

3.4 — Basic debugging tactics

BY ALEX ON FEBRUARY 1ST, 2019 | LAST MODIFIED BY ALEX ON JULY 7TH, 2019

In the previous lesson, we explored a strategy for finding issues by running our programs and using guesswork to home in on where the problem is. In this lesson, we'll explore some basic tactics for actually making those guesses and collecting information to help find issues.

Debugging tactic #1: Commenting out your code

Let's start with an easy one. If your program is exhibiting erroneous behavior, one way to reduce the amount of code you have to search through is to comment some code out and see if the issue persists. If the issue remains, the commented out code wasn't responsible.

Consider the following code:

```
1  int main()
2  {
3      getNames(); // ask user to enter a bunch of names
4      doMaintenance(); // do some random stuff
5      sortNames(); // sort them in alphabetical order
6      printNames(); // print the sorted list of names
7
8      return 0;
9  }
```

Let's say this program is supposed to print the names the user enters in alphabetical order, but its printing them in reverse alphabetical order. Where's the problem? Is *getNames* entering the names incorrectly? Is *sortNames* sorting them backwards? Is *printNames* printing them backwards? It could be any of those things. But we might suspect *doMaintenance()* has nothing to do with the problem, so let's comment it out.

```
1  int main()
2  {
3      getNames(); // ask user to enter a bunch of names
4      // doMaintenance(); // do some random stuff
5      sortNames(); // sort them in alphabetical order
6      printNames(); // print the sorted list of names
7
8      return 0;
9  }
```

If the problem goes away, then *doMaintenance* must be causing the problem, and we should focus our attention there.

However, if the problem persists (which is more likely), then we know *doMaintenance* wasn't at fault, and we can exclude the entire function from our search. This doesn't help us understand whether the actual problem is before or after the call to *doMaintenance*, but it reduces the amount of code we have to subsequently look through.

Don't forget which functions you've commented out so you can uncomment them later!

Debugging tactic #2: Validating your code flow

Another problem common in more complex programs is that the program is calling a function too many or too few times (including not at all).

In such cases, it can be helpful to place statements at the top of your functions to print the function's name. That way, when the program runs, you can see which functions are getting called.

Tip

When printing information for debugging purposes, use `std::cerr` instead of `std::cout`. One reason for this is that `std::cout` may be buffered, which means there may be a pause between when you ask `std::cout` to output information and when it actually does. If you output using `std::cout` and then your program crashes immediately afterward, `std::cout` may or may not have actually output yet. This can mislead you about where the issue is. On the other hand, `std::cerr` is unbuffered, which means anything you send to it will output immediately. This helps ensure all debug output appears as soon as possible (at the cost of some performance, which we usually don't care about when debugging).

Consider the following simple program that doesn't work correctly:

```
1  #include <iostream>
2
3  int getValue()
4  {
5      return 4;
6  }
7
8  int main()
9  {
10     std::cout << getValue;
11
12     return 0;
13 }
```

Although we expect this program to print the value 4, it will actually print different values on different machines. On the author's machine, it printed:

00101424

Let's add some debugging statements to these functions:

```
1  #include <iostream>
2
3  int getValue()
4  {
5      std::cerr << "getValue() called\n";
6      return 4;
7  }
8
9  int main()
10 {
11     std::cerr << "main() called\n";
12     std::cout << getValue;
13
14     return 0;
15 }
```

Tip

When adding temporary debug statements, it can be helpful to not indent them. This makes them easier to find for removal later.

Now when these functions execute, they'll output their names, indicating that they were called:

```
main() called
00101424
```

Now we can see that function *getValue* was never called. There must be some problem with the code that calls the function. Let's take a closer look at that line:

```
1 | std::cout << getValue;
```

Oh, look, we forgot the parenthesis on the function call. It should be:

```
1 | #include <iostream>
2 |
3 | int getValue()
4 | {
5 |     std::cerr << "getValue() called\n";
6 |     return 4;
7 | }
8 |
9 | int main()
10 | {
11 |     std::cerr << "main() called\n";
12 |     std::cout << getValue(); // added parenthesis here
13 |
14 |     return 0;
15 | }
```

This will now produce the correct output

```
main() called
getValue() called
4
```

And we can remove the temporary debugging statements.

