

Java Application Debugging

Fsoft Academy



Agenda

- What is debugging?
- Breakpoints
- Starting the Debugger
- Debug Perspective
- Controlling the program execution
- Evaluating variables in the debugger
- Changing variable assignments in the debugger

Debugging allows you to *run a program interactively while watching the source code and the variables during the execution.*

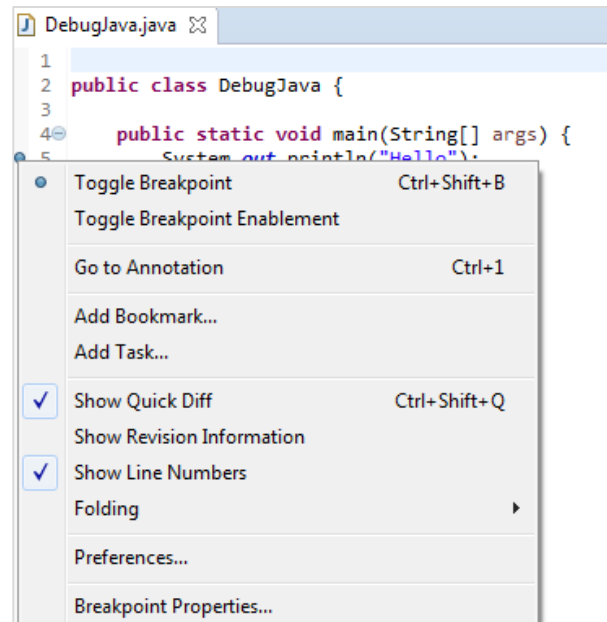
- A **breakpoint** in the source code specifies *where the execution of the program should stop during debugging*. Once the program is stopped you can investigate variables, change their content, etc.
- To stop the execution, if a field is read or modified, you can specify watch-points.
- **Breakpoints** and **watch-points** are sometimes called **stop points**.



Breakpoint

A **breakpoint** is a debugging tool used in software development *to pause the execution* of a program at a specific point, allowing you to inspect the program's state and behavior at that moment.

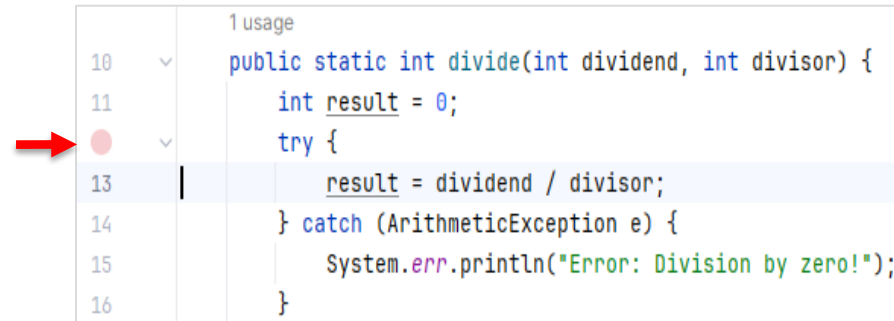
- Breakpoints are invaluable for finding and fixing issues in your code



Breakpoint

■ To set a breakpoint:

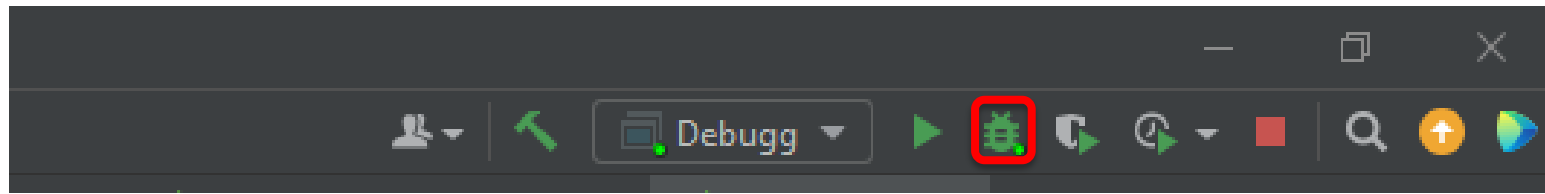
- Open your Java source code file in IDEA (IntelliJ, Eclipse, ..).
- In the left margin next to the line number where you want to set the breakpoint, click on the empty space. A red dot will appear, indicating the breakpoint.



