

# DEBUGGING IN C#



## Debugging Basics

**Breakpoints:** Points in code where execution pauses to inspect the state.

**Stepping:** Step Over, Step Into, and Step Out commands to navigate through code.

**Variable Inspection:** Checking values of variables during execution.

## Locals and Autos

**Locals Window:** Displays local variables in the current scope.

**Autos Window:** Shows variables used around the current line of execution.

## Essential Topics

**List Handling:** Techniques for creating and managing copies of lists.

**Bug Resolution:** Common bugs and debugging solutions.

**Call Stack:** Trace function calls leading to the current point of execution.

**Throwing Errors:** Generate exceptions intentionally for testing.

**Defensive Programming:** Writing code to anticipate and handle potential errors.

## Try and Catch

**Syntax:** Structure for handling exceptions.

```
try {
    // Code that may throw an exception
} catch (ExceptionType e) {
    // Code to handle the exception
}
```

**Flow:** Execution moves to the catch block if an exception is thrown in the try block.

## The Finally Keyword

**Usage:** Code that executes regardless of an exception.

```
try {
    // Code that may throw an exception
} catch (ExceptionType e) {
    // Code to handle the exception
} finally {
    // Code that always executes
}
```

## Try Catch vs. If Statements

Use try-catch for exceptions and if statements for logical conditions.

## Debug Log

Techniques to log information for debugging.

**Syntax:** `Debug.WriteLine("Log message");`

## Throw Keyword

Manually throwing exceptions.

**Syntax:** `throw new Exception("Error message");`

## Managing Multiple Types of Exceptions

**Multiple Catch Blocks:** Handling different exceptions separately.

**Syntax:**

```
try {
    // Code that may throw exceptions
} catch (ArgumentException e) {
    // Handle ArgumentException
} catch (InvalidOperationException e) {
    // Handle InvalidOperationException
}
```

## Exception Handling Techniques

**Custom Exceptions:** Creating user-defined exception classes

**Syntax:**

```
public class CustomException : Exception {
    public CustomException(string message) : base(message) { }
}
```

**Why the Default Exceptions Rock:**

Advantages: Reliability and comprehensive coverage of default .NET exceptions.

**How Exceptions Work with the Call Stack:**

Propagation: How exceptions move up the call stack until caught.

**How to Handle Exceptions Properly:**

Best Practices: Ensure proper handling and logging of exceptions to maintain application stability.