



ĐẠI HỌC BÁCH KHOA HÀ NỘI
VIỆN CÔNG NGHỆ THÔNG TIN VÀ TRUYỀN THÔNG

Mobile Programing

Chapter 1. Android Introduction

Note

- ❖ This slide is based on Google Android code labs slides
- ❖ Original slides:
https://drive.google.com/drive/folders/1eu-LXxiHocSktGYpG04PfE9Xmr_pBY5P

3.1 The Android Studio debugger

Contents

- All code has bugs
- Android Studio logging
- Android Studio debugger
- Working with breakpoints
- Changing variables
- Stepping through code

All Code Has Bugs

Bugs

- Incorrect or unexpected result, wrong values
- Crashes, exceptions, freezes, memory leaks
- Causes
 - Human Design or Implementation Error > Fix your code
 - Software fault, but in libraries > Work around limitation
 - Hardware fault or limitation -> Make it work with what's available

Origin of the term "bug" (it's not what you think)

Debugging

- Find and fix errors
- Correct unexpected and undesirable behavior
- Unit tests help identify bugs and prevent regression
- User testing helps identify interaction bugs

Android Studio debugging tools

Android Studio has tools that help you

- identify problems
- find where in the source code the problem is created
- so that you can fix it

Logging with Android Studio

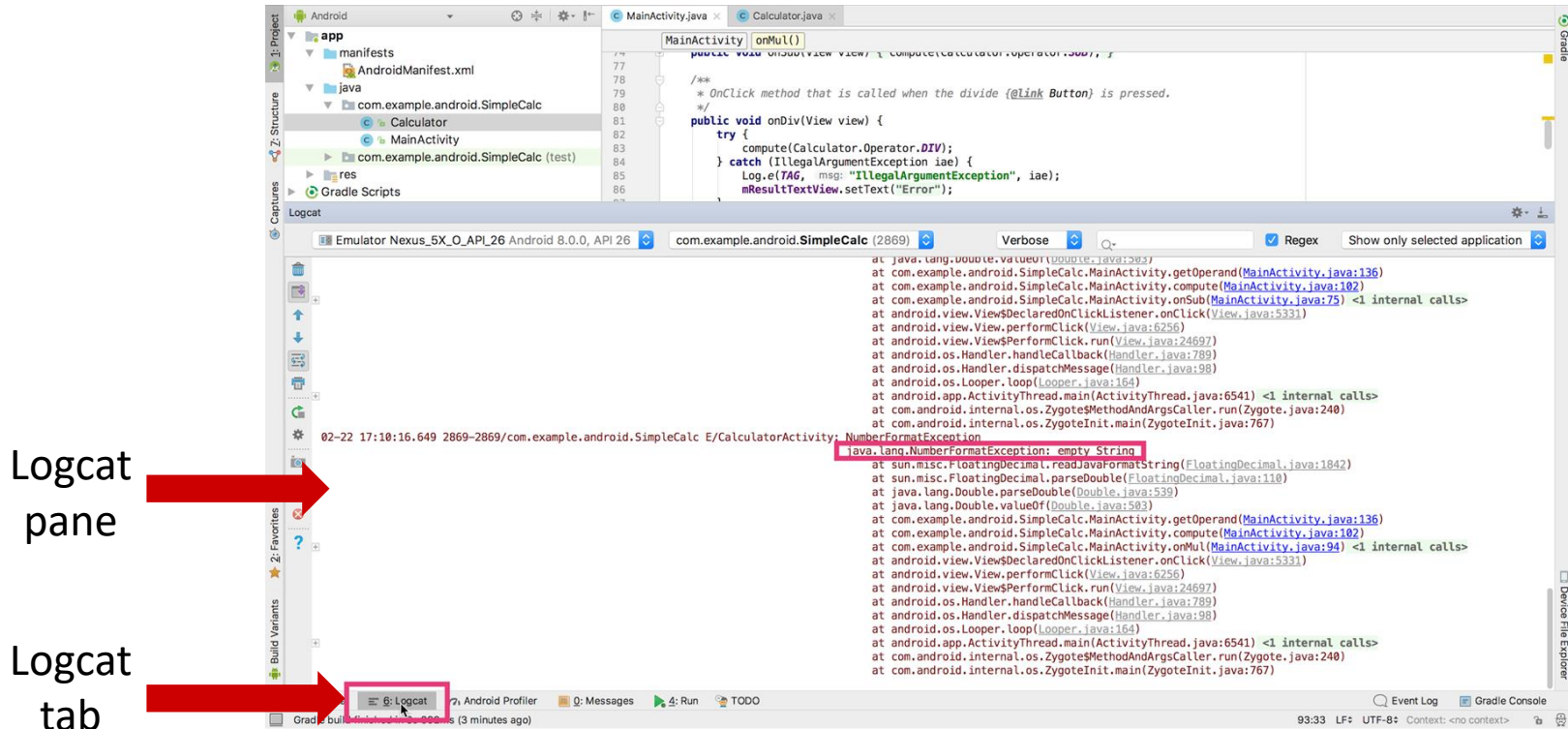
Add Log messages to your code

```
import android.util.Log;

// Use class variable with class name as tag
private static final String TAG =
    MainActivity.class.getSimpleName();

// Show message in Logcat pane of Android Studio
// Log.<log-level>(TAG, "Message");
Log.d(TAG, "Hello World");
```

