# Reading Code, Debug

**Problem Solving using Python - Week 6** 

### Week 6 - Learning Objectives

problemsolving.io Reading Code, Debug 2 / 48

### Week 6 - Learning Objectives

You will be able to

problemsolving.io Reading Code, Debug 2 / 48

### Week 6 - Learning Objectives You will be able to

1. ... read code in a methodical and thoughtful manner.

<u>problemsolving.io</u> Reading Code, Debug 2 / 48

### Week 6 - Learning Objectives You will be able to

- 1. ... read code in a methodical and thoughtful manner.
- 2. ... debug code well.

problemsolving.io Reading Code, Debug 2 / 48

### **Motivation - Reading Code and Debug?**

problemsolving.io Reading Code, Debug 3 / 48

### How will we Learn to Read Code and to Debug?

problemsolving.io Reading Code, Debug 4 / 48

### How will we Learn to Read Code and to Debug?

Étude

problemsolving.io Reading Code, Debug 4 / 48

## How will we Learn to Read Code and to Debug?

#### Étude

"An instrumental musical composition, usually short, of considerable difficulty, and designed to provide practice material for perfecting a particular musical skill." - Wikipeida

problemsolving.io Reading Code, Debug 4 / 48

## Reading Code

problemsolving.io Reading Code, Debug 6 / 48

1. Debugging a Program

problemsolving.io Reading Code, Debug 6 / 48

- 1. Debugging a Program
- 2. Modifying a Program

problemsolving.io Reading Code, Debug 6 / 48

- 1. Debugging a Program
- 2. Modifying a Program
- 3. Using a Program (Code as Documentation)

<u>problemsolving.io</u> Reading Code, Debug 6 / 4

- 1. Debugging a Program
- 2. Modifying a Program
- 3. Using a Program (Code as Documentation)
- 4. Learning (e.g., Worked Example, Stack Overflow)

<u>problemsolving.io</u> Reading Code, Debug 6 / 4

- 1. Debugging a Program Étude!
- 2. Modifying a Program
- 3. Using a Program (Code as Documentation)
- 4. Learning (e.g., Worked Example, Stack Overflow)

<u>problemsolving.io</u> Reading Code, Debug 7 / 48

### Let's Extract the Structure of a Natural Language Text

problemsolving.io Reading Code, Debug 8 / 48

## Let's Extract the Structure of a Natural Language Text

"(1) People say that a dog "knows" its name (2) because it comes when it is called, and (3) that it "remembers" its master, (4) because it looks sad in his absence, but (5) wags its tail and barks when he returns." - Bertrand Russell, The Analysis of Mind, Lecture I.

problemsolving.io Reading Code, Debug 8 / 48

### Let's Extract the Structure of a Natural Language Text

- "(1) People say that a dog "knows" its name (2) because it comes when it is called, and (3) that it "remembers" its master, (4) because it looks sad in his absence, but (5) wags its tail and barks when he returns." Bertrand Russell, The Analysis of Mind, Lecture I.
- "(1) The fact is that, as a rule, a specific protein is produced by a cell in very small quantities, sometimes a mere one or two molecules per cell. (2) As a result, the production of proteins needed for particular research becomes an arduous and costly undertaking. (3) One has to process dozens of kilograms, nay tons, of biomass to obtain milligrams of protein. (4) Despite such meager quantities, it is still not possible to ensure the necessary purity of the protein. (5) Hence, the costs of many protein preparations are exorbitant and their purity is substandard." Maxim D. Frank-Kamenetskii, Unraveling DNA, trans. Lev Liapin (New York: VCH Publishers, 1993), 61.

problemsolving.io Reading Code, Debug 8 / 48

problemsolving.io Reading Code, Debug 9 / 48

Program's Code = A Solution to a Programming Problem

problemsolving.io Reading Code, Debug 9 / 48

- Program's Code = A Solution to a Programming Problem
- The goal is to extract the design and its implementation details, in some sense, performing **reverse engineering** of the code

<u>problemsolving.io</u> Reading Code, Debug 9 / 48

- Program's Code = A Solution to a Programming Problem
- The goal is to extract the design and its implementation details, in some sense, performing reverse engineering of the code

"When you do this exercise, think of yourself as an anthropologist, trucking through a new land with just barely enough of the local language to get around and survive. Except, of course, that you will actually get out alive because the internet isn't a jungle." - Zed Shaw in "Learn Python the Hard Way".

