......SV
00000a70 57 51 8D BD 30 FF FF FF B9 34 00 00 00 B8 CC CC WQ..0...4.....
00000a80 CC CC F3 AB 59 89 4D F8 8B 45 F8 F3 0F 5A 00 F2 ....Y.M.E...Z..
00000aa0 FF FF FF D9 85 30 FF FF FF 5F 5E 5B 8B E5 5D C3 .....0... ^[...].
00000ab0 2E 00 00 00 20 00 00 06 00 04 00 00 05 00
00000ac0 00 00 24 00 00 00 00 00 00 00 00 00 00 4B 00
                                               . . $. . . . . . . . . K.
. . . . . . . . . . . . . . .
00000ae0 00 00 23 00 0C 00 04 00 00 00 F1 00 00 00 70 00
                                               ..#....p.
00000af0 00 00 3B 00 47 11 00 00 00 00 00 00 00 00 00 00
                                               . . ; . G. . . . . . . . . . .
00000b00 00 00 4B 00 00 00 23 00 00 00 44 00 00 00 84 16
                                                . K. . . #. . . D. .
00000b10 00 00 00 00 00 00 00 01 43 69 72 63 6C 65 3A
00000b20 3A 63 69 72 63 75 6D 66 65 72 65 6E 63 65 00 1C
                                               circumference..
00000b30 00 12 10 D0 00 00 00 C0 00 00 00 10 00 00 00 C
00000b40 00 00 00 00 00 00 00 00 00 90 12 00 0F 00 0B
                                               . . . . . . . . . . . . . . . . .
.... this...
00000b60 4F 11 F2 00 00 00 30 00 00 00 00 00 00 00 00 0....0....
00000b80 00 00 00 00 00 07 00 00 80 23 00 00 08 00 .....#....
00000b90 00 80 44 00 00 00 09 00 00 80 0C 00 00 00 11 00 ..D.....
00000bb0 00 00 11 00 00 00 0A 00 B0 00 00 00 11 00 00 00 ......
```

# 链接

· 将不同的obj中的符号建立起联系,调用的

时候才能找得到

• "连"和"链"



## 都调试什么?

- · 语法或编译时错误(definition)
- 链接错误(symbols)
- 运行错误(Crash/error)
- 逻辑或意图错误(Wrong/mistake)

## 调试的方法

- 屏幕输出信息
- 代码断点调试
- Dump分析调试
- 打日志、收集分析

生产环境哪种方式最好?

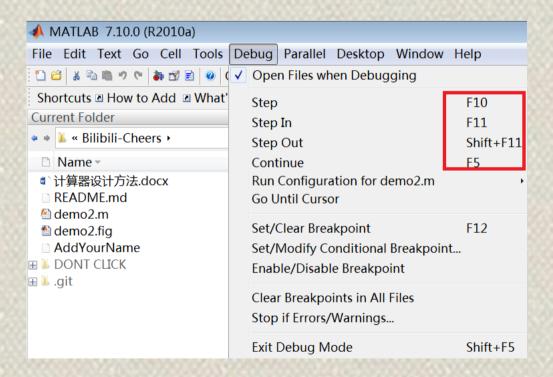
# 调试过程

- Set/Clear breakpoint
- Step
- Step in
- Step out
- continue

#### **MATLAB**