Open Logcat pane



Inspect logging messages

The screenshot shows the Android Studio IDE with the `MainActivity.java` file open. The code includes the following snippet:

```
package com.example.android.helloworld;

import ...

public class MainActivity extends AppCompatActivity {

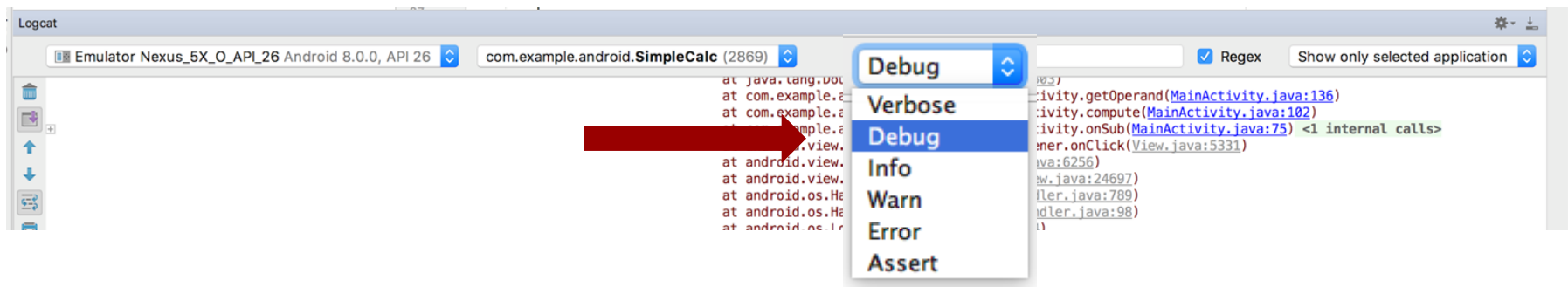
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Log.d("MainActivity", "Hello World");
    }
}
```

A red line connects the `Log.d("MainActivity", "Hello World");` statement in the code to the corresponding log message in the Logcat window. The Logcat window shows the following messages:

```
09-12 14:28:07.971 4304 /com.example.android.helloworld
D/MainActivity: Hello World
09-12 14:28:07.888 4304-4304/com.example.android.helloworld D/MainActivity: Hello World
09-12 14:28:07.971 4304-4334/com.example.android.helloworld D/OpenGLRenderer: Use EGL_SWAP_BEHAVIOR_PRESERVED: true
[ 09-12 14:28:07.974 4304: 4304 D/
HostConnection::get() New Host Connection established @x7f4bbid06500, tid 4304
09-12 14:28:08.026 4304-4334/com.example.android.helloworld I/OpenGLRenderer: Initialized EGL, version 1.4
```

Two red circles with numbers 1 and 2 are placed next to the code and the Logcat message, respectively, indicating the flow of the logging process.