Debugging tactic #3: Printing values

With some types of bugs, the program may be calculating or passing the wrong value.

We can also output the value of variables (including parameters) or expressions to ensure that they are correct.

Consider the following program that is supposed to add two numbers but doesn't work correctly:

```
1 | #include <iostream>
2 |
3 | int add(int x, int y)
4 | {
5 |     return x + y;
6 | }
7 |
8 | void printResult(int z)
9 | {
10 |     std::cout << "The answer is: " << z << '\n';
11 | }
12 |
13 | int getUserInput()
```

```
14 {
15     std::cout << "Enter a number: ";
16     int x{};
17     std::cin >> x;
18     return x;
19 }
20
21 int main()
22 {
23     int x{ getUserInput() };
24     int y{ getUserInput() };
25
26     int z{ add(x, 5) };
27     printResult(z);
28
29     return 0;
30 }
```

Here's some output from this program:

```
Enter a number: 4
Enter a number: 3
The answer is: 9
```

That's not right. Do you see the error? Even in this short program, it can be hard to spot. Let's add some code to debug our values:

```
1  #include <iostream>
2
3  int add(int x, int y)
4  {
5      return x + y;
6  }
7
8  void printResult(int z)
9  {
10     std::cout << "The answer is: " << z << '\n';
11 }
12
13 int getUserInput()
14 {
15     std::cout << "Enter a number: ";
16     int x{};
17     std::cin >> x;
18     return x;
19 }
20
21 int main()
22 {
23     int x{ getUserInput() };
24     std::cerr << "main::x = " << x << '\n';
25     int y{ getUserInput() };
26     std::cerr << "main::y = " << y << '\n';
27
28     int z{ add(x, 5) };
29     std::cerr << "main::z = " << z << '\n';
30     printResult(z);
31
32     return 0;
33 }
```

Here's the above output:

```
Enter a number: 4
main::x = 4
Enter a number: 3
main::y = 3
main::z = 9
The answer is: 9
```

Variables *x* and *y* are getting the right values, but variable *z* isn't. The issue must be between those two points, which makes function *add* a key suspect.

Let's modify function *add*:

```
1  #include <iostream>
2
3  int add(int x, int y)
4  {
5      std::cerr << "add() called (x=" << x << ", y=" << y << ")" << '\n';
6      return x + y;
7  }
8
9  void printResult(int z)
10 {
11     std::cout << "The answer is: " << z << '\n';
12 }
13
14 int getUserInput()
15 {
16     std::cout << "Enter a number: ";
17     int x{};
18     std::cin >> x;
19     return x;
20 }
21
22 int main()
23 {
24     int x{ getUserInput() };
25     std::cerr << "main::x = " << x << '\n';
26     int y{ getUserInput() };
27     std::cerr << "main::y = " << y << '\n';
28
29     int z{ add(x, 5) };
30     std::cerr << "main::z = " << z << '\n';
31     printResult(z);
32
33     return 0;
34 }
```

Now we'll get the output:

```
Enter a number: 4
main::x = 4
Enter a number: 3
main::y = 3
add() called (x=4, y=5)
main::z = 9
The answer is: 9
```

Variable *y* had value 3, but somehow our function *add* got the value 5 for parameter *y*. We must have passed the wrong argument. Sure enough:

```
1 | int z{ add(x, 5) };
```

There it is. We passed the literal 5 instead of the value of variable *y* as an argument. That's an easy fix, and then we can remove the debug statements.

