CSSE2310

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Debugging and GDB

Week 5, Sem 1, 2020



What is gdb

- gdb (the GNU debugger) is a useful tool for debugging programs
- It allows you to perform helpful debugging steps such as:
 - stepping through the execution of your programs
 - printing variables at particular points in code
 - finding the point of origin of segfaults
 - and more....

How to run a program in gdb

- In order to be able to run a program in gdb, the program needs to have debugging information added into it.
- Debugging information can be added by adding the -g flag into your gcc command

```
o e.g. gcc -Wall -pedantic -std=c99 -g push2310.c
```

 To run your program in gdb, you need to start the debugger with your program and use the run (r) command to execute an instance of it

```
$ gdb push2310
(gdb) run 1 H tests/board1
```

Finding segfaults... the easy way

- You can use gdb's backtrace (bt) command to see the call stack at a particular location in execution.
- This allows you to easily locate the source of a segfault in your program,

```
$ gdb orig
Reading symbols from /home/students/s4436755/tutoring/csse2310/2019/pracs/week05/orig...done.
(qdb) run
Starting program: /home/students/s4436755/tutoring/csse2310/2019/pracs/week05/orig
Program received signal SIGSEGV, Segmentation fault.
0x00000000004005dd in crash () at orig.c:8
                *p=0:
(qdb) backtrace
   0x00000000004005dd in crash () at orig.c:8
   0x00000000004005fa in boom (i=0) at orig.c:14
                                                                                Read from bottom
   0x00000000000400613 in C () at orig.c:20
                                                                               to top
   0x0000000000400635 in B () at orig.c:25
                                                                                (e.g. main called A,
   0x0000000000400640 in A () at orig.c:30
                                                                               A called B, etc.)
   0x0000000004006b9 in main (argc=1, argv=0x7fffffffddd8) at orig.c:56
```

Moving through the call stack

- You can jump to a particular point in the call stack using the up and down commands
 - E.g. in the below example we start at #0, up 3 will move us to B() (#3), down 2 will then move us to boom() (#1)

Moving through your program

- You can add a <u>breakpoint</u> into your program to cause gdb to pause execution
 at that point so that you can manually step through from there
- To add a breakpoint, you can use the break command
 - You can break on a function (e.g. break main)
 - You can break on a line number (e.g. break main.c:19)
 - You can add conditions to breakpoints as well (e.g. break main.c:44 if (i == 10))
- Once you reach a breakpoint, you can manually move through your code
 - Use next (n) to execute the current line being displayed
 - Use step (s) to step into a function
 - Note that step is the same as next if there is no function call on that line)
- You can continue normal execution using the continue (c) command

Viewing and removing breakpoints

You see a list of breakpoints using info breakpoints

- You can remove a breakpoint using delete breakpoints
 - o e.g. delete breakpoints 1 OR delete b 1

Viewing code and printing values

- Variables and function results can be displayed using the print command
 - o print argc
 - o print atoi("13spider");
- Blocks of code can be displayed using the list command
 - \circ You can list code at the current position (e.g. list)
 - You can list code at a given function (e.g. list main)
 - You can list code at a given line number (e.g. list main.c:40)

That's great and all but... how do I exit gdb?

- Ctrl+C will not exit gdb. Instead it will pause your program's execution.
- To exit gdb, you can use the quit (q) command

Practice Exercises

- Copy the following file into your directory
 - o cp ~uqjfenw1/public/debug/pasc .

- 1. What line causes the program to segfault when it is run with no arguments?
- 2. What is the value of v(35, 19)?