<u>problemsolving.io</u> Reading Code, Debug 9 / 48

#### The Two Questions to Answer

problemsolving.io Reading Code, Debug 10 / 48

#### The Two Questions to Answer

1. What is the *problem* that the program solves?

problemsolving.io Reading Code, Debug 10 / 48

#### The Two Questions to Answer

- 1. What is the *problem* that the program solves?
- 2. **How** does the problem solve the problem? What is the *design* of the code?

problemsolving.io Reading Code, Debug 10 / 48

The process of reading code echoes the "Programming Problem Solving Model"

problemsolving.io Reading Code, Debug 11 / 48

- 1. Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. Generate Test Cases
- 5. Walk Through each Section

<u>problemsolving.io</u> Reading Code, Debug 12 / 48

- 1. → Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. Generate Test Cases
- 5. Walk Through each Section

<u>problemsolving.io</u> Reading Code, Debug 13 / 48

- 1. Apply the Reinterpret the Problem Phase
- 2. → Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. Generate Test Cases by the Test Phase
- 5. Walk Through each Section

- 1. Identify sections in the code
  - Spaces, flow controls (loops, conditions), functions
- 2. Identify goals for each section
- 3. Use the Comments

<u>problemsolving.io</u> Reading Code, Debug 14 / 48

- 1. Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. → Identify the Meaning of Each Variable
- 4. Generate Test Cases by the Test Phase
- 5. Walk Through each Section

- 1. Variable Names
- 2. Look at the **Usage** of Each Variable
  - 1. Where the variable is **used**?
  - 2. Is the variable modified?
    Where is the variable modified (also defined)?
  - 3. How the variable is **used**?

problemsolving.io Reading Code, Debug 15 / 48

- 1. Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. → Generate Test Cases
- 5. Walk Through each Section

problemsolving.io Reading Code, Debug 16 / 4

- 1. Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. Generate Test Cases
- 5. → Walk Through each Section

- 1. Follow Execution
- 2. Track Variables
  - 1. Think-aloud
  - 2. Written
- 3. Note to Indentation
- 4. Pay Attention in Conditions and Loops

problemsolving.io Reading Code, Debug 17 / 48

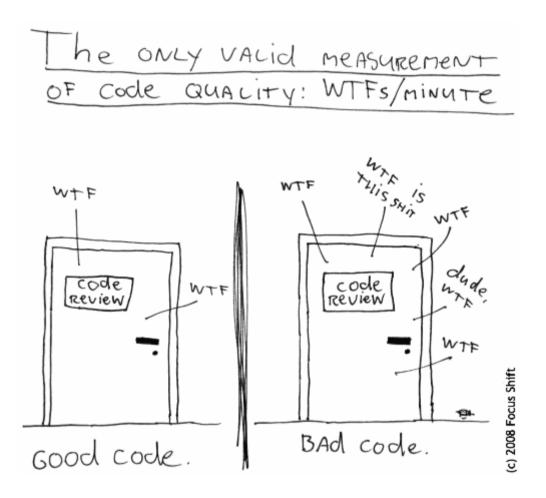
- 1. Apply the Reinterpret the Problem Phase
- 2. Split the Code into Sections with Goals
- 3. Identify the Meaning of Each Variable
- 4. Generate Test Cases
- 5. Walk Through each Section

problemsolving.io Reading Code, Debug 18 / 48

### Reading Code Wrap-up + Q&A

(this is not the end yet)

<u>problemsolving.io</u> Reading Code, Debug 19 / 48



problemsolving.io Reading Code, Debug 20 / 48

# Debug Phase

#### Programming Problem Solving Model

- 1. Reinterpret the Problem
- 2. Design a Solution
- 3. Code
- 4. Test
- 5. Debug
- 6. Evaluate & Reflect

#### **How to Avoid Debugging?**

"Everyone knows that debugging is twice as hard as writing a program in the first place.

So if you're as clever as you can be when you write it, how will you ever debug it?"

Brian Kernighan in "The Elements of Programming Style" (1974)

#### **How to Avoid Debugging?**

- 1. Write **tests** at the Problem phase (e.g. using asserts)
- 2. Use **incremental development** = Get something working and keep it working
  - 1. Start small
  - 2. Keep it working

#### **Problem**

















#### How do you Debug?

#### **How Debugging should not Look Like?**

## Why is Debugging Hard?

Programmer

**Program** 

#### Why is Debugging Hard?

Programer

Mental Gap

**Program** 

The Scientific Method

The Scientific Method

Think Like ...

**Empirical Scientist** 

**Detective** 

**Doctor** 

The Scientific Method

Think Like ...

**Empirical Scientist** 

**Detective** 

**Doctor** 

**Debugging Systematically** 

The Scientific Method

Think Like ...

**Empirical Scientist** 

**Detective** 

**Doctor** 

**Debugging Systematically** 

**Everyone is a suspect (Except Python)** 

#### The Four Questions to Answer

#### The Four Questions to Answer

- 1. What is the bug?
- 2. Why does the bug happen? What is the cause of the bug? What is the root cause?
- 3. Where in the code is the cause of the bug?
- 4. What-if I change the code like that...?