```
Editor - D:\works\homeworks\Bilibili-Cheers\demo2.m
** # # 1.1 × # # 0.
                                               Continue
      function MULp_Callback(hObject, eventdata, handles)
      = % hObject handle to MULp (see GCBO)
131
132
       % eventdata reserved - to be defined in a future version of MATLAB
       -% handles structure with handles and user data (see GUIDATA)
133
134 ○  global times:
135 -
        global seconds:
136 -
        if times==1
137 -
            seconds=seconds+1:
138 -
        else
           if get(handles, MULp, 'String') == 'X'
139 -
               if get(handles.editl, 'String') = π'
140 -
141 -
                   nl=str2double(get(handles.edit1, 'String'));
142 -
               else
143 -
                   n1=pi;
144 -
145 -
               n2=str2double(get(handles.edit2, 'String'));
146 -
               result=n1*n2:
147 -
            else
148 -
               if ~isempty(get(handles.editl,'String'))
                   if get (handles. edit1, 'String') = π'
149 -
150 -
                       nl=floor(str2num(get(handles.editl,'String')));
```

## 快捷键



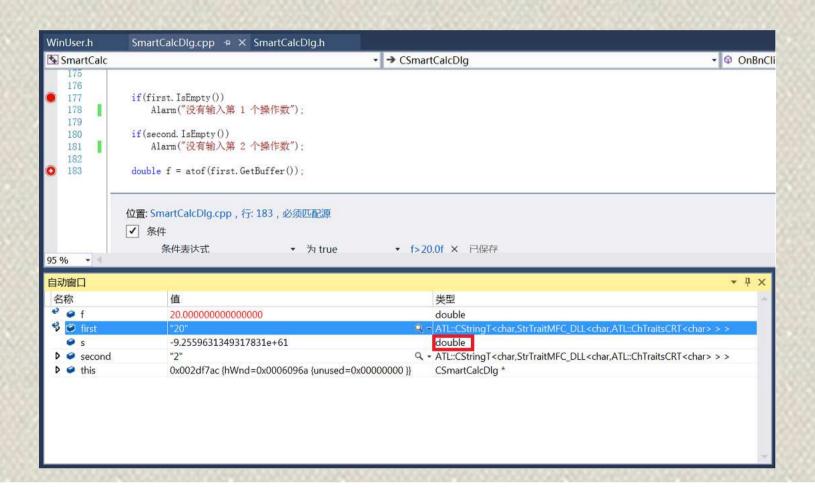
### 变量跟踪(监视)

```
Editor - D:\works\homeworks\Bilibili-Cheers\demo2.m
                                                               Workspace
                                                               🗎 📹 🕾 🐃 Stack: 🐶 Select data to pl... 🕶
                                                     » □ ▼ * ×
1 6 ■ 8 = 6 9 0 0 3 3 - 4 4 4 4 元 ■ - 6 2 1 -
+□ ↓□ - 1.0 + ÷ 1.1 × %, %, 0,
                                                                             Value
                                                                                          Min May
       function MULp Callback (hObject, eventdata, hand)
130
                                                               ⊞ eventdata
                                                                             5% hObject handle to MULp (see GCBO)
                                                               HhObject
                                                                             1.0013
                                                                                          1.0... 1.0...
131
                                                                             <1x1 struct>
                                                               E handles