Choose visible logging level



Displays logs with levels at this level or higher

Log Levels

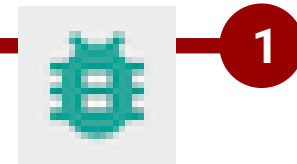
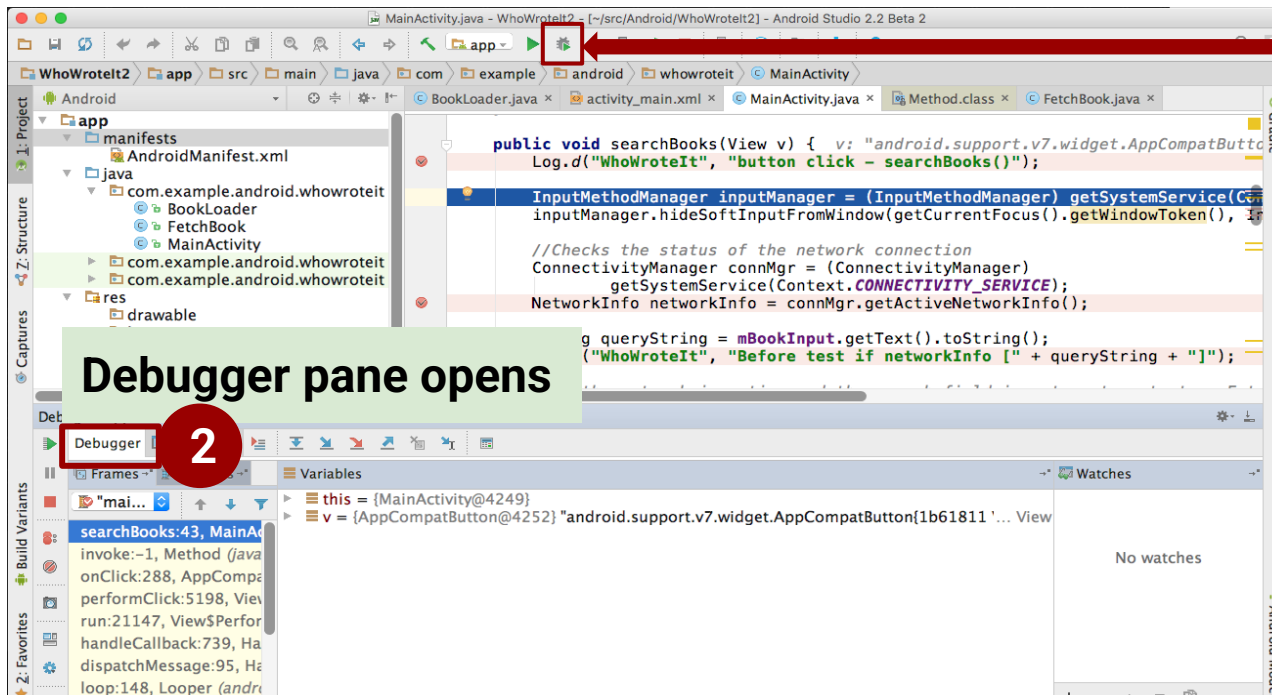
- **Verbose** - All verbose log statements and comprehensive system
- **Debug** - All debug logs, variable values, debugging notes
- **Info** - Status info, such as database connection
- **Warning** - Unexpected behavior, non-fatal issues
- **Error** - Serious error conditions, exceptions, crashes only

