

SRI RAMANUJAR ENGINEERING COLLEGE



DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING

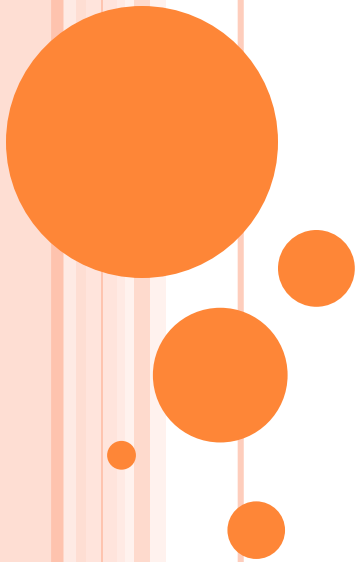
SYSTEM SOFTWARE
INTERACTIVE DEBUGGING SYSTEM

By

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INTERACTIVE DEBUGGING SYSTEM



✓ What is Interactive debugging system?

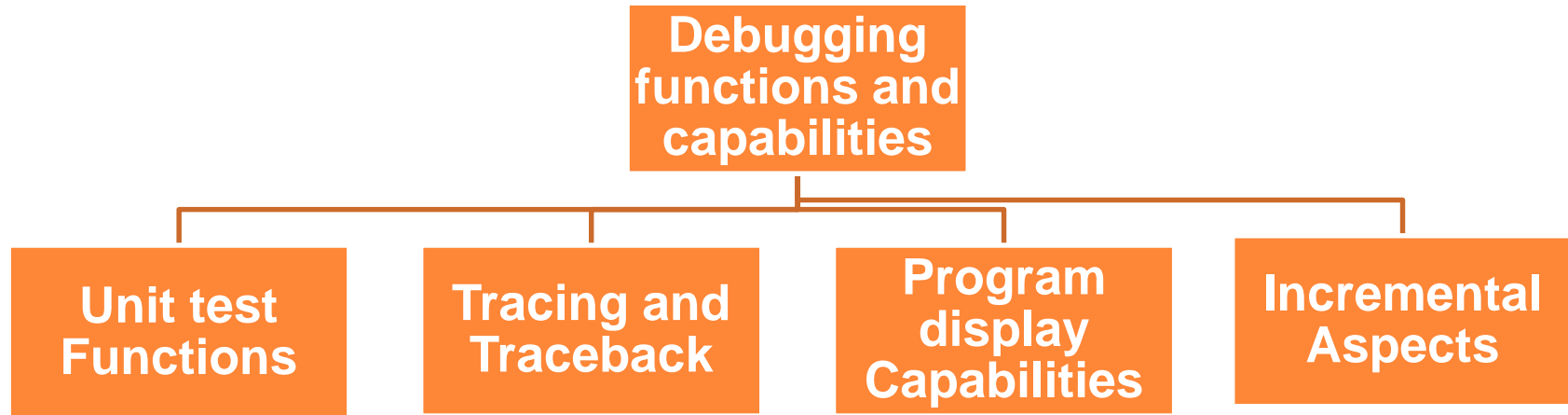
The Interactive debugging system facilitates the programmers in testing and debugging of programs.



- ✓ Approaches to debugging
 - Print statements
 - Printing to log files
 - Heap checking
 - Reverse execution



Debugging functions and capabilities



Unit test functions

Functions	Execution sequencing	Break points	Conditional expression	Gaits
Definition	It is observation and control flow of program execution.	A break point cause the execution to be suspended .	Specified conditional expressions cause execution to be suspended.	Run the program in various speeds .
Conditions	Can be halted after a fixed number of instructions are executed.	Specific point program	When any of the condition become true as defined by user.	Runs in good graphical representation of a program
Program resumption	no	yes	no	no

Tracing and Traceback

Functions	Tracing	Traceback
definitions	Used to trace the flow of execution logic and data modifications	Shows the path by which the current execution of the statement is reached.
Conditions	Only after modifications	Path of current statement



Program display capabilities

- It displays the program being debugged with statement numbers.
- The user can control the level at which display occurs.

The screenshot shows a debugger window titled "CPU" with a sub-header "Thread #0x00000240". The main pane displays assembly code from "Unit1.cpp" with line numbers and instructions. The instruction at address 00401162 is highlighted with a red arrow. To the right, a register window shows the values of various registers, including EAX, EBX, ECX, EDX, ESI, EDI, EBP, ESP, EIP, EFL, CS, DS, SS, and ES. Below the register window, a memory window shows the contents of memory addresses starting from 00410000. The instruction at address 00401162 is highlighted with a red arrow.

```
CPU
Thread #0x00000240
Unit1.cpp.15: int p = 0;
00401162 xor eax,eax
00401164 mov [ebp-0x04],eax
Unit1.cpp.17: for(int i = 0; i < 10; i++)
00401167 xor edx,edx
00401169 mov [ebp-0x08],edx
Unit1.cpp.18: p += func1(x+i);
0040116C mov ecx,[ebp+0x08]
0040116F add ecx,[ebp-0x08]
00401172 push ecx
00401173 call func1(int)
00401178 pop ecx
00401179 add [ebp-0x04],eax

00410000 00 00 00 00 00 00 00 00 .....
00410008 00 00 01 00 78 1A 2C A0 ....X..
00410010 00 00 00 00 0C 00 01 00 .....
00410018 A8 CA 2C E2 08 E0 2C E2 .....,.
00410020 01 40 01 00 F8 11 2A F2 .@....*
```

EAX	00000001	CF	1
EBX	7FFDF000	PF	1
ECX	00864B04	AF	1
EDX	00862874	ZF	0
ESI	0040204C	SF	0
EDI	00000000	TF	0
EBP	0012FF7C	IF	1
ESP	0012FF74	DF	0
EIP	00401162	OF	0
EFL	00000217	IO	0
CS	001B	NF	0
DS	0023	RF	0
SS	0023	VM	0
ES	0023	AC	0

0012FF74	0040204C	.6
0012FF70	00000000	..
0012FF6C	3256E5E5	2\
0012FF68	0040128D	.6
0012FF64	00402006	.6

INCREMENTAL ASPECTS

What are the aspects ?