         % eventdata reserved - to be defined in a futur
132
                                                               B seconds
                                                                             60
                                                                                          60
                                                                                               60
         -% handles
                      structure with handles and user dat
133
                                                               Htimes
                                                                             0
                                                                                          0
                                                                                               0
         global times;
134
         global seconds;
135 -
136 - ➡
         if times==1
             seconds=seconds+1;
137 -
138 -
         else
             if get(handles. MULp, 'String') == 'X'
139 -
                 if get(handles.edit1, 'String') = 'π'
140 -
                     n1=str2double(get(handles,edit1,'Str
141 -
142 -
                  else
143 -
                      n1=pi;
144 -
                  end
145 -
                 n2=str2double(get(handles.edit2, 'String'
                                                               Command History
146 -
                  result=n1*n2:
                                                                   -plot(LRP1(1,1:300), 'DisplayName', 'LRP1(1,
147 -
             else
                                                                  plot (LRP2 (1, 1:275), 'DisplayName', 'LRP2 (1,
                 if ~isempty(get(handles.edit1, 'String')) _
148 -
                                                               □%-- 17-4-16 上午11:11 --%
                  Ш
                                                                   result diffrence=result mean 1-result mean
```

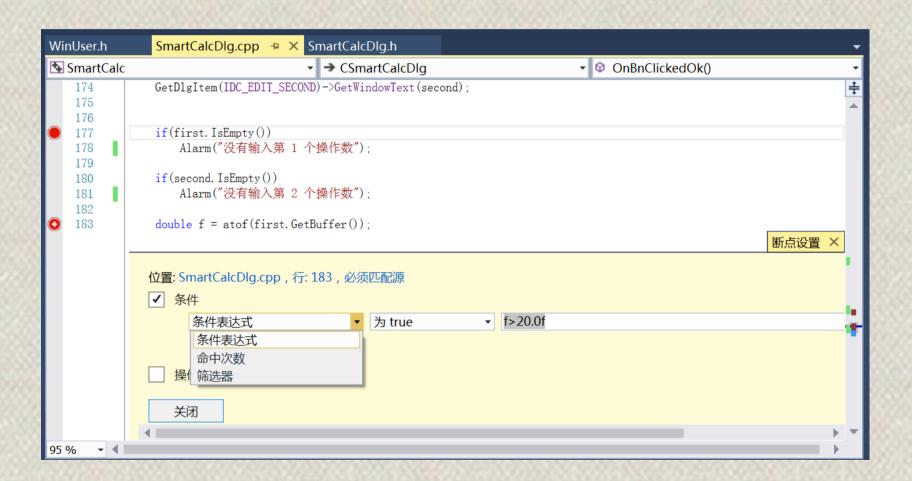
### Visual Studio

| artCalc - Microsoft Visual Studio |                         |            |          |           |            |  |
|-----------------------------------|-------------------------|------------|----------|-----------|------------|--|
| 编辑                                | (E)                     | 视图(V)      | 项目(P)    | 生成(B)     | 调试(D)      |  |