- You can click again on the red dot to remove the breakpoint.

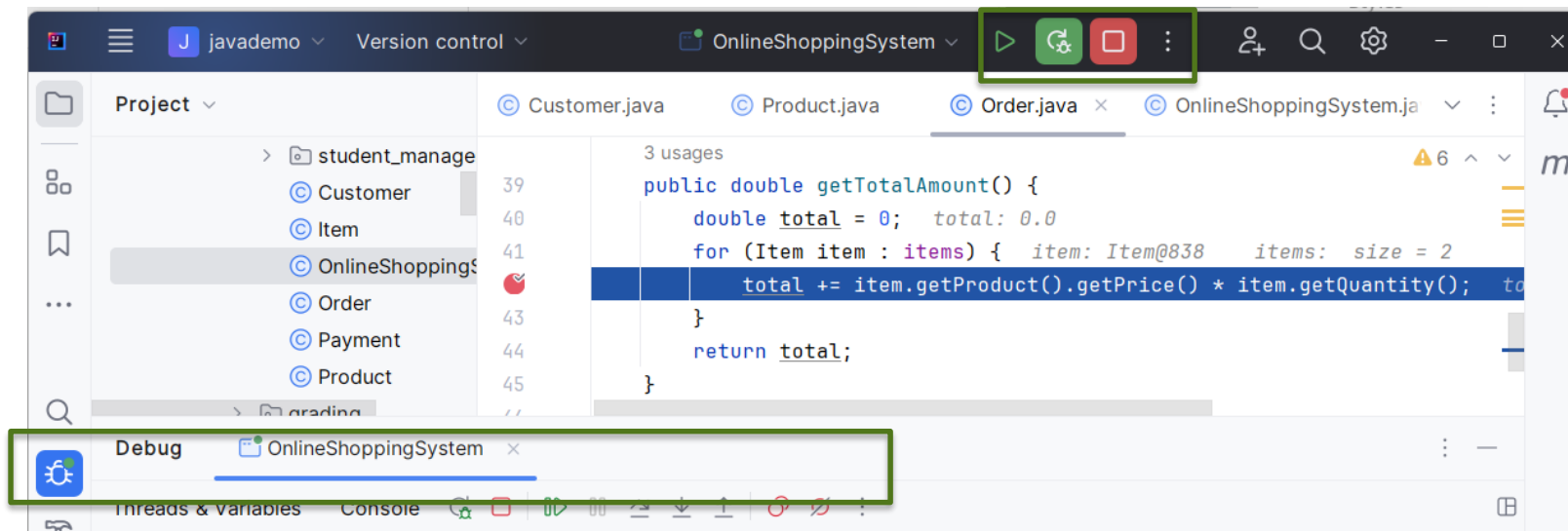
Starting the Debugger

- If you started an application once via the context menu, you can use the created launch configuration again via the **Debug** button in the IntelliJ toolbar.



Debug Perspective

- When a Java program is started in the debug mode, users are prompted to switch to the debug perspective.
 - **Debug view:** The Debug view in IntelliJ IDEA provides a comprehensive overview of your program's execution during debugging. It includes information about the call stack, breakpoints, variables, watches, and threads.



