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GDB Writeup

For this project, because of its relentless issues – I used GDB pretty constantly. Opting to dig through the program's memory and printing values through GDB rather than creating a web of unnecessary and temporary cout statements. It was especially useful for debugging the recursive functions related to the CLL, as well as just verifying data was moving correctly. Towards the end of my development cycle, I used GDB to try and figure out the root of my memory problems, and with the use of Valgrind as well I was able to narrow the root of my problems to the dynamic memory in my location class. I also used GDB to watch how the objects in my program interacted, and to watch the data flow through out the program. Over the course of this assignment, I learned that using GDB alongside Valgrind, is the best way to catch unintended behavior as well as to find and catch memory problems. I found many small bugs during the development that wouldn't have been caught without the use of GDB and then later on, Valgrind.