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5 Development Workflow

Introduction

Software development is an iterative process of writing and testing code. In certain cases the Python debugger can help to more quickly iterate on code.

The `interact` command opens up an interactive console inside the debugger. The console's global namespace includes all names in the current scope. Allowing the console to interact with a snapshot of the application at the time the interactive console was opened.

Instructions

1. Locate and open the `playground/tasks.py` file using the IDE's Explorer/project pane.

PROJECT

lost+found

playground

\_\_init\_\_.py

blackjack.py

cards.py

caveman.json

caveman.py

guess.py

tasks.py

web.py

Imagine inheriting incomplete code from another developer. The `tasks_by_urgency` function requires refactoring before this application will behave as expected.

2. Observe the behavior of the script.

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2. Observe the behavior of the script.

python3 playground/tasks.py

Today's TODO list:

When using the Python debugger as a development tool, it's common to set breakpoints in code. The built-in `breakpoint()` callable opens the debugger prompt at the line after where `breakpoint()` was called.

The `breakpoint()` callable was introduced in Python 3.7. Prior versions imported the `pdb` module and called the `set_trace()` callable. This is commonly written in a single line: `import pdb; pdb.set_trace()`.

3. Call the `breakpoint()` callable on line 19.

```
def tasks_by_urgency(all_tasks):  
    """ Implement the body of this function so it returns a list of tasks sorted by urgency.  
    Urgency ranges between 0 and 1 (lowest to highest).  
  
    Args:  
        _list is a list of Task objects.  
    """  
    breakpoint()  
    return []
```

Setting breakpoints in code doesn't require the application to be started with the `pdb` module.

4. Run the script.

python3 playground/tasks.py

Today's TODO list:  
> /home/project/playground/tasks.py(20)tasks\_by\_urgency()

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4. Run the script.

```
python3 playground/tasks.py
```

```
Today's TODO list:
> /home/project/playground/tasks.py(20)tasks_by_urgency()
-> return []
(Pdb)
```

5. Type `interact` to start an interactive Python console.

```
(Pdb).interact
*interactive*
>>>
```

6. Type `all_tasks` to observe the argument passed to the `tasks_by_urgency` function.

```
non-all tasks
(feed the cat: completed: Yes, Learn Python: completed: Yes, Break gravity: completed: No, Disprove time: completed: No)
>>>
```

The `tasks_by_urgency` function should return the tasks in descending order of urgency.

The correct order should be:

```
(feed the cat: completed: Yes, Learn Python: completed: Yes, Disprove time: completed: No, Break gravity: completed: No)
```

7. Use the interactive console to work out the code required to sort the tasks.

**HINT:** Check out the built-in `sorted` callable. Type `help('sorted')` in the interactive console for more details.

8. Refactor the `tasks_by_urgency` function once a solution has been found.

Exiting an interactive console started by the debugger using the `exit` callable or by pressing `CTRL+C` will exit the console and debugger. The console must be

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8. Refactor the `tasks_by_urgency` function once a solution has been found.

Exiting an interactive console started by the debugger using the `exit` callable or by pressing `CTRL+C` will exit the console and debugger. The console must be detached in order to keep the debugger running.

9. Press `CTRL+D` to detach the debugger from the interactive console.

```
>>>
now exiting InteractiveConsole...
(Pdb) 
```

10. Type `quit` to exit the debugger.

```
(Pdb) quit
Traceback (most recent call last):
  File "/home/project/playground/tasks.py", line 33, in <module>
    File "/home/project/playground/tasks.py", line 20, in tasks_by_urgency
    File "/home/project/playground/tasks.py", line 20, in tasks_by_urgency
    File "/usr/local/lib/python3.9/bdb.py", line 88, in trace_dispatch
    return self.dispatch_line(frame)
    File "/usr/local/lib/python3.9/bdb.py", line 113, in dispatch_line
    if self.quitting: raise BdbQuit
bdb.BdbQuit
```

11. Remove the `breakpoint` callable from line 19.

12. Ensure the results are correct.

```
python3 playground/tasks.py
```

★ Proceed to the next step ★

✓ Validations

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