Carleton University
Department of Systems and Computer Engineering
SYSC 2004 - Object-Oriented Software Development - Winter 2015

Lab 5 Prelab - The BlueJ Debugger

Objective

This prelab exercise is a tutorial introduction to BlueJ's debugger. You will use the debugger during Lab 5, to help you understand what happens when we (1) call methods that are defined in an object's class, and (2) call methods that are inherited from the class' superclass.

References

BlueJ's debugger is described in *Objects First with Java*, Fifth Edition:

- Chapter 3, Section 3.13 (*Using a Debugger*)

- Chapter 7, Section 7.9 (*Debuggers*)

- Appendix F (*Using the Debugger*)

The debugger is also described in:

- *The BlueJ Tutorial 2.0.1*

- *The BlueJ Environment Reference Manual 2.0*

These documents that can be downloaded from cuLearn. Both documents are somewhat out-of-date, in that they describe BlueJ 2.0, but the sections dealing with the debugger are still relevant.

Exercise

Step 1: Download debugdemo.zip from cuLearn and extract the *debugdemo* project.

Step 2: Open the *debugdemo* project in BlueJ. Do all the steps in *The BlueJ Tutorial* Sections 7.1, *Setting breakpoints*; 7.2, *Stepping through the code*; and 7.3, *Inspecting variables*.