Debugging with Android Studio

What you can do

- Run in debug mode with attached debugger
- Set and configure breakpoints
- Halt execution at breakpoints
- Inspect execution stack frames and variable values
- Change variable values
- Step through code line by line
- Pause and resume a running program

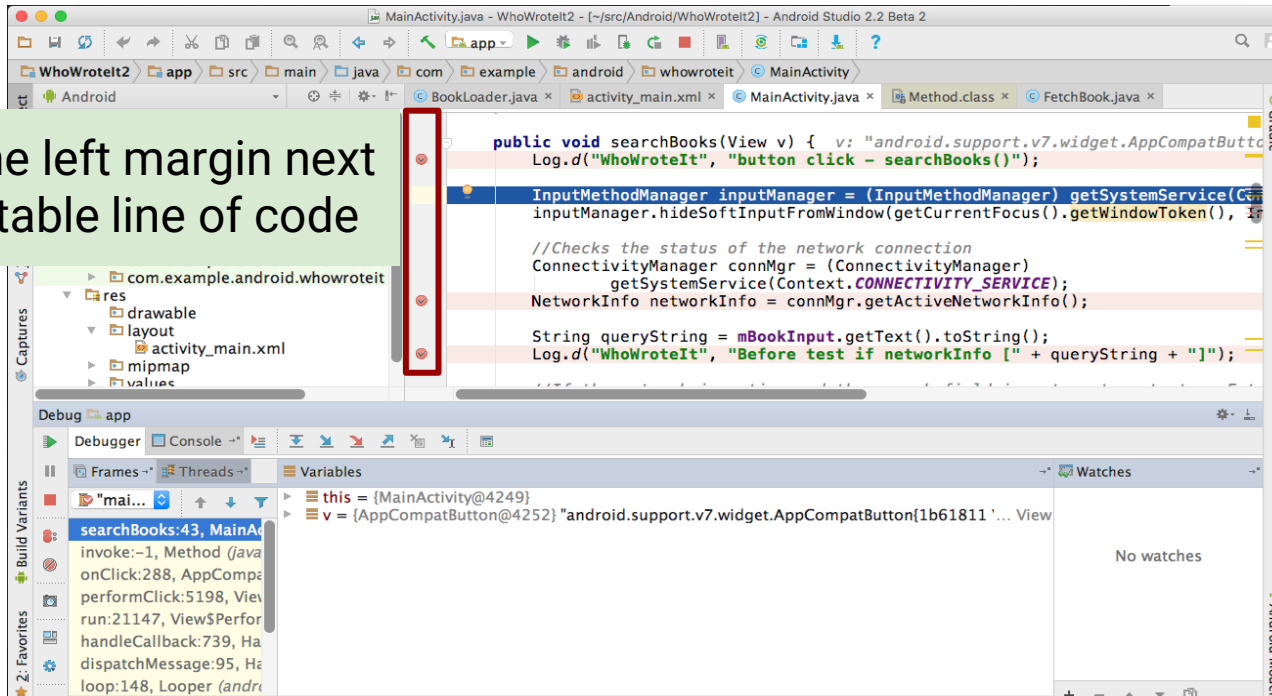
Run in debug mode



Menu:
Run > Debug 'your app'

