## **Anticipated Milestones**

| Milestone<br># | Description   | Completion<br>Date |
|----------------|---|--------------------|
| 1              | Research and get comfortable with various GUI API's and write a basic application in each of them. Decide how the backbone is going to interract with the GUI.  | TBD                |
| 2              | Create a basic debugger application that does at least what are considered the fundamentals: It contains a text viewer; it has basic buttons for basic debugger functions and interractions; it can attach to a running process, select an .exe to debug; it can load source code into the text viewer; and it can set and manage breakpoints which will also involve the capability of being able to read and write the attached program's CPU registers and memory. | TBD                |
| 3              | Test and iron out many of the bugs that are likely to occur as a result of Milestone 2 and then enhance the basic application with the nice-to-have features such as catching and interpreting program exceptions, the implementation of a command-line interface, and implementation of the generalized platform layer to encapsulate all of the operating system interractions.   | TBD                |
| 4              | Continue to iron out bugs from Milestone 3 and maybe 2 again and implement the additional remote-control features and potentially attempt to implement the debugger in other languages to enhance portability.  | TBD                |
| 5              | Test again for additional bugs in milestones 2,3, and 4, assure that many issues are fixed, and if time persists, attempt to add features which were discussed in the initial requirements, but are not on the list.  | TBD                |

## Table 1: Timeline

| Task# | Description   | Associated<br>Milestone<br># | Start<br>Date           | Completion<br>Date | Primary<br>Responsibility |
|-------|---|------------------------------|-------------------------|--------------------|---------------------------|
| 1     | Create a basic<br>application using<br>Qt - Windows   | 1                            | Insert<br>Start<br>Date | Insert End<br>Date | Deon                      |
| 2     | Create a basic<br>application using<br>PyQt - Windows | 1                            |                         |                    | Deion                     |
| 3     | Create a basic application using                      | 1                            |                         |                    | Wayne                     |

|    | ImGui - Windows  |   |  |       |
|----|--|---|--|-------|
| 4  | Create a basic<br>application using<br>GTK - Windows   | 1 |  | James |
| 5  | Create a basic<br>application using<br>Qt - Linux  | 1 |  | Deion |
| 6  | Create a basic<br>application using<br>PyQt - Linux  | 1 |  | Deion |
| 7  | Create a basic<br>application using<br>ImGui - Linux   | 1 |  | Wayne |
| 8  | Create a basic<br>application using<br>GTK - Linux   | 1 |  | James |
| 9  | Create a debugger application that can attach itself to another program (Just a basic application, no breakpoints or anything) | 1 |  | Wayne |
| 10 | Implement a text<br>viewer   | 2 |  | James |
| 11 | Develop a set<br>breakpoint system   | 2 |  | Deion |
| 12 | Develop a<br>breakpoint viewer<br>system   | 2 |  | James |
| 13 | Develop a visual indication of the program hitting a breakpoint  | 2 |  | James |
| 14 | Implement a<br>system to select<br>an .exe to debug  | 2 |  | Deion |
| 15 | Implement a<br>system to select<br>a running process<br>to debug   | 2 |  | Deion |
| 16 | Develop  | 2 |  | Deion |

|    | interactive<br>buttons for<br>debugger<br>interactions                              |   |       |
|----|---|---|-------|
| 17 | Continue  | 2 | Deion |
| 18 | Step forward  | 2 | Deion |
| 19 | Stop  | 2 | Deion |
| 20 | Implement: Read<br>memory from an<br>attached program<br>-Windows                   | 2 | James |
| 21 | Implement: Write<br>memory from an<br>attached program<br>-Windows                  | 2 | James |
| 22 | Implement: Read<br>CPU registers<br>from an attached<br>program -Windows            | 2 | James |
| 23 | Implement: Write CPU registers from an attached program -Windows                    | 2 | James |
| 24 | Implement: Set<br>and manage<br>breakpoints<br>Windows                              | 2 | James |
| 25 | Implement: Start the debugee program from the debugger -Windows                     | 2 | James |
| 26 | Implement: Read<br>in C++ source for<br>user interaction<br>-Windows                | 2 | James |
| 27 | Create a debugger<br>application that<br>can attach itself<br>to another<br>program | 2 | Wayne |
| 28 | Implement: Read CPU registers from an attached programLinux                         | 2 | Wayne |

