

3) Consider the program in Assign3. It is a simple state machine.

A) Put a breakpoint in line 49.

(Ans): break 49

```
Breakpoint 1, main () at e.c:49
49      step_state(events_arr[ctr]);
```

B) try next command

(Ans): next

```
(gdb) next
50      ctr++;
```

C) how will you get inside the function without using breakpoint?

(Ans): step

```
(gdb) step
step_state (event=START_LOOPING) at e.c:15
15      switch(state) {
```

D) How will you get out of the function without using next and continue?

(Ans): finish

```
Run till exit from #0  step_state (event=START_LOOPING) at e.c:15
main () at e.c:50
50      ctr++;
```