|                                   | 窗□(W) <b>▶</b>          |            |          |           |            |  |
|                                   | 图形(C)                   |            |          |           |            |  |
| •                                 | 开始调试(S)                 |            |          | F5        | F5         |  |
| Þ                                 | 开始执行(不调试)(H)            |            |          | Ctrl+F5   |            |  |
|                                   | 性能探查器(F)                |            |          | Alt+F2    |            |  |
| op <sup>to</sup>                  | 附加到进程(P)                |            |          | Ctrl+Alt- | Ctrl+Alt+P |  |
|                                   | 探查器 ▶                   |            |          |           |            |  |
| *                                 | 逐语句(S)                  |            |          | F11       |            |  |
| 3                                 | 逐过程(O)                  |            |          | F10       |            |  |
|                                   | 切换断点(G)                 |            |          | F9        | F9         |  |
|                                   | 新建断点(B)                 |            |          |           | · ·        |  |
| × >                               | 删除所有断点(D) Ctrl+Shift+F9 |            |          |           | t+F9       |  |
| 6                                 | 禁用所有断点(N)               |            |          |           |            |  |
|                                   | 清除所有数据提示(A)             |            |          |           |            |  |
|                                   | 导出数据提示(X)               |            |          |           |            |  |
|                                   | 导入数据提示(I)               |            |          |           |            |  |
| ₽                                 | 选项                      | 页(O)       |          |           |            |  |
| 2                                 | Sm                      | artCalc 属性 | <b>±</b> |           |            |  |

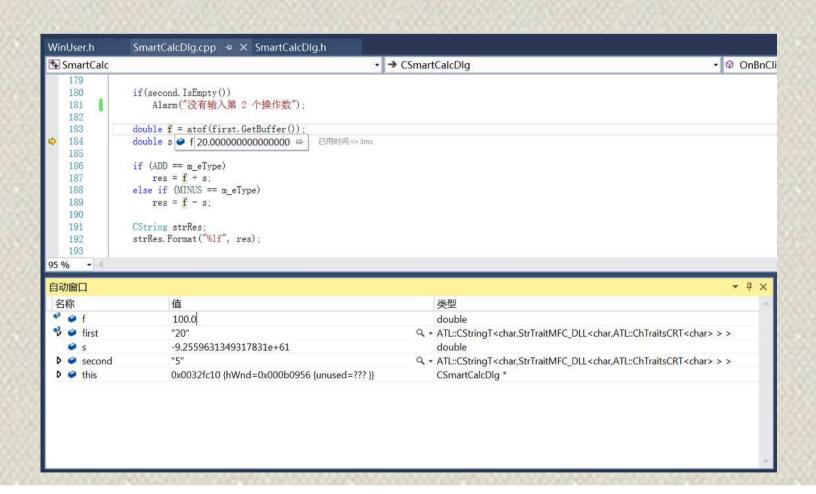




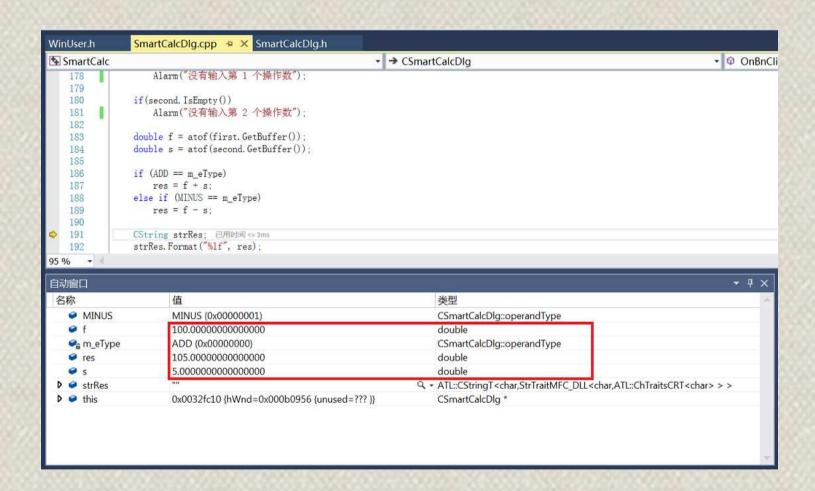
# 条件断点



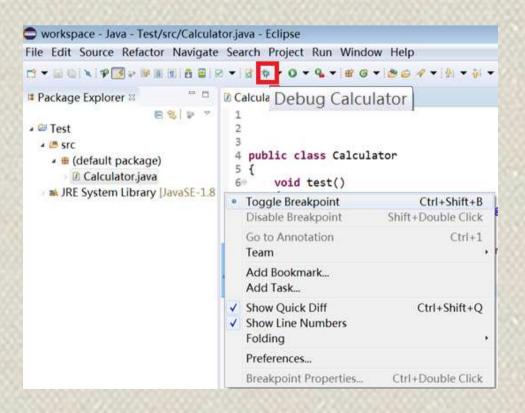
# 更改



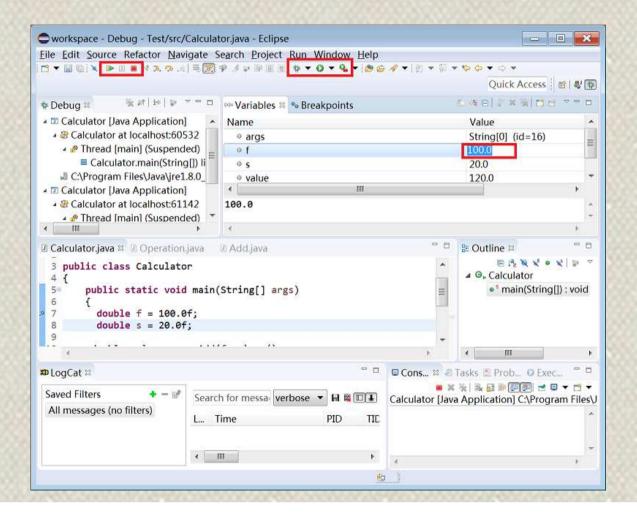
# 更改后



### **Eclipse**



- F8: 运行到下一个断点
- F5: 单步调试进入函数内 部
- F6: 单步调试不进入函数 内部
- F7: 由函数内部返回到调 用处



# 高级玩法

- 调试 "库"
- Dump调试
- 远程调试