MODERN DEBUGGING IN PHP

OR: WHAT TO DO WHEN YOUR CODE PLAYS TRICKS ON YOU

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KANSAS CITY PHP USER'S GROUP

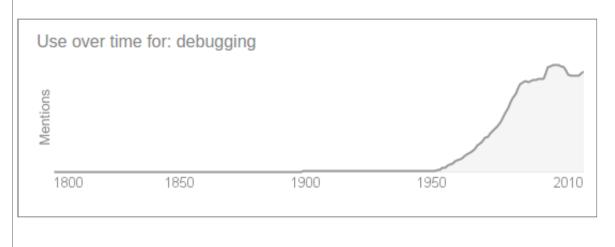
WHO IS THIS TALK FOR?

YOU

Assuming you do anything with PHP

DEBUGGING

... a methodical process of finding and reducing the number of bugs, or defects, in a computer program...thus making it behave as expected.



Source: wikipedia, Google

WHEN I SAY BUGS...

- Things your users find that just "aren't possible"
- Error messages you see in your logs
- Problems during development
- Curiosities

PHP BUILT-INS

- Error Reporting (to screen)
- Error logging
- print_r
- var_dump
- debug_backtrace

ERROR REPORTING (TO SCREEN)

php-error-report.php

```
<?php
// Enable Error Reporting on Specific levels
    error_reporting(E_ERROR | E_WARNING | E_PARSE | E_NOTICE);
// Report all errors except E_NOTICE
    error_reporting(E_ALL & ~E_NOTICE);
// or, everything except Deprecated Notices
    error_reporting(E_ALL & ~E_DEPRECATED);
// Turn on or Off writing errors to browser:
    ini_set('display_errors', 'on');
    ini_set('display_errors', 'off');</pre>
```

ERROR REPORTING (TO LOG)

php-error-report-log.php

```
<?php
// Report all errors except E_NOTICE
error_reporting(E_ALL & ~E_NOTICE);
ini_set('display_errors','off');
ini_set("log_errors",1);
ini_set("error_log","../logs/error.log");
error_log("Hey! Here I am!");</pre>
```

Server's Error Log:

```
[18-Apr-2015 13:33:21 America/Chicago] Hey! Here I am!
```

refresh (/show-error-log)

clear (/clear-error-log)

Reload

ERROR REPORTING (TO LOG WITH INFO)

php-error-report-log-2.php

Reload

BACKTRACE

php-error-report-log-3.php

```
<?php
debug_print_backtrace();

$backtrace = debug_backtrace();
print_r($backtrace);</pre>
```

Response

ERROR REPORTING (WRITING TRACE TO THE ERROR LOG)

php-error-report-log-4.php

```
Reload
```

```
<?php
$error = new Exception( "Something weird happened" );
error_log( $error->getTraceAsString() );
```

Server's Error Log:

refresh (/show-error-log)

clear (/clear-error-log)

ERROR REPORTING (WRITING BETTER TRACE TO THE ERROR LOG)

php-error-report-log-5.php

```
<?php
function err ($message)
{
    $error = new Exception("Something weird happened");
    error_log($message . "\n" . $error);
}
err("Hey! Something weird just happened");</pre>
```

Server's Error Log:

refresh (/show-error-log)

clear (/clear-error-log)

Reload

INSPECTING VARIABLES WITH PRINT_R()

php-print_r.php

```
<?php /* Example from xDebug docs */</pre>
class test {
    public $pub = false;
    private $priv = true;
    protected $prot = 42;
t = new test;
t->pub = t;
$data = array(
    'one' => 'a somewhat long string!',
    'two' => array(
        'two.one' => array(
             'two.one.zero' => 210,
             'two.one.one' => array(
                 'two.one.one.zer
o' => 3.1415925,
                 'two.one.one.on
e' => 2.7,
    'three' => $t,
    'four' \Rightarrow range(0, 5),
);
print_r( $data );
```

Response

```
Array
    [one] => a somewhat long string!
    [two] => Array
             [two.one] => Array
                     [two.one.zero] => 21
0
                     [two.one.one] => Arr
ay
                              [two.one.one
.zero] => 3.1415925
                             [two.one.one
.one] \Rightarrow 2.7
    [three] => test Object
             [pub] => test Object
 *RECURSION*
             [priv:test:private] => 1
             [prot:protected] => 42
```

INSPECTING VARIABLES WITH PRINT_R() RETURNING STRING

php-print_r-log.php

```
<?php
function err ($message,$data=null){

    $error = new Exception("Something weird happened");
    $error .= "\n" . print_r( $data ,true);

    error_log($message . "\n" . $error);
}

$data = array(
    'one' => 'a somewhat long string!',
    'two' => array(),
    'three' => 'x',
    'four' => range(0, 5),
);

err("Dump my info to the log",array($data,'Server'=>$_SERVER,'Post'=>$_POST));
```