Set breakpoints

Click in the left margin next to executable line of code



Edit breakpoint properties

1

2

Breakpoints

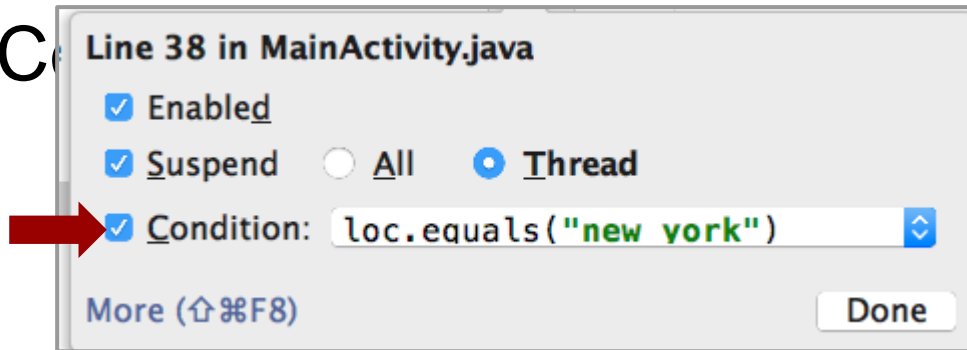
Line 47 in MainActivity.java

- ☒ Enabled
- ☒ Suspend ☐ All ☒ Thread
- ☐ Condition:
- ☐ Log message to console
- ☐ Log evaluated expression:
- ☐ Remove once hit
- Disabled until selected breakpoint is hit:
- After breakpoint was hit ☒ Disable again ☐ Leave enabled

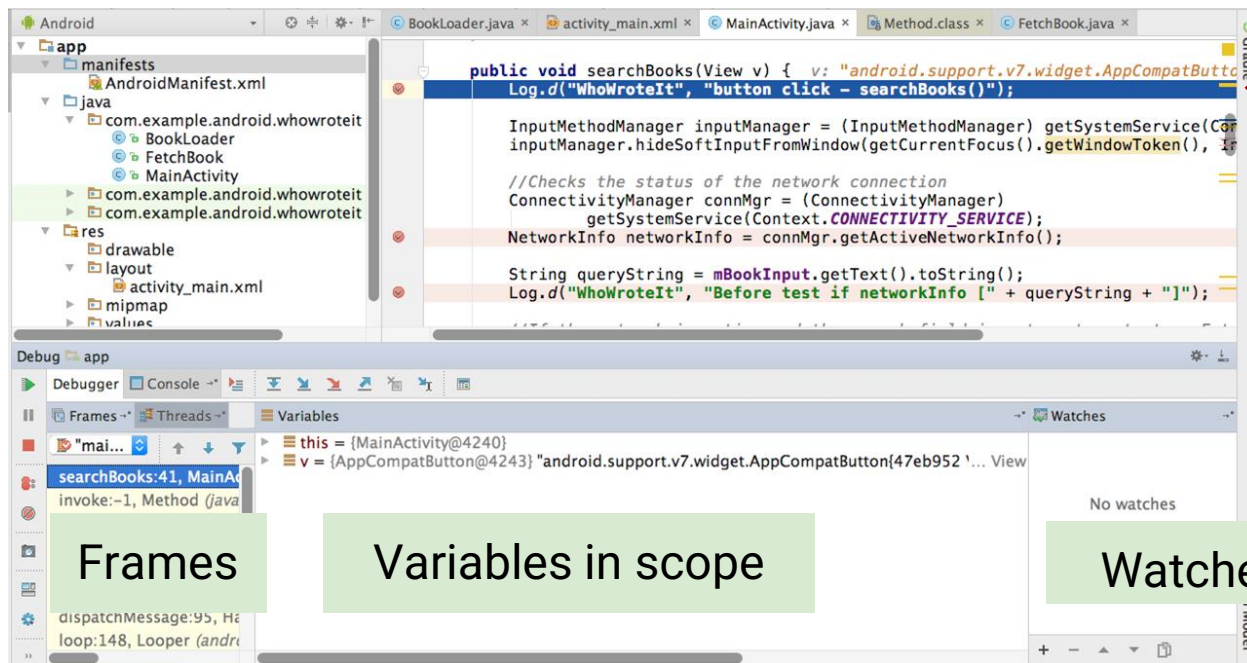
```
//Checks the status of the network connection
ConnectivityManager connMgr = (ConnectivityManager)
    getSystemService(Context.CONNECTIVITY_SERVICE);
```

Make breakpoints conditional

- In properties dialog or right -click existing breakpoint
- Any Java expression that returns a boolean
- **C** Write conditions