One more example

This program is very similar to the prior one, but also doesn't work like it should:

```
1 | #include <iostream>
2 |
3 | int add(int x, int y)
4 | {
5 |     return x + y;
6 | }
7 |
8 | void printResult(int z)
9 | {
10 |     std::cout << "The answer is: " << z << '\n';
11 | }
12 |
13 | int getUserInput()
14 | {
15 |     std::cout << "Enter a number: ";
16 |     int x{};
17 |     std::cin >> x;
18 |     return --x;
19 | }
20 |
21 | int main()
22 | {
23 |     int x{ getUserInput() };
24 |     int y{ getUserInput() };
25 |
26 |     int z { add(x, y) };
27 |     printResult(z);
28 |
29 |     return 0;
30 | }
```

If we run this code and see the following:

```
Enter a number: 4
Enter a number: 3
The answer is: 5
```

Hmmm, something is wrong. But where?

Let's instrument this code with some debugging:

```
1 | #include <iostream>
2 |
3 | int add(int x, int y)
4 | {
5 |     std::cerr << "add() called (x=" << x << ", y=" << y << ")\n";
6 |     return x + y;
7 | }
```

```

8
9 void printResult(int z)
10 {
11     std::cerr << "printResult() called (z=" << z << ")\n";
12     std::cout << "The answer is: " << z << '\n';
13 }
14
15 int getUserInput()
16 {
17     std::cerr << "getUserInput() called\n";
18     std::cout << "Enter a number: ";
19     int x{};
20     std::cin >> x;
21     return --x;
22 }
23
24 int main()
25 {
26     std::cerr << "main() called\n";
27     int x{ getUserInput() };
28     std::cerr << "main::x = " << x << '\n';
29     int y{ getUserInput() };
30     std::cerr << "main::y = " << y << '\n';
31
32     int z{ add(x, y) };
33     std::cerr << "main::z = " << z << '\n';
34     printResult(z);
35
36     return 0;
37 }

```

Now let's run the program again with the same inputs:

```

main() called
getUserInput() called
Enter a number: 4
main::x = 3
getUserInput() called
Enter a number: 3
main::y = 2
add() called (x=3, y=2)
main::z = 5
printResult() called (z=5)
The answer is: 5

```

Now we can immediately see something going wrong: The user is entering the value 4, but main's `x` is getting value 3. Something must be going wrong between where the user enters input and where that value is assigned to main's variable `x`. Let's make sure that the program is getting the correct value from the user by adding some debug code to function `getUserInput`:

```

1  #include <iostream>
2
3  int add(int x, int y)
4  {
5      std::cerr << "add() called (x=" << x << ", y=" << y << ")\n";
6      return x + y;
7  }
8
9  void printResult(int z)
10 {

```

```

11  std::cerr << "printResult() called (z=" << z << ")\n";
12  std::cout << "The answer is: " << z << '\n';
13  }
14
15  int getUserInput()
16  {
17  std::cerr << "getUserInput() called\n";
18  std::cout << "Enter a number: ";
19  int x{};
20  std::cin >> x;
21  std::cerr << "getUserInput::x = " << x << '\n'; // added this additional line of debugging
22  return --x;
23  }
24
25  int main()
26  {
27  std::cerr << "main() called\n";
28  int x{ getUserInput() };
29  std::cerr << "main::x = " << x << '\n';
30  int y{ getUserInput() };
31  std::cerr << "main::y = " << y << '\n';
32
33  int z{ add(x, y) };
34  std::cerr << "main::z = " << z << '\n';
35  printResult(z);
36
37  return 0;
38  }

```

And the output:

```

main() called
getUserInput() called
Enter a number: 4
getUserInput::x = 4
main::x = 3
getUserInput() called
Enter a number: 3
getUserInput::x = 3
main::y = 2
add() called (x=3, y=2)
main::z = 5
printResult() called (z=5)
The answer is: 5

```

With this additional line of debugging, we can see that the user input is received correctly into `getUserInput`'s variable `x`. And yet somehow `main`'s variable `x` is getting the wrong value. The problem must be between those two points. The only culprit left is the return value from function `getUserInput`. Let's look at that line more closely.

```

1  return --x;

```

Hmmm, that's odd. What's that `--` symbol before `x`? We haven't covered that yet in these tutorials, so don't worry if you don't know what it means. But even without knowing what it means, through your debugging efforts, you can be reasonably sure that this particular line is at fault -- and thus, it's likely this `--` symbol is causing the problem.