Example

- Use this class to practice debugging in IntelliJ IDEA and fix the issue.

```
package org.example;

public class DebugExample {

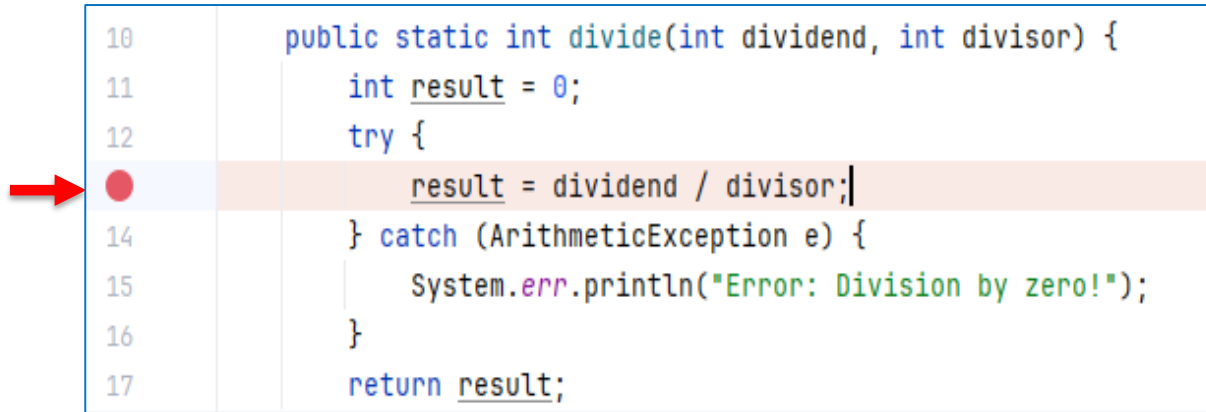
    public static void main(String[] args) {
        int result = divide(10, 0);
        System.out.println("Result: " + result);
    }

    public static int divide(int dividend, int divisor) {
        int result = 0;
        try {
            result = dividend / divisor;
        } catch (ArithmeticException e) {
            System.err.println("Error: Division by zero!");
        }
        return result;
    }
}
```


Example

▪ Step 1: Set Breakpoints

- Set a breakpoint on the line with: `result = dividend / divisor;`



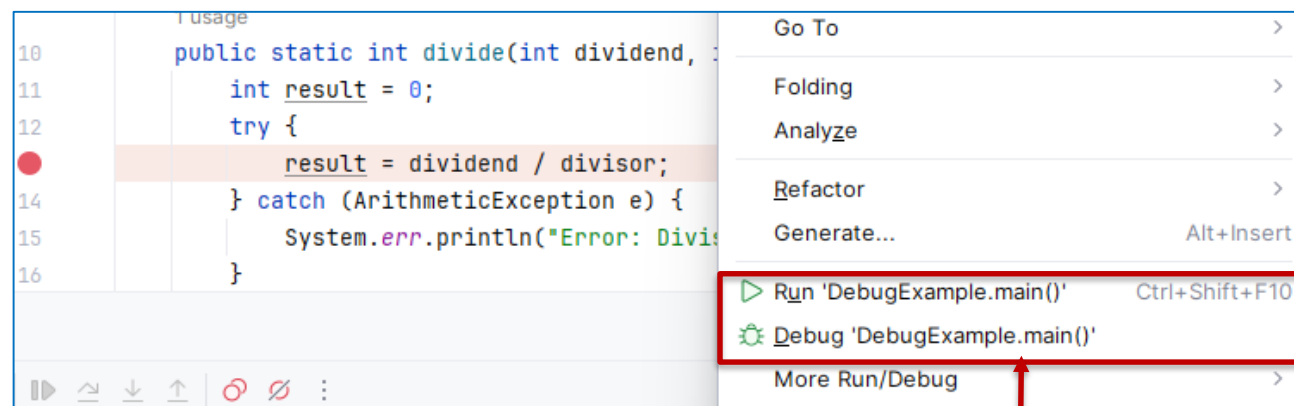
```
10     public static int divide(int dividend, int divisor) {  
11         int result = 0;  
12         try {  
13             result = dividend / divisor;  
14         } catch (ArithmeticException e) {  
15             System.err.println("Error: Division by zero!");  
16         }  
17         return result;  
}
```

A red arrow points to a red circular breakpoint icon on line 13 of the code editor. The line contains the statement `result = dividend / divisor;`. The code is enclosed in a blue border, and the line numbers 10 through 17 are visible on the left side.