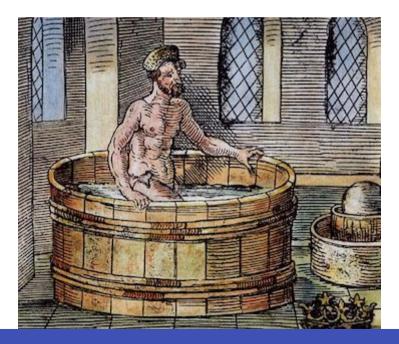
#### The Four Questions to Answer

- 1. What is the bug?
- 2. Why does the bug happen? What is the cause of the bug? What is the root cause?
- 3. Where in the code is the cause of the bug?
- 4. What-if I change the code like that...?

"Hercule Poirot's methods are his own. Order and method, and 'the little grey cells'." - The Big Four, in Agatha Christie

#### is\_prime

# Find the Failure - Test Phase And Say "Eureka!"



## is\_prime - Test

```
for number in range(10):
    print(number, is_prime(number))
```

#### is\_prime - Test

```
for number in range(10):
     print(number, is_prime(number))
0 False
1 False
2 True
3 True
4 True
5 True
6 False
7 True
8 False
9 False
```

## is\_prime - Test

```
for number in range(10):
     print(number, is_prime(number))
0 False
1 False
2 True
3 True
4 True
5 True
6 False
7 True
8 False
9 False
```

- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **Fix** (What-if?)
- 4. Repeat until you fix the bug
- 5. **Reflect**

<u>problemsolving.io</u> Reading Code, Debug 34 / 4

- 1. **⇒ Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **Fix** (What-if?)
- 4. Repeat until you fix the bug
- 5. **Reflect**

<u>problemsolving.io</u> Reading Code, Debug 35 / 4

- 1. Reproduce (What?)
- 2. **→ Diagnose** (Why? Where?)
- 3. Fix (What-if?)
- 4. Repeat until you fix the bug
- 5. Reflect

#### **Collect Clues**

- 1. The Bug Itself
  - 1. Input/Output
  - 2. Error messages & Traceback
- 2. Reading the Code (with a critical eye)
- 3. Results from the Test phase
- 4. Debugging Toolbox (print, comment in/out)

<u>problemsolving.io</u> Reading Code, Debug 36 / 4

- 1. **Reproduce** (What?)
- 2. **→ Diagnose** (Why? Where?)
- 3. Fix (What-if?)
- 4. Repeat until you fix the bug
- 5. Reflect

#### Model the Cause(s) of the Bug

- 1. Formulate Hypothesis
- 2. Manipulate / Check
- 3. Accept / Reject
- 4. Keep Records

- 1. Reproduce (What?)
- 2. **→ Diagnose** (Why? Where?)
- 3. Fix (What-if?)
- 4. Repeat until you fix the bug
- 5. **Reflect**

#### **Use Binary Search**

How to catch lion in the desert?

"Once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth." - Sherlock Holmes, in Doyle Arthur Conan

- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **→ Fix** (What-if?)
- 4. Repeat until you fix the bug
- 5. **Reflect**

- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **Fix** (What-if?)
- 4. → Repeat until you fix the bug
- 5. **Reflect**

<u>problemsolving.io</u> Reading Code, Debug 40 / 4

- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. Fix (What-if?)
- 4. Repeat until you fix the bug
- 5. **→ Reflect**

#### **Debug Yourself**



- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **Fix** (What-if?)
- 4. Repeat until you fix the bug
- 5. Reflect

"The most effective debugging tool is still careful thought, coupled with judiciously placed print statements." - Brian Kernighan in "Unix for Beginners" (1979)

# **Show\_day**Test & Debug Phases Your Turn!

- 1. **Reproduce** (What?)
- 2. Diagnose (Why? Where?)
- 3. **Fix** (What-if?)
- 4. Repeat until you fix the bug
- 5. **Reflect**

<u>problemsolving.io</u> Reading Code, Debug 44 / 2

#### Rubber Duck Debugging



Source: <u>UNIshop Potsdam</u>

<u>problemsolving.io</u> Reading Code, Debug 45 / 48

## Debug Phase Wrap-up + Q&A

#### Programming Problem Solving Model

- 1. Reinterpret the Problem
- 2. Design a Solution
- 3. Code
- 4. Test
- 5. Debug
- 6. Evaluate & Reflect

<u>problemsolving.io</u> Reading Code, Debug 47 / 4

## Q&A

# Problem Solving using Python - Week 6 Reading Code, Debug