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CSC 20 Lab

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Debugging in jGrasp

Setting the break point at line 10 in CourseDemo.java results in the following: When the program is run, it runs normally until it reaches the break point at line 10. At this point, the program halts and only proceeds when the step in button is pressed, or the auto step in is initiated. When the step in button is pressed, the program highlights and executes the next line of code. In the case of this program, a new Instructor Object is created with the lname, fname, and office arguments given saved in memory. When the step in button is pressed again, the lname argument is assigned to the lastName variable of the instructor object. When pressing the step in button again, the fname argument is assigned to the firstName variable of the instructor object. When the step in button is pressed again, the office argument is assigned to the officeNumber variable of the instructor object. This process continues, executing the code line by line as the step in button is pressed, until the end of the program is reached or the user manually terminates it. Debugging is a useful, and necessary, feature as it allows the user to see what exactly is happening when the program runs, allowing them to identify and fix any mistakes they would not have otherwise caught.