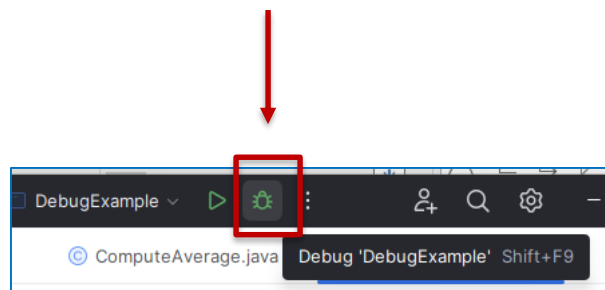
Example

▪ Step 2: Start Debugging

- Run the main method in debug mode by right-clicking on the main method and selecting "Debug 'main()'".

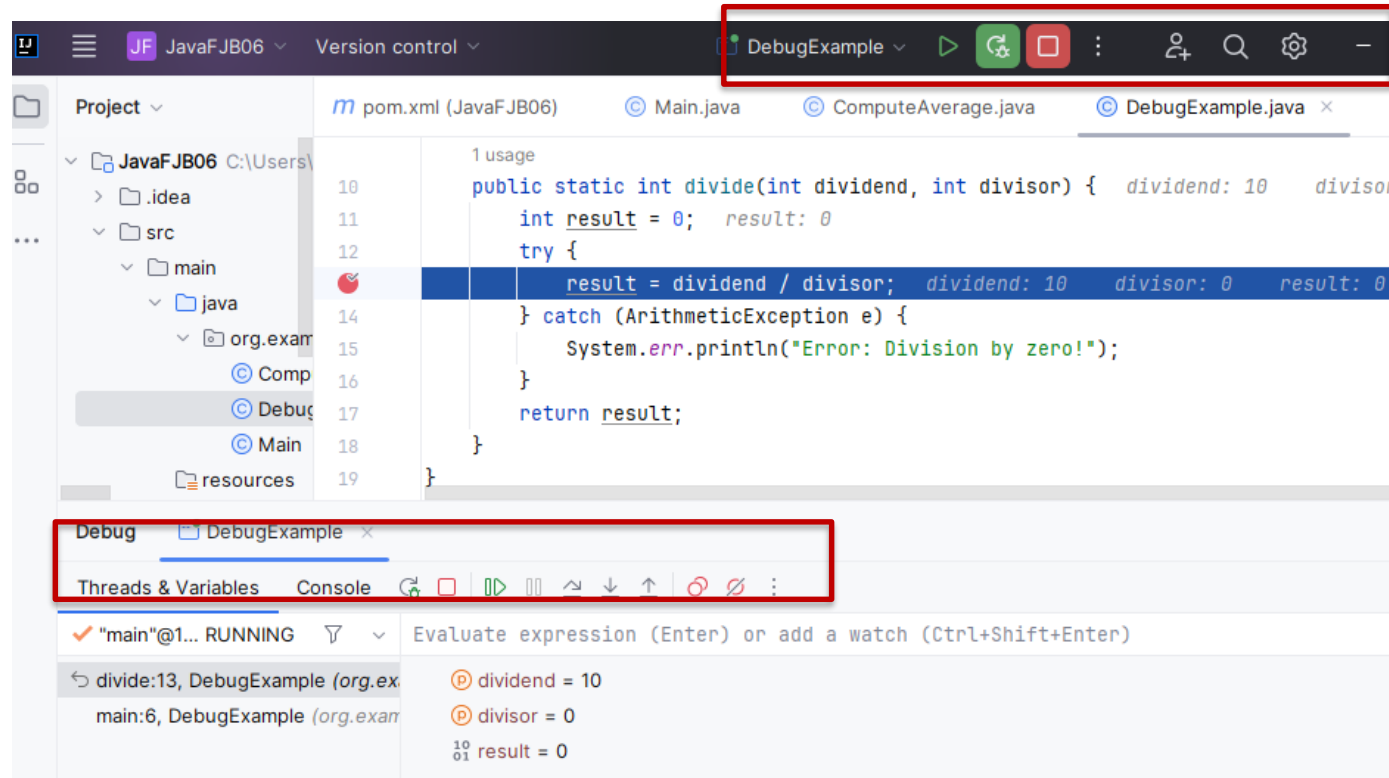


Or



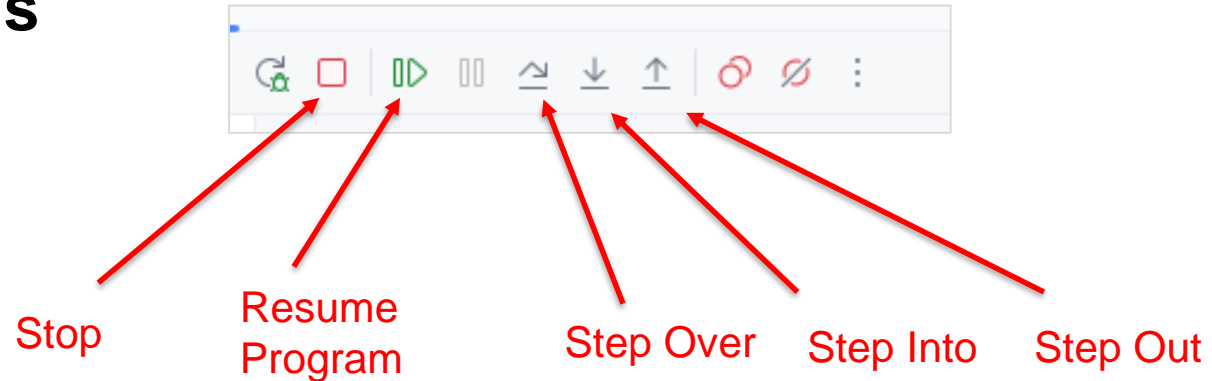
Example

■ Step 3: Debug Perspective



Example

Step 4: Debugging Controls

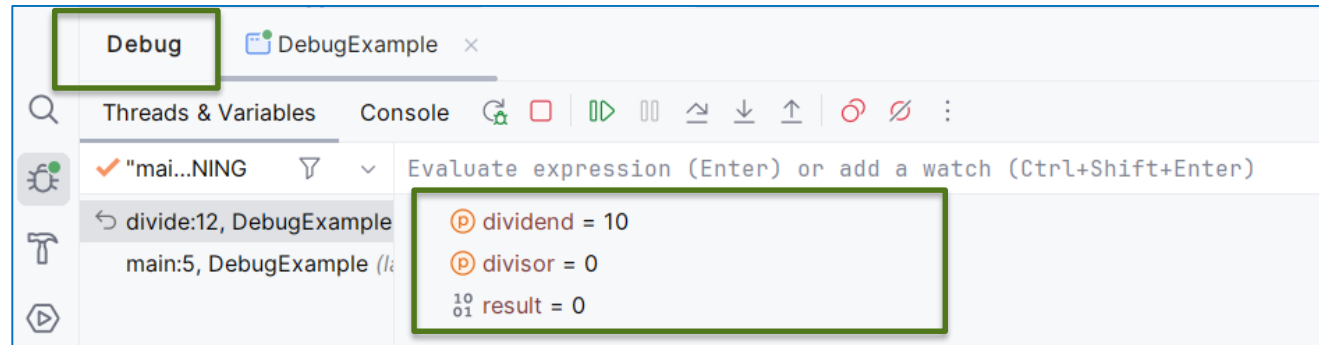


- **"Resume Program"** button (a green arrow): to continue execution until the next breakpoint.
- **"Step Over"** button (a blue arrow): to execute the current line of code and stop at the next line.
- **"Step Into"** button (a blue arrow pointing down): to step into a method call (if any) on the current line.
- **"Step Out"** button (a blue arrow pointing up): to execute the rest of the current method and stop at the caller.
- **"Stop"** button (a red square): to terminate the debugging session.

Example

■ Step 5: Inspect Variables

- In the Debug Tool Window, you can view the values of variables by expanding the variables section.

