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CloudNativeCon

North America 2024

kubectl debug is Missing an IDE Option

Let's Fix That!

Mario Loriedo
Red Hat, Inc.

Hi, I am Mario 🙌👑

Currently



Podman

For the last 7 years



Cloud Development Environments



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kubectl debug

```
man kubectl-debug KUBERNETES(1)(kubernetes)
KUBERNETES(1)(kubernetes)
Eric Paris Jan 2015

NAME
    kubectl debug - Create debugging sessions for troubleshooting workloads and nodes

SYNOPSIS
    kubectl debug [OPTIONS]

DESCRIPTION
    Debug cluster resources using interactive debugging containers.
```



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kubectl debug is awesome!

```
kubectl get pod
```

```
kubectl describe pod
```

```
kubectl get pod -o json
```

```
kubectl get events
```

```
kubectl logs
```

```
kubectl exec
```



kubectl debug



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kubectl debug is missing something!

← → (Workspace)

RUN AND DE... Attach to Local Process (outyet) ⚙️ ...

VARIABLES

Locals

```
url = "https://go.goglesource.com/g..."
~r0 = false
```

WATCH

CALL STACK

- > [Go 3] runtime.gopark PAUSED
- > [Go 4] runtime.gopark PAUSED
- > * [Go 5] main.... PAUSED ON BREAKPOINT
 - main.isTagged main.go 97
 - main.(*Server).poll main.go 79
 - main.NewServer.gowrap1 main.go

BREAKPOINTS

main.go

```
89 var (
90     pollSleep = time.Sleep
91     pollDone = func() {}
92 )
93
94 // isTagged makes an HTTP HEAD request to the given URL and reports whether
95 // returned a 200 OK response.
96 func isTagged(url string) bool {
97     pollCount.Add(1)
98     r, err := http.Head(url)
99     if err != nil {
100         log.Print(err)
101         pollError.Set(err.Error())
102         pollErrorCount.Add(1)
103         return false
104     }
```

outyet > main.go > isTagged

PROBLEMS OUTPUT **DEBUG CONSOLE** ... Filter (e.g. text, !excl...)

```
Starting: /usr/bin/dlv dap --listen=127.0.0.1:42907 --log-dest=3 from /projects/outye
t
DAP server listening at: 127.0.0.1:42907
Type 'dlv help' for list of commands.
```

< main 0 0 0 0 Attach to Local Process (outyet) Resources Tab Size: 4 UTF-8 LF Go 1.21.13 Layout: U.S.



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kubectl debug-ide

```
outyet    1/1      Running    0          12m
>
>
> kubectl debug-ide outyet \
>   --image ghcr.io/l0rd/outyet-dev:latest \
>   --copy-to outyet-debug \
>   --share-processes \
>   --git-repository https://github.com/l0rd/outyet.git
🎯 found the target pod outyet in namespace mloriedo-dev.
📁 created devworkspace outyet-dw in namespace mloriedo-dev.
👂 waiting for the deployment workspace9cfd803192d54911 to be available.....done
🥑 waiting for the pod workspace9cfd803192d54911-5769d4496c-csmv2 to be ready...done
🐛 click on the following link ↓ and start debugging

https://workspace9cfd803192d54911.apps.sandbox-m2.ll9k.p1.openshiftapps.com/che-code/
> █
```

kubectl debug-ide

The screenshot displays the kubectl debug-ide interface. On the left, a sidebar contains icons for variables, watch, call stack, and breakpoints. The main editor shows a Go file named `main.go` with the following code:




```
90 var (
91     pollSleep = time.Sleep
92     pollDone = func() {}
93 )
94 // isTagged makes an HTTP HEAD request to the given URL and reports whether
95 // returned a 200 OK response.
96 func isTagged(url string) bool {
97     pollCount.Add(1)
98     r, err := http.Head(url)
99     if err != nil {
100         log.Print(err)
101         pollError.Set(err.Error())
102         pollErrorCount.Add(1)
103         return false
104     }
105 }
```

The call stack on the left shows the current execution state:

- [Go 3] runtime.gopark PAUSED
- [Go 4] runtime.gopark PAUSED
- * [Go 5] main.... PAUSED ON BREAKPOINT
 - main.isTagged main.go 97
 - main.(*Server).poll main.go 79
 - main.NewServer.gowrap1 main.go

The bottom status bar indicates the current state: `main` (selected), `0` errors, `0` warnings, `0` info, `Attach to Local Process (outyet)`, `Resources`, `Tab Size: 4`, `UTF-8`, `LF`, `Go 1.21.13`, `Layout: U.S.`, and a bell icon.

Design Choices

- Same UX and flags as `kubectl debug`
- Part of the Devfile, a CNCF Sandbox Project 
- Requires the DevWorkspace Operator 
- Multiple IDE support  

Next Steps

- Submit it to krew
- Support debugging using an Ephemeral Container
- Support local IDE to connecting to the remote container

To Learn More



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 github.com/devfile/kubectl-debug-ide

Thank You