INSPECTING VARIABLES WITH VAR_DUMP()

php-var-dump.php

```
<?php /* Example from xDebug docs */</pre>
class test {
    public $pub = false;
    private $priv = true;
    protected $prot = 42;
$t = new test;
t->pub = t;
data = array(
    'one' => 'a somewhat long string!',
    'two' => array(
        'two.one' => array(
             'two.one.zero' => 210,
             'two.one.one' => array(
                 'two.one.one.zer
o' => 3.1415925,
                 'two.one.one.on
e' => 2.7,
        ),
    'three' => $t,
    'four' \Rightarrow range(0, 5),
);
var_dump( $data );
```

Response

```
array(4) {
  ["one"]=>
  string(23) "a somewhat long string!"
  ["two"]=>
  array(1) {
    ["two.one"]=>
    array(2) {
      ["two.one.zero"]=>
      int(210)
      ["two.one.one"]=>
      array(2) {
        ["two.one.one.zero"]=>
        float(3.1415925)
        ["two.one.one.one"]=>
        float(2.7)
  ["three"]=>
  object(test)#37 (3) {
    ["pub"]=>
    *RECURSION*
    ["priv":"test":private]=>
    bool(true)
    ["prot":protected]=>
    int(42)
  ["four"]=>
```

"LIGHTLY" INSPECTING VARIABLES WITH JSON_ENCODE()

php-json_encode.php

```
<?php /* Example from xDebug docs */</pre>
class test {
    public $pub = false;
    private $priv = true;
    protected $prot = 42;
t = new test;
$data = array(
    'one' => 'a somewhat long string!',
    'two' => array(
        'two.one' => array(
             'two.one.zero' => 210,
            'two.one.one' => array(
                 'two.one.one.zer
0' => 3.141,
                 'two.one.one.on
e' => 2.7,
        ),
    'three' => $t,
    'four' \Rightarrow range(0, 5),
);
echo json_encode( $data , JSON_PRETTY_PR
INT);
```

Response

```
"one": "a somewhat long string!",
    "two": {
        "two.one": {
            "two.one.zero": 210,
            "two.one.one": {
                "two.one.one.zero": 3.14
1,
                 "two.one.one.one": 2.7
    },
    "three": {
        "pub": false
    },
    "four": [
        Θ,
        1,
        3,
```

PHP BUILT-INS - QUICK REVIEW

- Error Handling
 - error_reporting
 - error_log
 - ini settings like display_errors, log_errors, etc
- Backtrace
 - debug_backtrace()
 - Exception->getTraceAsString()
- Inspecting Variables
 - print_r
 - print_r return as string
 - var_dump
 - "serialize" functions like json_encode()

for debugging only, you can set "breakpoints" with die() or exit()

MODERN?

MODERN:

- Shouldn't need to update code
- Shouldn't need to remember to update code again when you are done
- Hope you didn't break something / leave something in
- Out of the way until we need it
- Or, maybe just LOOKS nice!

CATCH EXCEPTIONS WITH WHOOPS!

https://github.com/filp/whoops

0.
.../templates/views/whoops-run.php:9

Whoops \ Exception \ ErrorException (E_ERROR)

Class 'SomeClassThatDoesntExist' not found

```
/home/dholmes/Projects/talks/kcpug-debugging-2015/php-
example/templates/views/whoops-run.php

2. if ("debug") {
    3.    $whoops = new \Whoops\Run;
    4.    $whoops->pushHandler( new
    \Whoops\Handler\PrettyPageHandler );
    5.    $whoops->register();
    6. }
    7.
    8.    // Try to instantiate some class
    9.    $foo = new SomeClassThatDoesntExist();

No comments for this stack frame.
```

Server/Request Data

/home/dhalmac/Drajacts/talks/kenua

CATCH EXCEPTIONS WITH WHOOPS!

https://github.com/filp/whoops

composer require flip/whoops

Reload

whoops.php

```
<?php

if ("debug") {
    $whoops = new \Whoops\Run;
    $whoops->pushHandler( new \Whoops\Handler\PrettyPageHandler );
    $whoops->register();
}
```

MONITOR THE THINGS WITH A DEBUG BAR!

http://phpdebugbar.com

composer require maximebf/debugbar



Debugging in PHP has never been easier

The DebugBar integrates easily in any projects and can display profiling data from any part application. It comes built-in with data collectors for standard PHP features and popular proj

Database 6

Install the debug bar using **Composer**:

"maximebf/debugbar": "1.*"

Messages 4 Request Timeline Exceptions 1

"require": {

Features:

