**Debugging**

**Breakpoints**: Program will run until (not including) the line

**Stepping**

1. Step Over: Go line by line
2. Step Over Expression: Go by expression, meaning it separate if (a > b && b > c)
3. Step Into: Examine specific function call layers. You can even see cout documentations!
4. Step Out: Go back from function call layer
5. Run to Cursor (self-explanatory)

**Watch**: Flag variables or expressions (can be a-b). The program will stop when the flagged stuffs change values.

**Valgrind**

valgrind [valgrind-options] <program-name> [program-options]

Text

Description automatically generated