Use Case 1: Debugging Logical Errors in Loops with Reverse Debugging

Overview

Logical errors in loops can produce incorrect results, such as exceeding bounds or miscalculating outputs. Reverse debugging in GDB allows you to step backward to trace how the loop state evolved.

## Logical Error:- logical\_error.c

```
#include <stdio.h>
```

```
int main(){
  int n = 5; //calculate factorial of 5
  int factorial = 1;

//logical error: Incorrect initialization of the loop variable
  for(int i = 0; i <= n; i++){
    factorial *= i; //causes multiplication by 0 in the first iteration
  }
  printf("Factorial of %d is %d\n", n, factorial);
  return 0;
}</pre>
```

## Steps to debug with gdb to find logical error:-

```
gcc -g -o logical_error logical_error.c
gdb ./logical_error
break main
target record-full
run
next
print i
print factorial
```

reverse-next

print i

print factorial

## Fix Logical Error:- fix\_logical\_error.c

factorial debug fixed example.c

#include <stdio.h>

int main(){

int n = 5; //calculate factorial of 5

```
int factorial = 1;

//logical error: Incorrect initialization of the loop variable
for(int i = 1; i <= n; i++){
    factorial *= i; //causes multiplication by 0 in the first iteration
}

printf("Factorial of %d is %d\n", n, factorial);
return 0;
}</pre>
```

## Steps to debug with gdb to find logical error fixed or not :-

```
gcc -g -o factorial_debug_fixed example.c
gdb ./factorial_debug_fixed
break main
target record-full
run
next
print i
print factorial
reverse-next
print i
print factorial
continue
```

run



