

Lesson 9: Three Tools: Debugger, Enumeration, and Switch

Chapter 2, Video 1: "How to Run BlueJ's Debugger"

I want to show you how to run BlueJ's debugger.

You can see I have a project open with a class named DebuggerExample. If I open the editor window for that class, you'll see the code for the program.

To set up for the debugger, all I need to do is click on a line number in the left margin, and BlueJ puts in a little stop sign, which indicates a breakpoint.

When I run the program, execution will stop at that point, and the debugger will allow me to control execution.

I'm going to put another breakpoint at line 34, and then I'll be ready to run the program.

Let me go start it by right-clicking and running its main method.

It begins execution, and when I reach line 10 as indicated by this black arrow and the highlighted line in the editing window, the debugger opens and shows me what's going on in the program. Right now, not much!

If I use the Step button it will continue execution one line at a time.

You can see the yellow bar and black arrow moving through the program as I do that.

You can also see in the window down here at the lower right that the values for variables appear as they're changing and as the program's running.

If I use the Continue button, the program will keep running until it either ends or finds another breakpoint.

I'll click Continue.

The program ran, showed some output in the window, stopped at line 34, and shows me that at that point, in that method, I have only one variable to see.

It's that simple to run the debugger and check your internal values as you go.