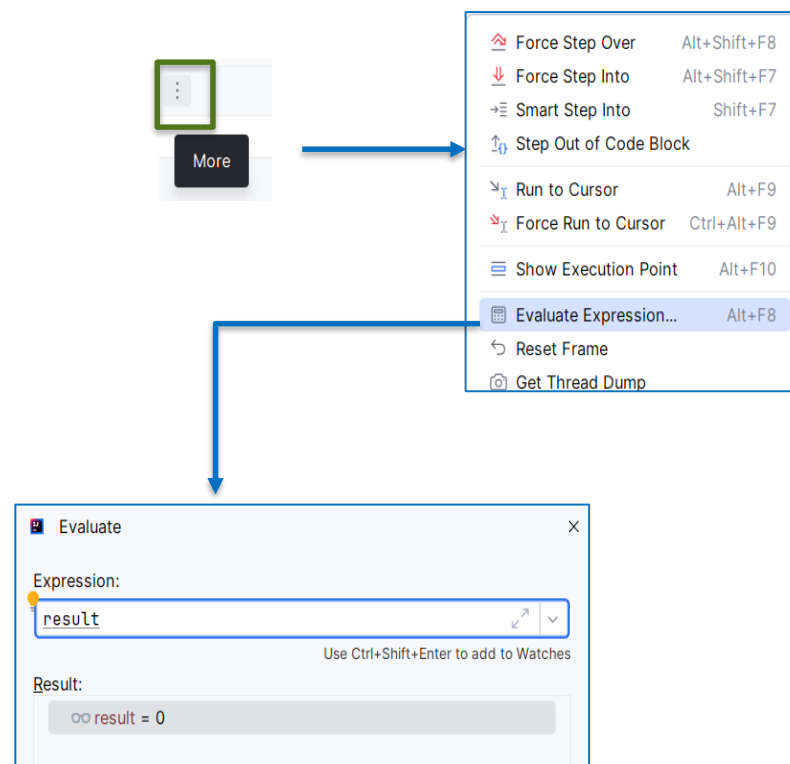


- You can also evaluate expressions by clicking on the "Evaluate Expression" button and entering expressions to be evaluated.

Example

■ Step 5: Inspect Variables (cont)

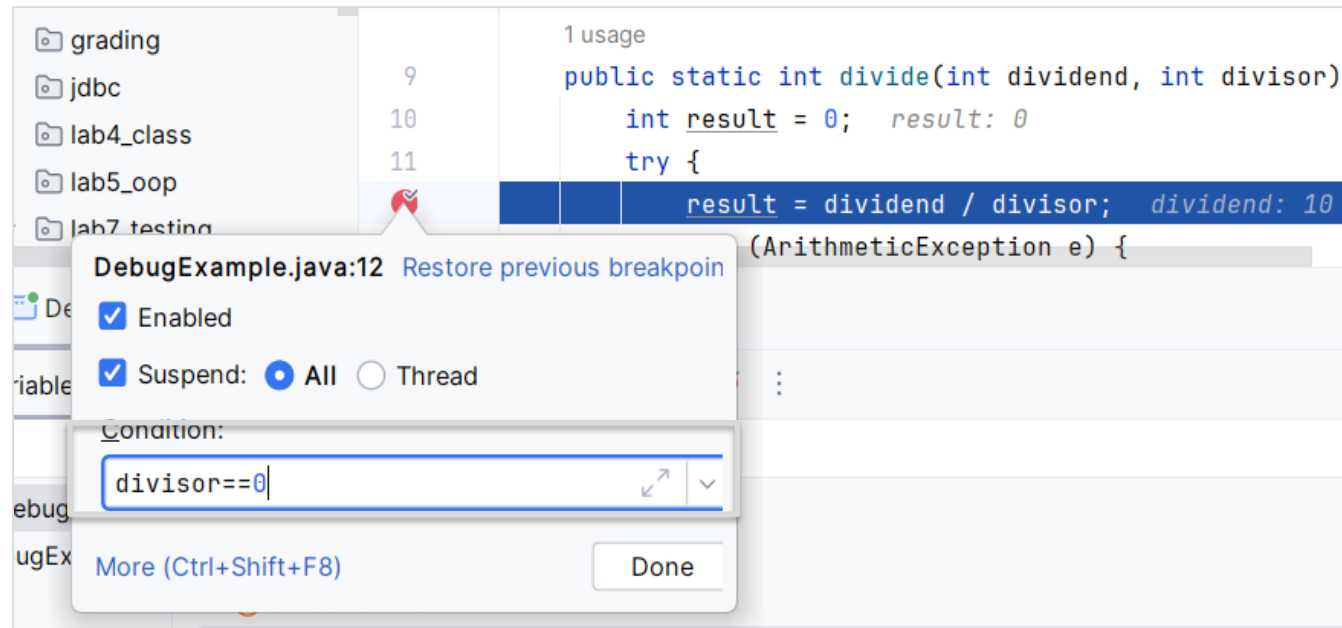
- You can also evaluate expressions by clicking on the **"Evaluate Expression"** button and entering expressions to be evaluated.



