

2) Consider the program in folder assign2.

A) Put a breakpoint in 1 st executable line of the innermost loop.

(Ans): break 12

```
(gdb) break 12
Breakpoint 1 at 0x115f: file d.c, line 12.
```

B) If you run and continue ,how many times it is supposed to stop at breakpoint 1?

(Ans):  $3000 * 200 * 10$

C) How will you continue so that it stops at 1000th iteration of innermost loop ?

(Ans): ignore 1 999; run;

```
(gdb) ignore 1 999
Will ignore next 999 crossings of breakpoint 1.
```

D) How you can condition your breakpoint , so that the loop stops at every 1000 th iteration of innermost loop ?

(Ans): condition 1  $k > 0 \ \&\& \ (k - 999) \% 1000 == 0$

E) Put a breakpoint in the 1 st line of outermost loop.

(Ans): break 8

```
(gdb) break 8
Breakpoint 2 at 0x5555555514d: file d.c, line 8.
```

F) Disable breakpoint “1”

(Ans): disable 1

G) Add a command to breakpoint 2 so that it prints the value of “i” at each hit.

(Ans): commands 2 <Enter> print i end

```
(gdb) commands 2
Type commands for breakpoint(s) 2, one per line.
End with a line saying just "end".
>print i
>end
```

H) Delete breakpoint 2

(Ans): delete 2