



June 2nd – 4th 2015
Copenhagen, Denmark



GRAILS



gradle

YOUDEBUG

Scriptable Java Debugger

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YOUDEBUG

Scriptable Java Debugger

Developed by Kohsuke Kawaguchi
(creator of Hudson/Jenkins)



DEBUGGING

DEBUGGING

using an **IDE**?

DEBUGGING

using **jdb**?

DEBUGGING

using **gdb**?

DEBUGGING

using **logging**?

DEBUGGING

using **println?**

DEBUGGING

try **YouDebug!**



WHAT'S INSIDE

JDI*
+ YouDebug



+ your debug script



* Java Debug Interface

FEATURES

define **breakpoints**

evaluate arbitrary **expressions**

List **threads**, inspect **stack** frames

access/modify local **variables**

obtain **stack trace**

obtain **heap dump**

call **methods**



BREAKPOINTS

Break when reaching a specific **line**

Break when an **exception** is thrown

Break when a **field** is referenced or updated

Break when a **class** is loaded/unloaded

Break when a **thread** is created/destroyed

Break when a **method** is entered/exited

Break when a **monitor** is waited/contended



USE CASES

USE CASES

- Iterative bug investigation
- Monitoring & information gathering
- Lock breaking (drop to previous frame)
- Monkey patching
- Waiting for the bug to appear (detach/reattach)
- Limited access to target system



DEBUGGING

IDE

source code
documentation
network access



Application

data
users
configuration

PRODUCTION?

PRODUCTION

~~IDE~~

~~source code~~

~~documentation~~

~~network access~~

Application

~~data~~

~~users~~

~~configuration~~

no installation possible

source confidential

docs confidential

firewall, NAT, proxies

compliance

privacy

security



SOLUTION

Bring your debug script to the
application

PRODUCTION

YouDebug
debug script



Application
data
users
configuration

BASIC RECIPE

1. Run application in debug mode

2. Create debug script

3. Run debug script
(optionally capture output)



BASIC RECIPE

1. Run application in debug mode

```
> java -agentlib:jdwp=transport=dt_socket,server=y,suspend=n,address=5005 -jar myapp.jar
```

(this also works with your favorite container or service wrapper)



BASIC RECIPE

2. Create debug script

```
vm.methodEntryBreakpoint(  
    "com.my.EntryPoint", "main") {  
    method ->  
    println "hey, we are in main"  
}
```

BASIC RECIPE

3.Run debug script using

```
> java -jar youdebug.jar -socket  
5005 yourscrip.ydb
```

(additional jars required: groovy-all.jar, args4j.jar, tools.jar)



SOME EXAMPLES

EXAMPLES (I)

Line breakpoint

```
vm.breakpoint("net.jetztgrad.buggyweb.MyServlet",35) {  
    println "at buggy position in MyServlet, line 35"  
}
```

EXAMPLES (II)

access/modify value

```
vm.breakpoint("net.jetztgrad.buggyweb.MyServlet",35) {  
    println "age=" + age  
    String ageParam = request.getParameter("age")  
    println "setting age to $ageParam"  
    age = ageParam  
}
```

EXAMPLES (III)

get thread dump and VM info

```
vm.suspend()
```

```
println vm.virtualMachine.name()
```

```
println vm.virtualMachine.description()
```

```
vm.threads*.dumpThread()
```

```
vm.resume()
```

```
vm.close()
```

EVENTS

- breakpoint(location)
 - exceptionBreakpoint(type)
 - methodEntryBreakpoint(type, method)
 - methodExitBreakpoint(type, method)
 - accessWatchpoint(field)
 - modificationWatchpoint(field)
 - monitorWait(type) (*)
 - monitorWaited(type) (*)
 - monitorContendedEnter(type) (*)
 - monitorContendedEntered(type) (*)
- (*) pending contribution

LOOKUP & ACTIONS

- `ref(type)/_(type)`
- `_new(type)`
- `forEachClass(type)`
- `loadClass(type)`
- `suspend()`
- `resume()`
- `dumpHeap(String)`
- `dumpAllThreads()`
- `withFrozenWorld(Closure)`
- `exit(status)`
- `instanceCounts(types[])`

DEMO TIME



UNDER THE HOOD



WHAT'S INSIDE

JDI*
YouDebug



your debug script



* Java Debug Interface

JAVA DEBUG INTERFACE (JDI)

- API to connect to or launch a JVM
- supports local and remote connections
- VirtualMachine object provides access to breakpoints, objects
- Can be used to access fields and invoke methods

Java Debug Interface

All Classes

Packages

com.sun.jdi
com.sun.jdi.connect
com.sun.jdi.connect.spi
com.sun.jdi.event
com.sun.jdi.request

All Classes

AbsentInformationExceptio
Accessible
AccessWatchpointEvent
AccessWatchpointRequest
ArrayReference
ArrayType
AttachingConnector
BooleanType
BooleanValue
Bootstrap
BreakpointEvent
BreakpointRequest
ByteType
ByteValue
CharType
CharValue
ClassLoaderReference
ClassNotLoadedException
ClassNotPreparedExceptio
ClassObjectReference
ClassPrepareEvent
ClassPrepareRequest
ClassType
ClassUnloadEvent
ClassUnloadRequest
ClosedConnectionExceptio
Connection
Connector
Connector.Argument
Connector.BooleanArgume

OVERVIEW PACKAGE CLASS USE TREE DEPRECATED INDEX HELP
Java Debug Interface

PREV NEXT FRAMES NO FRAMES

Java™ Debug Interface

The Java™ Debug Interface (JDI) is a high level Java API providing information useful for debuggers and similar systems needing access to the running state of a (usually remote) virtual machine.