- Generic debuç dependencies
- Easy to integrate project



VAR_DUMP MADE NICER

With **Symfony VarDumper** and **XDebug**

symfony-var-dumperxdebug.php

```
<?php /* Example from xDebug docs */</pre>
class test {
    public $pub = false;
    private $priv = true;
    protected $prot = 42;
t = new test;
t->pub = t;
$data = array(
    'one' => 'a somewhat long string!',
    'two' => array(
        'two.one' => array(
            'two.one.zero' => 210,
            'two.one.one' => array(
                 'two.one.one.zer
o' => 3.141592564,
                'two.one.one.on
e' => 2.7,
```

Response

```
Symfony's VarDumper
 array:4 [▼
   "one" => "a somewhat long string!"
  "two" => array:1 [▶]
  "three" => test {#37 ▶}
  "four" => array:6 [▶]
Xdebug's var_dump()
 array (size=4)
   'one' => string 'a somewhat long str
 ing!' (length=23)
   'two' =>
     array (size=1)
        'two.one' =>
          array (size=2)
            'two.one.zero' => int 210
            'two.one.one' =>
              array (size=2)
   'three' =>
     object(test)[37]
        public 'pub' =>
```

Reload

XDEBUG!

- NO need to update code
- NO need to remember to update code again when done
- Out of the way until we need it
- Depending on IDE: just LOOKS nice!

XDEBUG DEMO!

- Inspecting (changing)Variables
- Backtrace (Frames)
- Breakpoints
- Step over, step into, step out
- Break on specific values

CONFIGURE XDEBUG YOUR MILEAGE WILL VARY

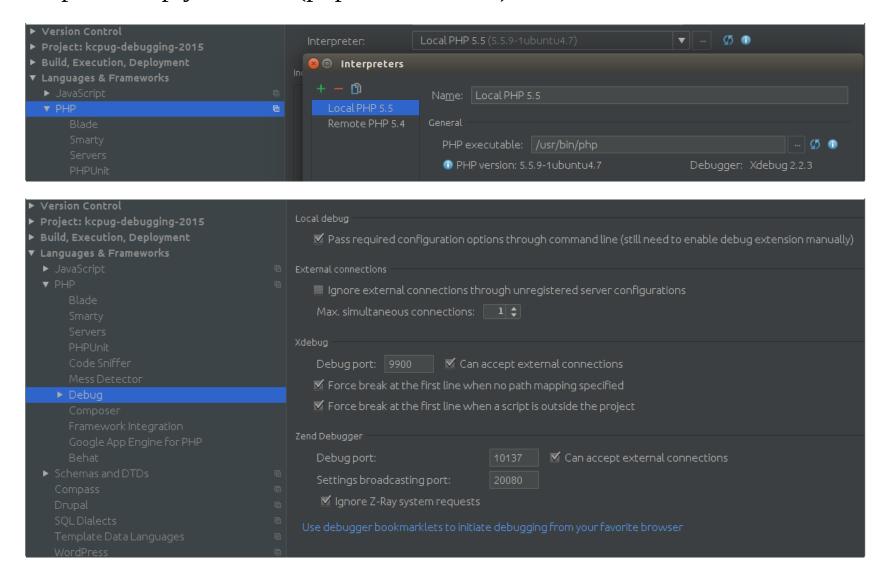
- OS
- PHP Version
- IDE
- Local, Local VM or Remote?

Step 1. Register xDebug and settings with PHP

```
apt-get install php5-xdebug; # download xdebug
vim /etc/php/cli/conf.d/20-xdebug.ini # configure xdebug
```

```
zend_extension=xdebug.so
xdebug.remote_enable=1
xdebug.remote_port=9900
xdebug.profiler_enable=1
```

Step 2. Setup your IDE (phpStorm shown)



Step 3: Make some Bookmarklets

https://www.jetbrains.com/phpstorm/marklets/

Start Debug

```
javascript:(
/** @version 0.5.2 */
    function() {
        document.cookie='XDEBUG_SESSION='+'PHPSTORM'+';path=/;';
    }
)()
```

Stop Debug

WALK AWAY

Sometimes it's best to get out of your head and out of your code.

REPLS

Read-Eval-Print-Loop

- php -a well, maybe
- Boris
- PsySh My Fav! Thx Eric!
- phpsh

ONLINE "REPLS"

3V4L.ORG

PHPEPL

AND SOMETIMES YOU NEED...

PHP LIVE REGEX

JSFIDDLE

SQL FIDDLE

PHPUNIT!

- NO need to update code
- NO need to remember to update code again when done
- Out of the way until we need it
- Depending on reports: just LOOKS nice!

BEST OF ALL!

once debugged, always debugged!

But that's a whole other talk

THANK YOU!

QUESTIONS? COMMENTS?

Leave Feedback on Joind.in

@dan holmes

github/dholmes

THESE SLIDES ARE IN+ GITHUB!

github/kcphpug