

Chapter 19

perlfaq3

Programming Tools (\$Revision: 1.37 \$, \$Date: 2003/11/24 19:55:50 \$)

19.1 DESCRIPTION

This section of the FAQ answers questions related to programmer tools and programming support.

19.1.1 How do I do (anything)?

Have you looked at CPAN (see *perlfaq2*)? The chances are that someone has already written a module that can solve your problem. Have you read the appropriate manpages? Here's a brief index:

Basics	perldata, perlvar, perlsyn, perlop, perlsub
Execution	perlrun, perldebug
Functions	perlfunc
Objects	perlref, perlmod, perlobj, perltie
Data Structures	perlref, perllo, perldsc
Modules	perlmod, perlmodlib, perlsub
Regexes	perlre, perlfunc, perlop, perllocale
Moving to perl5	perltrap, perl
Linking w/C	perlxs, perlcall, perlguilts, perlembed
Various	http://www.cpan.org/misc/olddoc/FMTEYEWTK.tgz (not a man-page but still useful, a collection of various essays on Perl techniques)

A crude table of contents for the Perl manpage set is found in *perltoc*.

19.1.2 How can I use Perl interactively?

The typical approach uses the Perl debugger, described in the *perldebug(1)* manpage, on an “empty” program, like this:

```
perl -de 42
```

Now just type in any legal Perl code, and it will be immediately evaluated. You can also examine the symbol table, get stack backtraces, check variable values, set breakpoints, and other operations typically found in symbolic debuggers.