The first method I want to talk about is called Edit and continue. This means that if a bug is found in the code, it can be fixed without having to stop debugging and running the program again. The code can be changed or altered while in break mode and visual studio knows how to deal with that. However, there are limitations such as being unable to make changes inside a lambda function

Breaking on Exceptions with or without source code. This is a very useful debugging feature to detect issues in an application. If something does not work for an unexplained reason, then there is a good possibility that an exception was thrown.

Another method is to use “enable and disable just the code”. By default, Visual studio breaks only on exceptions in your code. So, to break on exceptions from all code, go to Tools -> Options and in Debugging, uncheck “Enable Just My Code”, that way breaking at all exceptions including the methods inside the references.

Debug your references with DnSpy which can debug any assembly, even without its source code.

Another method is using dotTrace performance compiler to process and “record” a runtime section in a code called a snapshot which helps the developer make sense of a complex parts of an application with errors.