# **Debugging**

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#### Universal Polymorphism - Parametric

- separate interfaces from implementation
- clients use same logic using unrelated types
- implemented using templates
- compiler generates multiple copies of functions

## **Universal Polymorphism - Parametric**

#### Template Syntax

```
template <typename T>

// ... template body follows here

T value; // value is of type T
```

Compiler replaces T with client argument within body

# **Testing**

# **Testing**

...process of determining whether a given set of inputs causes an unacceptable behaviour in a program...

# **Debugging**

..process of determining why a given input causes unacceptable behaviour and what must be changed to cause the behaviour to be acceptable...

# **Approaches to Debugging**

- detective
- mathematician
- safety expert
- psychologist
- computer scientist
- engineer

#### **Detective**

#### "defect is a crime"

- mystery to be solved "who, how, when, why"
  - have explicit data to reproduce problem
  - know what is common behaviour (requirements)
  - try to be always confirming a hypothesis
  - observe results
  - eliminate impossible causes with each observation (comment code)
  - don't guess

#### Mathematician

"defect is an anomaly is shown to be present"

Create a proof to support diagnosis

- known laws,
- facts
- heuristics,
- exploiting similar problems
- intuition
- testing and verification

#### Debug By....

- editing make some changes re-run program
- interaction (debugger)
- repeation duplicate solution for similar cases

## **Debuggers**

...a computer program used by programmers to test and debug a target program...

- GUI-based
  - Xcode, Visual Studio, Eclipse
  - easy to step through code, manage breakpoints
- text-based
  - GDB
  - remote debugging, GUI apps, "observer affect"