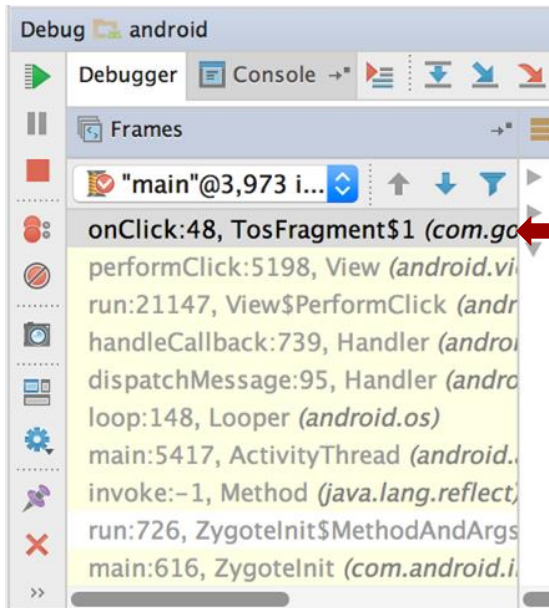


Run until app stops at breakpoint



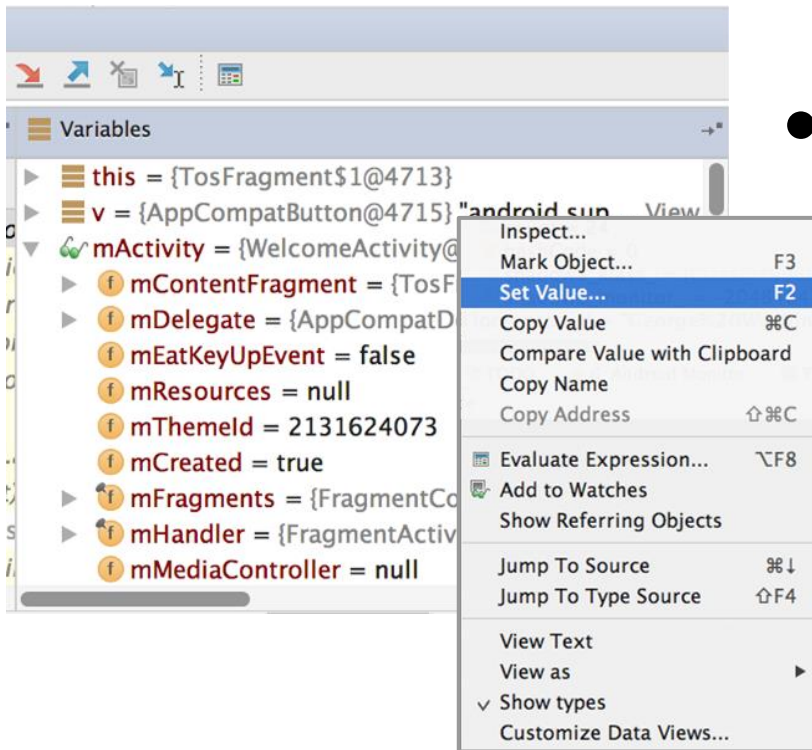
First
Breakpoint

Inspect frames



Top frame is where execution is halted in your code

Inspect and edit variables



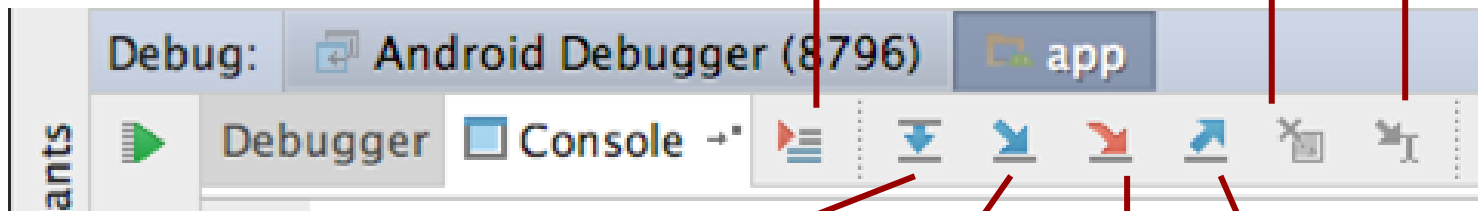
- Right-click on variable for menu

Basic Stepping Commands

Step Over	F8	Step to the next line in current file
Step Into	F7	Step to the next executed line
Force Step Into	⇧F7	Step into a method in a class that you wouldn't normally step into, like a standard JDK class
