Hello World!

## Controlling Breakpoints et al.

```
ignore BPNUM COUNT

enable BPRANGE
disable BPRANGE
```

Deleting

```
clear
clear SAL
delete BPRAN
delete
```



## Breakpoints - conditions

Also watchpoints and catchpoints.

```
break SAL if EXPRESSION
condition BPNUM [ EXPRESSION ]
```

Yes, *any* expression:

```
(gdb) list print
3 void
4 print (const char *s)
5 {
6   printf ("%s", s);
7 }
(gdb) break print if strcmp (s, "22\n") == 0
Breakpoint 2 at 0x804819b: file lines.c, line 6.
(gdb) c
Continuing.
21
Breakpoint 2, print (s=0x807ba88 "22\n") at lines.c:6
6   printf ("%s", s);
(gdb)
```



## Breakpoint scrip

```
(gdb) break EXPRESSION
(gdb) commands $bpnum
silent
print s
end
(gdb)
```

- Use `silent` to keep GDB quiet
- Use `continue` to resume GDB




## Examining values

```
print/FMT EXPRESSION
```

heX, Decimal, Unsigned, Octal, Two, Address, Character, Float

```
(gdb) print i++
$2 = 4
```





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## Breakpo

Also watchpoints a

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Continuing.
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Breakpoint 2, print (s=0x807ba88 "22\n") at lines.c:6
6   printf ("%s", s);
(gdb)
```



## Breakpoint scripts

```
(gdb) break EXPRESSION
(gdb) commands $bpnum
silent
print s
end
(gdb)
```

- Use `silent` to keep GDB quiet
- Use `continue` to resume GDB



## Examining values

```
print/FMT EXPRESSION
```

heX, Decimal, Unsigned, Octal, Two, Address, Character, Float

```
(gdb) print i++
$2 = 4
(gdb) print &i
$3 = (int *) 0xbffffa34
(gdb) print/x i
$4 = 0x4

set output-radix 16
```