Since we really want `getUserInput` to return just the value of `x`, let's remove the `--` and see what happens:

```

1  #include <iostream>
2

```



```
3  int add(int x, int y)
4  {
5      std::cerr << "add() called (x=" << x << ", y=" << y << ")\n";
6      return x + y;
7  }
8
9  void printResult(int z)
10 {
11     std::cerr << "printResult() called (z=" << z << ")\n";
12     std::cout << "The answer is: " << z << '\n';
13 }
14
15 int getUserInput()
16 {
17     std::cerr << "getUserInput() called\n";
18     std::cout << "Enter a number: ";
19     int x{};
20     std::cin >> x;
21     std::cerr << "getUserInput::x = " << x << '\n';
22     return x; // removed -- before x
23 }
24
25 int main()
26 {
27     std::cerr << "main() called\n";
28     int x{ getUserInput() };
29     std::cerr << "main::x = " << x << '\n';
30     int y{ getUserInput() };
31     std::cerr << "main::y = " << y << '\n';
32
33     int z{ add(x, y) };
34     std::cerr << "main::z = " << z << '\n';
35     printResult(z);
36
37     return 0;
38 }
```

And now the output:

```
main() called
getUserInput() called
Enter a number: 4
getUserInput::x = 4
main::x = 4
getUserInput() called
Enter a number: 3
getUserInput::x = 3
main::y = 3
add() called (x=4, y=3)
main::z = 7
printResult() called (z=7)
The answer is: 7
```

The program is now working correctly. Even without understanding what `--` was doing, we were able to identify the specific line of code causing the issue, and then fix the issue.

Why using printing statements to debug isn't great

While adding debug statements to programs for diagnostic purposes is a common rudimentary technique, and a functional one (especially when a debugger is not available for some reason), it's not that great for a number of reasons:

1. Debug statements clutter your code.
2. Debug statements clutter the output of your program.
3. Debug statements must be removed after you're done with them, which makes them non-reusable.
4. Debug statements require modification of your code to both add and to remove, which can introduce new bugs.

We can do better. We'll explore how in future lessons.



[3.5 -- More debugging tactics](#)



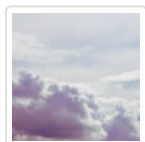
[Index](#)



[3.3 -- A strategy for debugging](#)

 [C++ TUTORIAL](#) |  [PRINT THIS POST](#)

14 comments to 3.4 — Basic debugging tactics



Chayim

[December 25, 2019 at 2:20 am · Reply](#)

What does the -c- of "cerr" stand for?

c = console

c = c (language c)

c = character

c = class

??



nascardriver

December 27, 2019 at 6:21 am · Reply

"character", according to Bjarne Stroustrup, the creator of C++:
http://www.stroustrup.com/bs_faq2.html#cout second to last question.

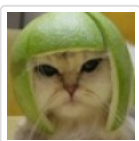


Baris

September 30, 2019 at 4:25 am · Reply

Hi all, I didnt understand something

int add(int x, int y) has two parameters x and y if I write int z{ add(x, 5) } internal add function assumes y=5 so in example the result 9 why there is an error. In the outer space y may be =3 but in add function it is assumed 5. I think the result is true. I am new bee in C++ but i couldnt understand the logic why there is an error. Thanks



Alex

September 30, 2019 at 9:17 am · Reply

The user was intending to add x and y but they added x and 5 instead. The code has a semantic error, not a syntax error.



