

# Debuggers

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- ▶ Inspect variables, including structs and classes
- ▶ View disassembly
- ▶ Check the call stack

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- ▶ Inspect variables, including structs and classes
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- ▶ `gdb` Command-line debugger
- ▶ `kdbg` GUI frontend for `gdb`

# Using `gdb`

- ▶ `gdb your-program` launches the debugger
- ▶ Note: You will want to compile with `g++ -g`
- ▶ `run arg1 arg2 ...` runs the command with command line arguments
- ▶ `backtrace` or `bt` shows the call stack when the program terminates

# Looking at variables with `gdb`

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- ▶ `p variable` prints the contents of 'variable'.
- ▶ `p` also works with expressions of just about any sort.
- ▶ `x address` examines one word memory at a given address.
- ▶ `x/2 address` examines two words of memory.
- ▶ More on examining memory

# Setting breakpoints with `gdb`

- ▶ `break filename.cpp:10` will stop execution whenever line 10 in 'filename.cpp' is reached.
- ▶ `continue` resumes running as normal.
- ▶ `step` runs one more line of code.
- ▶ `next` runs until execution is on the next line.
- ▶ `finish` runs until the current function returns.
- ▶ `delete` removes all breakpoints.
- ▶ More on breakpoints

## Using `kdbg`

- ▶ Remember to enable X forwarding
- ▶ `kdbg your-program` launches the debugger
- ▶ 'Stack' window: the function call stack
- ▶ 'Locals' window: variables currently in scope
- ▶ 'Watches' window: list of expressions (like 'print')
- ▶ `f2` or right-click to edit the value of a local or watch!

## Breakpoints in `kdbg`

- ▶ Set a breakpoint by clicking in the margin left of the code
- ▶ `f5` Run (combination of 'run' and 'continue')
- ▶ `f8` Step Into (like 'step')
- ▶ `f10` Step Over (like 'next')
- ▶ `f6` Step Out (like 'finish')



## Breakpoints in `kdbg`

- ▶ Set a breakpoint by clicking in the margin left of the code
- ▶ `f5` Run (combination of 'run' and 'continue')
- ▶ `f8` Step Into (like 'step')
- ▶ `f10` Step Over (like 'next')
- ▶ `f6` Step Out (like 'finish')
- ▶ 'Breakpoints' window: list of breakpoints
- ▶ Conditional Breakpoints: Set a condition on the breakpoints tab

# Looking at program internals with `kdbg`

- ▶ Click the '+' to see disassembly!
- ▶ 'Memory' tab: View memory at a specific address (right-click for display options)
- ▶ 'Registers' tab: View contents of CPU registers
- ▶ 'Step into by instruction' and 'Step over by instruction'