Example

■ Step 6: Conditional Breakpoints (Optional)

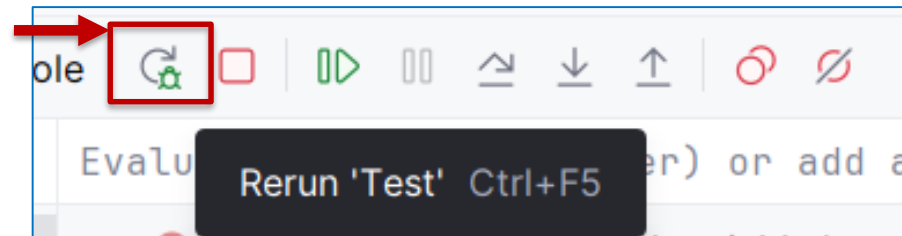
- You can set conditions for your breakpoints. Right-click on a breakpoint and choose "More."
- Set a condition, and the program will pause only when the condition is met.



Example

▪ Step 7: Fix and Continue Debugging

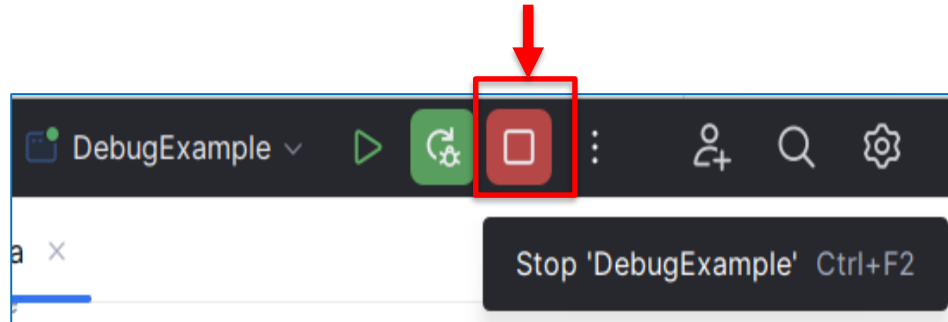
- If you identify an issue while debugging, make the necessary code changes in your source code.
- You can then re-run the code in debug mode by clicking the "**Rerun**" button or using the shortcut **Shift + F9**.
- Your changes will be applied in the new debugging session.



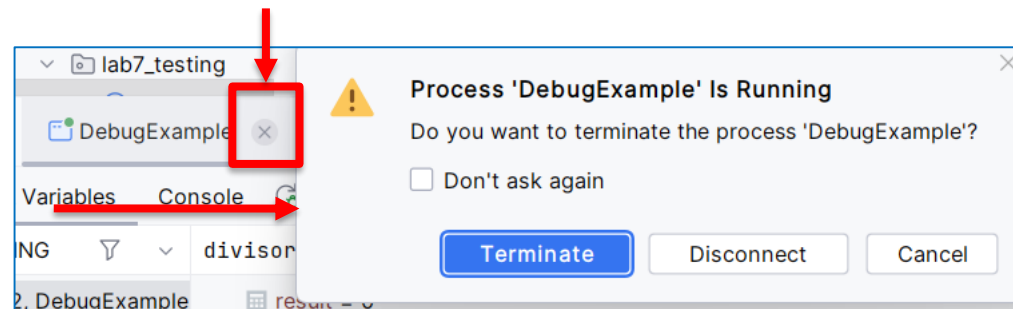
Example

▪ Step 8: Stop Debugging

- When you're finished debugging, click the "Stop" button in the Debug Tool Window,



- or simply close the Debug Tool Window to stop the debugging session.



Lesson Summary

- What is debugging?
- Breakpoints
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THANK YOU!

Any questions?