BP

May 29, 2019 at 4:59 am · Reply

Hi!

I have a quick question about the main function, I don't know if this is the best lesson to ask the question but either way.

Is the main function supposed to be very empty, let me show an example of my main function while I was trying to do something:

```

1  int main()
2  {
3      std::cout << "Welcome to your local calculator!\n";
4
5      int givenOperator{ getOperator() };    //asks which operator you want to use
6
7      if (givenOperator == 0) {              //when using a non valid number, you will be sent out of t
8
9          std::cout << "You will now exit the calculator.\n";
10         return 0;
11     }
12
13     else if(givenOperator == 6){            //When using the sqrt function, you can only enter
14
15         float input{ getInput() };          //gets input for the sqrtf() function
16         float vlodder{};                    //assigns 0 to vlodder, as this isn't needed
17
18         float solution{ calculateSolution(input, vlodder, givenOperator) };          //prints
19         printSolution(solution);
20
21         return 0;
22     }
23
24     else {                                  //when +, -, *, / and powf() this ending is neede
25         float input1{ getInput() };          //gets input1 for the calculation

```

```

26     float input2{ getInput() };           //gets input2 for the calculation
27
28     float solution{ calculateSolution(input1, input2, givenOperator) };           //prints
29     printSolution(solution);
30
31     return 0;
32 }
33 }
```

Can this be done better/nicer with multiple functions?



nascardriver

May 29, 2019 at 5:27 am · Reply

Line 18-21 and 28-31 are identical, they can be merged. Line 15-16 and 25-26 can be merged by using the conditional operator. Doing so will reduce the size of @main.

I can't think of a reasonable function that should be added.

```

1 float input1{ getInput() };
2 float input2{ (givenOperator == 6) ? 0.0f : getInput() };
3
4 float solution{ calculateSolution(input1, input2, givenOperator) };
5 printSolution(solution);
```



BP

May 29, 2019 at 6:20 am · Reply

Thanks!



Red Lightning

April 11, 2019 at 7:31 am · Reply

"If you program is exhibiting erroneous behavior"

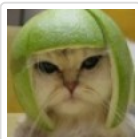
Syntax error: your program not you program.



Dimbo1911

March 22, 2019 at 5:47 am · Reply

Great tutorial so far, just one minor remark, you should use uniform initialization in getUserInput function when initializing x (int x to int x{ }) in both examples, as you said in lection 1.4, to keep up with the best practices (and so people who read these would develop it into a habit). Once again, thank you for the great tutorials and keep up the good work.



Alex

March 23, 2019 at 8:17 pm · Reply

Thanks for pointing out the inconsistency. Lesson updated.



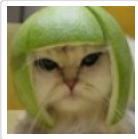
Smidge

February 7, 2019 at 11:50 pm · Reply

I found a minor mistake on the 2nd example at the first debugging process. You missed another "getUserInput() called" on the second time the function is called. Thanks again for this tutorial. I

will try to keep my eyes peeled so I can at least contribute a bit on this wonderful tutorial.

```
main() called
getUserInput() called
Enter a number: 4
//getUserInput() called
main::x = 3
Enter a number: 3
main::y = 2
add() called (x=3, y=2)
main::z = 5
printResult() called (z=5)
The answer is: 5
```

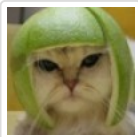


Alex
[February 9, 2019 at 8:53 am · Reply](#)
Thanks! Fixed.



Vili Sinervä
[February 3, 2019 at 10:50 am · Reply](#)

Just wanted to point out a mistake at the end of the tutorial. The third point of the last section should probably say that you have to remember to remove print statements, not that you have to remove to remove them. The same line appears at the start of the next tutorial. Thanks for keeping these quality tutorials up-to-date and constantly expanding their scope!



Alex
[February 4, 2019 at 8:45 pm · Reply](#)
Thanks for pointing out the typos! Fixed.