See: [Description](#)

Packages

Package	Description
com.sun.jdi	This is the core package of the Java Debug Interface (JDI), it defines mirrors for values, types, and the target VirtualMachine itself - as well bootstrapping facilities.
com.sun.jdi.connect	This package defines connections between the virtual machine using the JDI and the target virtual machine.
com.sun.jdi.connect.spi	This package comprises the interfaces and classes used to develop new TransportService implementations.
com.sun.jdi.event	This package defines JDI events and event processing.
com.sun.jdi.request	This package is used to request that a JDI event be sent under specified conditions.

The Java™ Debug Interface (JDI) is a high level Java API providing information useful for debuggers and similar systems needing access to the running state of a (usually remote) virtual machine.

The JDI provides introspective access to a running virtual machine's state, Class, Array, Interface, and primitive types, and



YOUDEBUG

- YouDebug is a thin wrapper around JDI
- Some Groovy magic is providing syntactic sugar with convenient access to the target's JVM types, fields, variables and methods.
- everything can be changed dynamically by your debug script!



YouDebug

YouDebug is a non-interactive debugger scripted by Groovy to assist remote troubleshooting and data collection to analyze failures.

YouDebug

[Introduction](#)
[User Guide](#)
[Download](#)

References


[Javadoc](#)
[Groovy JDI](#)
[JDI API](#)


Project Documentation

- **Project Information**
 - [About](#)
 - [Continuous Integration](#)
 - [Dependencies](#)
 - [Dependency Information](#)
 - [Distribution Management](#)
 - [Issue Tracking](#)
 - [Mailing Lists](#)
 - [Plugin Management](#)
 - [Project License](#)
 - [Project Plugins](#)
 - [Project Summary](#)
 - [Project Team](#)
 - [Source Repository](#)
- **Project Reports**

What is YouDebug?

Here is the problem; your program fails at a customer's site with an exception, but you can't (or don't want to) reproduce the problem on your computer, because it's too time consuming. If only you could attach the debugger and collect a few information, you can rapidly proceed on fixing the problem. But running a debugger at a customer's site is practically impossible; if the user isn't a techie, it's out of question. Even if he is, you'd still need the source code loaded up in the IDE, then you have to explain to him where he needs to set breakpoints and what to report back to you. It's just too much work.

That's where YouDebug comes into play. YouDebug is a Java program that lets you script a debug session through **Groovy** . You can think of it as a programmable, non-interactive debugger --- you can create a breakpoint, evaluate expressions, have it dump threads, and a lot more, without requiring any source code. Your customer can just run the tool with the script you supplied, without any knowledge about Java.

YouDebug uses the same **Java Debug Interface**  that IDEs use, so from the point of view of your program, YouDebug behaves as a debugger. Therefore you need not do anything special with your program.

In this way, the troubleshooting of your program gets a lot easier.

ISSUES & LIMITATIONS

DEBUG MODE

YouDebug needs **debugging enabled** ;-)

Note: enabling debugging causes some **performance** overhead and has **security** implications! Also, it cannot be enabled after application start.



ERROR HANDLING

Apply proper error handling, otherwise you might end up with a **suspended JVM**, if your debug script throws an **exception**.

MIRRORING

JDI mirrors elements such as types, objects, methods, fields, variables. There are some hidden complexities when using the convenience methods provided by YouDebug.

Accessing data or invoking methods is only possible when the JVM is suspended on a breakpoint!



BEWARE OF THE HEISENBUG

Heisenbug

From Wikipedia, the free encyclopedia

For the Linux distribution codenamed Heisenbug, see [Fedora \(operating system\)](#).

In [computer programming](#) jargon, a **heisenbug** is a [software bug](#) that seems to disappear or alter its behavior when one attempts to study it.^[1] The term is a [pun](#) on the name of [Werner Heisenberg](#), the [physicist](#) who first asserted the [observer effect](#) of [quantum mechanics](#), which states that the act of observing a system inevitably alters its state. In electronics the traditional term is [probe effect](#), where attaching a [test probe](#) to a device changes its behavior.

Sometimes **println** is still the best solution!



YOUDEBUG

Thank you!

Questions?



LINKS

Introduction <http://youdebug.kohsuke.org/>

Userguide <http://youdebug.kohsuke.org/user-guide.html>

JDI <http://docs.oracle.com/javase/8/docs/jdk/api/jpda/jdi/index.html>

Download <http://central.maven.org/maven2/org/kohsuke/youdebug/1.5/youdebug-1.5.jar>

Source Code <https://github.com/kohsuke/youdebug>

