Debugging Example

* Watches Window – The watches window is good for logic type errors where variables have different values than expected in a program.
* Run to cursor – The run to cursor debugging command is useful when for finding errors in parts of a program such as a specific function.
* Next Instruction – The next instruction commands goes to the next assembly/machine instruction. This is useful if there is a problem with the machine.
* Step into- The step into command is useful if a particular loop is being used. The step into “steps into” the loop.
* Step out- The step out command is the opposite of the step into command. Instead of stepping into a certain location of the code.
* Toggle breakpoint-Turns a breakpoint on or off. If a breakpoint exists then the debugger stops at that point.
* Continue- The continue command runs the debugger again, updating the value of the variables. This is useful is main() repeats.
* Stop debugger- This stops the debugger. This is good if your done using the debugging.

Debugme program

The error in the code exists within the function “getgrade.” Instead of the variable defined as a character, it is defined as an integer. The debugging commands were not useful in finding the error.