| 29 | Implement: Write CPU registers from an attached programLinux                     | 2   | Wayne |
|----|--|-----|-------|
| 30 | Implement: Set<br>and manage<br>breakpoints<br>Linux                             | 2   | Wayne |
| 31 | Implement: Start<br>the debugee<br>program from the<br>debuggerLinux             | 2   | Wayne |
| 32 | Implement: Read<br>in C++ source for<br>user interaction<br>-Linux               | 2   | Wayne |
| 33 | Implement a<br>memory<br>viewer/editor   | 3   | Deion |
| 34 | Allow the user to<br>view/edit the<br>values in<br>different bases               | 3   | Deion |
| 35 | Develop an option<br>to view assembly<br>alongside source<br>code.               | 3   | Deion |
| 36 | Develop a syntax<br>highlighting<br>system (RegEx?)                              | 3   | Wayne |
| 37 | Implement for x86 Assembly   | 3   | Wayne |
| 38 | Implement for C  | 2,3 | Wayne |
| 39 | Implement for C++  | 2,3 | James |
| 40 | Implement a<br>command line<br>interface to<br>interact with the<br>debugger     | 3   | Wayne |
| 41 | Create a generalized platform layer where all operating system interactions have | 3   | Wayne |

|    | to go through this layer. This will help make the debugger easy to port to new operating systems.  |   |  |                        |
|----|--|---|--|------------------------|
| 42 | Implement: Catch<br>and interpret<br>program<br>exceptions<br>Windows  | 3 |  | James                  |
| 43 | Implement for<br>other languages<br>(add to this<br>list)  | 4 |  | Wayne                  |
| 44 | Implement some kind of communication system with a running debugger for remote controlling   | 4 |  | Wayne                  |
| 45 | Test all code from Milestones 2, 3, and 4 and add additional features that were mentioned in requirements that would be great to have to enhance competitiveness (i.e. AI features, error interpretation, suggestions for runtime error repair/code changes), but are not necessary for a functioning debugger, may not be able to be completed by the project deadline, and has do be done at own risk without causing regressions in | 5 |  | Wayne, James,<br>Deion |

|                          | prior<br>functionality. |                  |                  |  |
|--------------------------|-------------------------|------------------|------------------|--|
| # Table 3: Effort Matrix |                         |                  |                  |  |
| Task#                    | %Effort James           | %Effort<br>Wayne | %Effort<br>Deion |  |
| :                        | ::                      | ::               | :<br>            |  |
| 1                        | 2.5                     | 95               | 2.5              |  |
| 2                        | 2.5                     | 95               | 2.5              |  |
| 3                        | 2.5                     | 95               | 2.5              |  |
| 4                        | 2.5                     | 95               | 2.5              |  |
| 5                        | 2.5                     | 95               | 2.5              |  |
| 6                        | 2.5                     | 95               | 2.5              |  |
| 7                        | 2.5                     | 95               | 2.5              |  |
| 8                        | 2.5                     | 95               | 2.5              |  |
| 9                        | 2.5                     | 95               | 2.5              |  |
| 10                       | 2.5                     | 95               | 2.5              |  |
| 11                       | 2.5                     | 95               | 2.5              |  |
| 12                       | 2.5                     | 95               | 2.5              |  |
| 13                       | 2.5                     | 95               | 2.5              |  |
| 14                       | 2.5                     | 95               | 2.5              |  |
| 15                       | 2.5                     | 95               | 2.5              |  |
| 16                       | 2.5                     | 95               | 2.5              |  |
| 17                       | 2.5                     | 95               | 2.5              |  |
| 18                       | 2.5                     | 95               | 2.5              |  |
| 19                       | 2.5                     | 95               | 2.5              |  |
| 20                       | 2.5                     | 95               | 2.5              |  |
| 21                       | 2.5                     | 95               | 2.5              |  |
| 22                       | 2.5                     | 95               | 2.5              |  |
| 23                       | 2.5                     | 95               | 2.5              |  |

| 24 | 2.5 | 95 | 2.5 |  |
|----|-----|----|-----|--|
| 25 | 2.5 | 95 | 2.5 |  |
| 26 | 2.5 | 95 | 2.5 |  |
| 27 | 2.5 | 95 | 2.5 |  |
| 28 | 2.5 | 95 | 2.5 |  |
| 29 | 2.5 | 95 | 2.5 |  |
| 30 | 2.5 | 95 | 2.5 |  |
| 31 | 2.5 | 95 | 2.5 |  |
| 32 | 2.5 | 95 | 2.5 |  |
| 33 | 2.5 | 95 | 2.5 |  |
| 34 | 2.5 | 95 | 2.5 |  |
| 35 | 2.5 | 95 | 2.5 |  |
| 36 | 2.5 | 95 | 2.5 |  |
| 37 | 2.5 | 95 | 2.5 |  |
| 38 | 2.5 | 95 | 2.5 |  |
| 39 | 2.5 | 95 | 2.5 |  |
| 40 | 2.5 | 95 | 2.5 |  |
| 41 | 2.5 | 95 | 2.5 |  |
| 42 | 2.5 | 95 | 2.5 |  |
| 43 | 2.5 | 95 | 2.5 |  |
| 44 | 2.5 | 95 | 2.5 |  |
| 45 | 2.5 | 95 | 2.5 |  |