CST 150

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Activity 10 – Short Summary of Debugging

My process for debugging was to set break point first in Visual Studio at the start of the driver class’s method, in this case Program.Main line 14. I then proceeded to hit f10 key, known as the Step Over shortcut, until the execution rested on a method, at which point I would hit f11 key (known as the step into shortcut) to view the execution resting on the next line of code down the call stack. I would repeat the process just described all the while taking mental note of the current values by hovering over them with my mouse cursor to see the context menu with the current value(s) displayed, or by observing what was just printed to the console. I would every once in a while, I would stop and look back over lines I just stepped over to see if and how those values changed and if it aligned with what was trying to be achieved – logically correct. In the instance of the containsElement method while stepping through (hitting f10), I noticed it exited the loop prematurely. The union method bug was caught by studying the output console and thinking through how objects behave when passed via a method.