## GDB 5k1||5

By Shawn Roberts

## Basic commands:

- <u>run/r <args></u>: runs the program with the given arguments
  - o run
  - o run 1 2 3 4 5
- <u>break/b</u>: beaks the program at the point specified
  - o b <file>:<line>
  - o b <function>
  - o b <class name>::<function>
- <u>list/l</u>: print out lines of code/instruction
  - o I <file>:<function>
  - o I <file>:<line>
- **backtrace/bt**: prints out the stack frame use for segfaults
- **frame/f <number>**: move to a function call in the stack
- **print /p <exp>**: print the evaluation of the expression

### step/s

Step into next user function.
Stop before next instruction

### next/n

Execute current instruction and stop before next instruction

#### Continue:

Used to continue execution untill next break

## Pro Commands

- display/disp <exp>:
  - prints out/evaluate the command after every command in gdb
- watch <variable/address>:
  - Set a conditional breakpoint for change
- disable/enable <breakpoint number>:
  - o Turns the breakpoint on or off
- info <br/>break/watch/local/args/etc>:
  - o Display info from
- <u>set var <variable name> = <evaluation></u>:SUPPER PRO
- finish

# Layout / TUI

### <u>layout <name></u>

- windows
  - Src
  - asm
  - split
  - regs
- movement
  - next
  - Prev

### • Focus <name>

- works with all above
- o cmd

Ctrl-I or refesh: refresh tui

# Assembly

nexti/ni

stepi/si

break \*<function> <+offset>

info regs

p/x \$<register>

lay asm/reg

tui reg <group>
general
float
system
vector
all
:move: next / prev