



Victoria University
of Wellington, New Zealand
*Te Whare Wananga o te
Upoko o te Ika a Maui
Aotearoa*



SWEN221 Software Development Debugging

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(slides modified from slides by David J. Pearce &
Nicholas Cameron & James Noble & Petra Malik)

Rear Admiral Grace Hopper



9/9

0800 Antan started

1000 " stopped - antan ✓

1300 (032) MP - MC { 1.2700 9.037 847 025
~~1.582647000~~ 9.037 846 995 conch
~~2.130476415~~ 4.615925059(-2)


(033) PRO 2 2.130476415
 conch 2.130676415

Relays 6-2 in 033 failed special speed test
 in relay .. 11.00 test.

Relays changed

1100 Started Cosine Tape (Sine check)

1525 Started Multi-Adder Test.

1545  Relay #70 Panel F
 (moth) in relay.

First actual case of bug being found.

~~1630~~ 1630 Antan started.

1700 closed down.

Relay 3145
 Relay 3376

1947, Mark II Relay Calculator

Debugging

- Bugs
 - programming puts them in
 - testing detects (**but not locates**) them

Testing



Debugging

- Bugs
 - programming puts them in
 - testing detects (**but not locates**) them
 - debugging removes them
- Process of *finding* and *eliminating* bugs
 - often, locating the **defect** is hardest part
- Programmers spend more time debugging than writing new code

Example

```
class BugManifestation {  
    /**  
     * @param input – should not be null  
     */  
    public static char[] convert(String input) {  
        char[] cs = new char[input.length()];  
  
        for(int i=0;i!=input.length();++i)  
            cs[i] = input.charAt(i);  
  
        return cs;  
    }  
  
    public static void main(String[] args) {  
        String input = null;  
        if(args.length > 0) { input = args[0]; }  
        char[] bs = convert(input);  
        ...  
    }  
}
```

Failure

Defect

Terminology

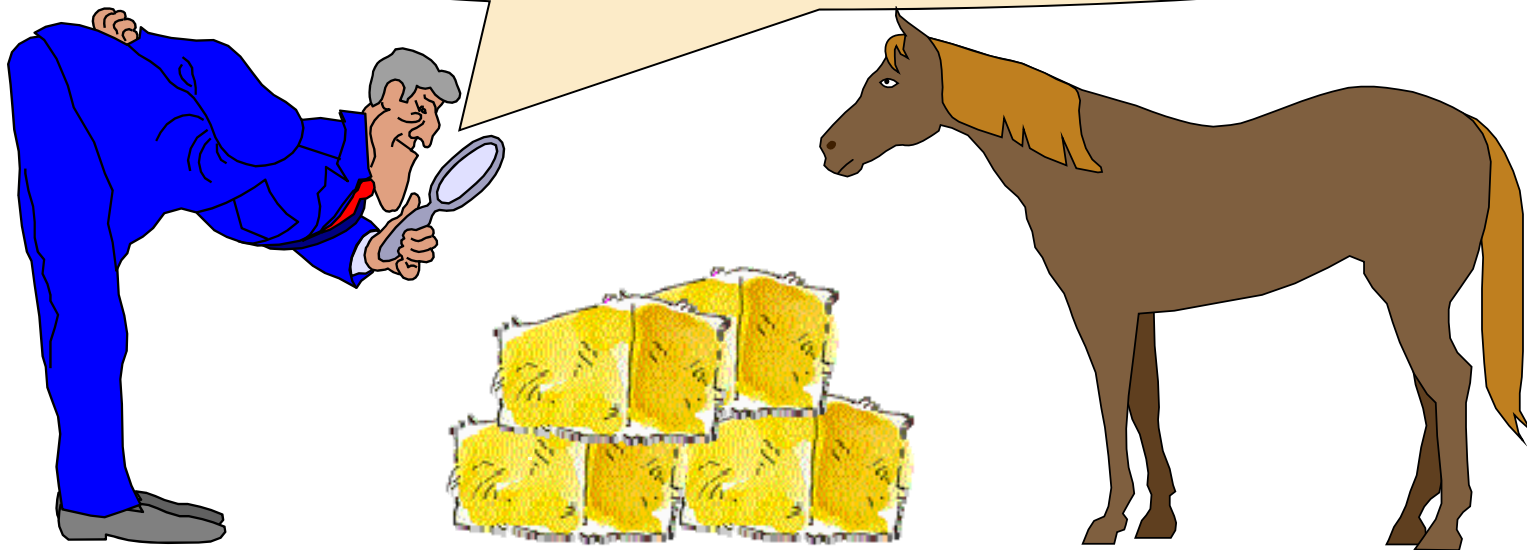
- **Defect** – Error manifest in code created by programmer
- **Infection** – Error manifest in program state
- **Propagation** – Bad program state leads to more bad states
- **Failure** – Program finally does something wrong

Debugging Principles

- Basic approach to debugging
 - **Observe** – notice failure occurring
 - **Reproduce** – identify input(s) consistently resulting in failure
 - **Focus** – follow propagation trail
 - **Isolate** – identify defect
 - **Record** – add corresponding test case
 - **Correct** – fix the problem
 - **use deduction and experimentation**

Debugging Principles

When you have excluded the impossible, whatever remains, however improbable, must be the truth.



Observing and Reproducing

- Observing a failure
 - Need to know what is right and wrong
 - a **NullPointerException** is typically undesired, but generally there is a need for an “oracle”.
 - Good test cases increase chance of observation
- Reproduction
 - Does a given input always cause an error?

```
public static void main(String[] args) {  
    if(Calendar.getInstance().get(HOUR_OF_DAY) == 13) {  
        // defect is in here  
        ...  
    }  
    // code continues here  
    ...  
}
```

Find + Isolate

- Focus on Defect
 - Can be a long and laborious task
 - Strategies:
 - Determine smallest input that causes the bug
 - Print debug information and/or use debugger
 - Form hypotheses and eliminate one by one
 - → Debugging requires considerable skill
- Isolate Problem
 - After zeroed in on **defect**, identify **problem**
 - What is at fault?
 - E.g. wrong method parameters (→ caller), incorrect algorithm, certain cases not handled at all, etc.

Standard & Advanced Means

- Observe failed state
- Breakpoint
 - stop from where you want to start observing
- Watchpoint
 - stop with a condition
- Reversible debugging
 - roll back time
- Delta Debugging
 - automatically determine offending code

Recording + Correcting

- Recording
 - Add appropriate test case to test suite
 - Then, can easily spot same or similar defect
 - Prevents reintroducing bugs (e.g., by fixing others) and not noticing
- Correcting
 - difficulty of fixing ranges from fixing typos to re-designing the architecture

References

- David J. Agans: *Debugging: The Nine Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems*, AMACOM, 2002, ISBN 0814471684
- Andreas Zeller: *Why Programs Fail: A Guide to Systematic Debugging*, dpunkt.verlag, 2006 ISBN 3898642798
- Raimondas Lencevicius: *Advanced Debugging Methods*, Springer, 2000, ISBN 0792378954

Don't forget ...



Labs start this week!