Step Out	⇧F8	Step to first executed line after returning from current method
Run to Cursor	⇧F9	Run to the line where the cursor is in the file

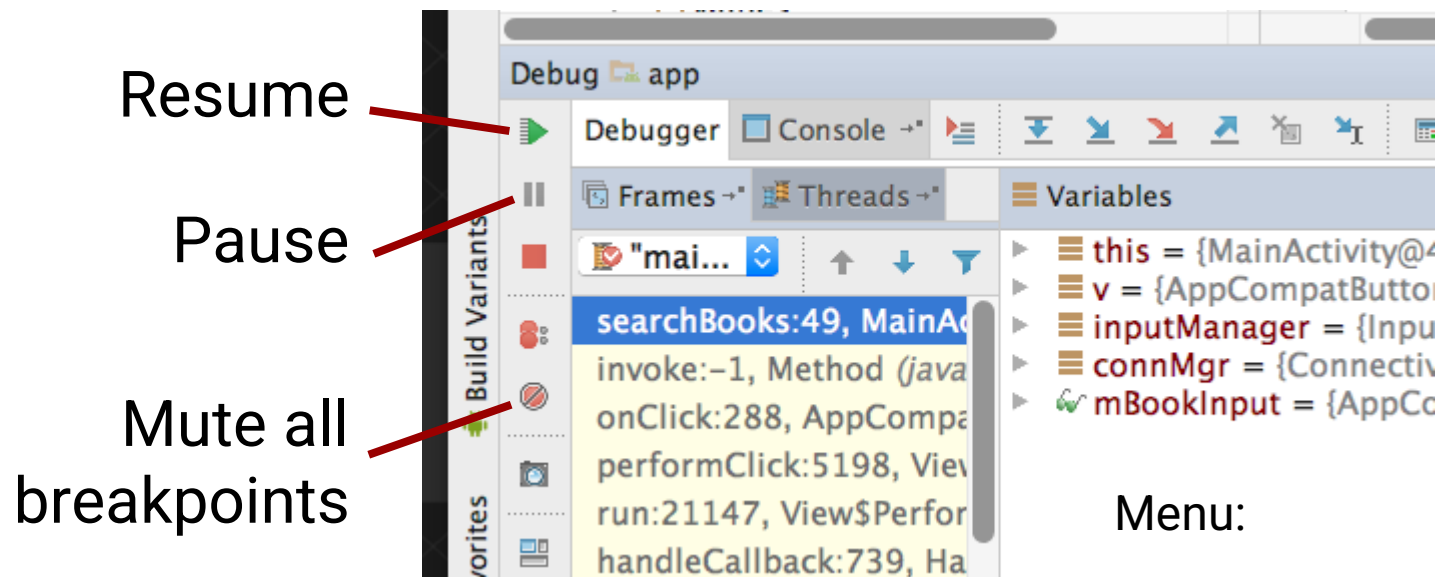
Stepping through code

Show execution point Drop frame Run to cursor



Step over Step into Force step into Step out

Resume and Pause



Menu:

Run->Pause Program...
Run->Resume Program...

Learn more

- [Debug Your App](#) (Android Studio User Guide)
- [Debugging and Testing in Android Studio](#) (video)

What's Next?

- Concept Chapter: [3.1 The Android Studio debugger](#)
- Practical: [3.1 The debugger](#)

END