

SWEN221: Software Development #3 - Debugging

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102:38:26 Armstrong: (With the slightest touch of urgency) Program Alarm.

102:38:28 Duke: It's looking good to us. Over.

102:38:30 Armstrong: (To Houston) It's a 1202.

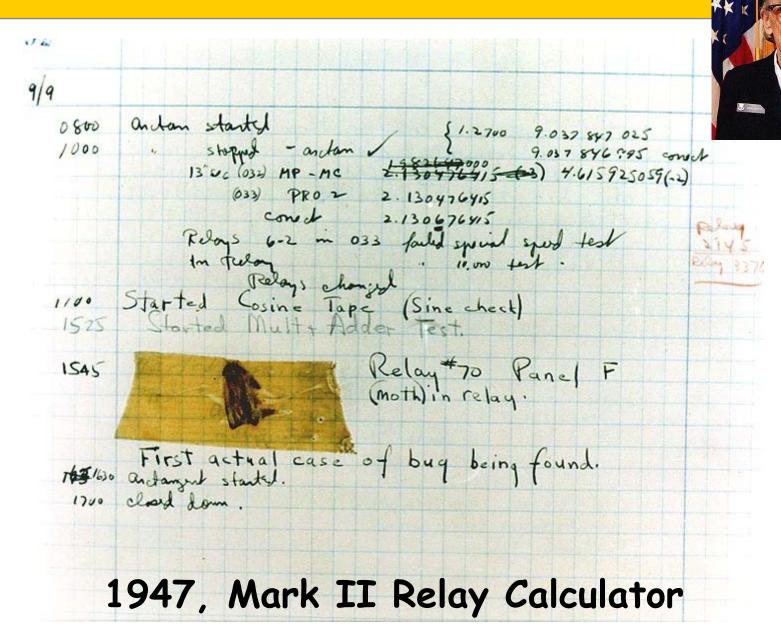
102:38:32 Aldrin: 1202. (Pause)

[Altitude 33,500 feet]

102:38:42 Armstrong (on-board): (To Buzz) What is it? Let's incorporate (the landing radar data). (To Houston) Give us a reading on the 1202 Program Alarm.

[The 1202 program alarm is being produced by data overflow in the computer. It is not an alarm that they had seen during simulations but, as Neil explained during a post-flight press conference "In simulations we have a large number of failures and we are usually spring-loaded to the abort position. And in this case in the real flight, we are spring-loaded to the land position."]

Rear Admiral Grace Hopper



Debugging

"If debugging is the process of removing bugs, then programming must be the process of putting them in."

- Process of finding and eliminating bugs
- Programmers spend more time debugging than writing new code
- Often, locating the defect is hardest

Example

```
class ProblemCase {
 / * *
  * @param input - should not be null
  * /
public static char[] convert(String input) {
  char[] cs = new char[input.length()];
  for(int i=0;i!=input.length();++i) {
   cs[i] = input.charAt(i);
  return cs;
public static void main(String[] args) {
  String input = null;
  if(args.length > 0) { input = args[0]; }
  char[] bs = convert(input);
```

Terminology

Defect: Error in code created by programmer

Infection: Error in program state

 Propagation: – Bad program state leads to more bad states

Failure: Program finally does something wrong

Example Revisited

```
class ProblemCase {
 / * *
  * @param input - should not be null
 public static char[] convert(String input) {
  char[] cs = new char[input.length()];
                                                Failure
  for(int i=0;i!=input.length();++i) {
   cs[i] = input.charAt(i);
  return cs;
 public static void main(String[] args) {
  String input = null;
  if(args.length > 0) { input = args[0]; }
  char[] bs = convert(input);
9 } }
```

Debugging Principles

- Basic approach to debugging:
 - Observe: notice failure occurring
 - Reproduce: identify input(s) consistently resulting in failure
 - Focus: follow propagation trail
 - Isolate: identify defect
 - Record: add corresponding test case
 - Correct: fix the problem!

```
1. class TrafficLights {
  private boolean[] lights = {true,false,false};
3.
   public TrafficLights next() {
4.
5.
    TrafficLights n = new TrafficLights();
6. n.lights = lights;
7. if(n.lights[0]) {
8. n.lights[0]=false; n.lights[1]=true; n.lights[2]=false;
9. } else if(n.lights[2]) {
   n.lights[0]=true; n.lights[1]=false; n.lights[2]=false;
10.
11.
12. return n;
13. }
14.
15. public void print() {
16. if(lights[0]) { System.out.println("RED"); }
17. if(lights[1]) { System.out.println("AMBER"); }
18. if(lights[2]) { System.out.println("GREEN"); }
19. }
20. public static void main(String[] args) {
21. TrafficLights r = new TrafficLights();
22. TrafficLights a = r.next();
23. TrafficLights q = a.next();
24. r.print(); a.print(); q.print();
25 }}
```

Observing and Reproducing

- Observing a failure
 - Need to know what is right and wrong!
 - E.g. NullPointerException generally wrong ...
 - Good test cases increase chance of observation
- Reproduction
 - Does a given input always cause error?

```
public static void main(String[] args) {
  if(Calendar.getInstance().get(HOUR_OF_DAY) == 13) {
    // defect is in here
    ...
  }
  // code continues here
  ...
}
```

Finde + Isolate

- Focus on Defect
 - Can be long and laborious task
 - Strategies:
 - Determine smallest input that causes the bug
 - Print debug information and/or use debugger
 - Form hypotheses and eliminate one by one.
 - This is an art form!
- Isolate Problem
 - After zeroed in on defect, identify problem
 - Who is at fault?
 - E.g. wrong method parameters, poor documentation, incorrect algorithm, or something else

Recording + Correcting

Recording

- Add appropriate test case to test suite
- Then, can easily spot same or similar defect
- Prevents cycle of fixing bugs, then reintroducing them, over and over

Correcting

- Sometimes easy, sometimes hard
- E.g. typo => quick fix
- But, design limitation => more difficult!