1. Modification during debugging.
2. Recompile incrementally during debugging.

What it should do ?

1. Save all the debugging specifications such as break points etc.
2. It must symbolically display or modify the content of variables and constants of a program and then continue execution.

How it helps ?

Programmer need not reissue all debugging commands.



Needs for Debugging System

1. Able to determine the language of program in which it is written so it must be language independent
2. It should get its context accordingly

When does a context used ?

Debugger switches using context when one program written in one language calls a program written in the other language.

Each context has its own effect

1. Assignment statements :

COBOL : MOV 3.5 TO A

FORTRAN : A = 3.5

2. Conditional expression:

COBOL : IF A NOT EQUAL TO B

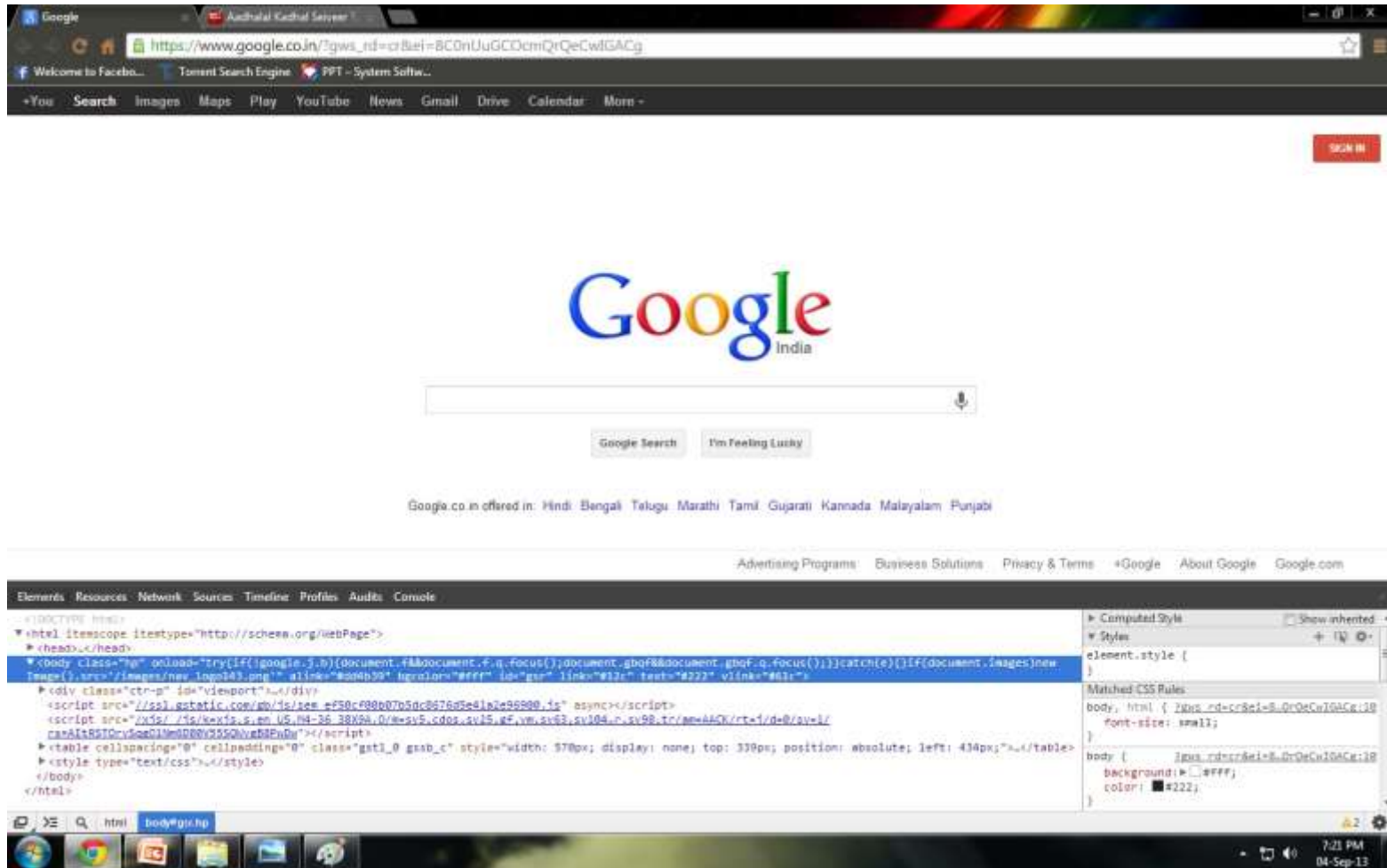
FORTRAN : IF (A.NE.B)

3. The notation used is based on the language being debugged.



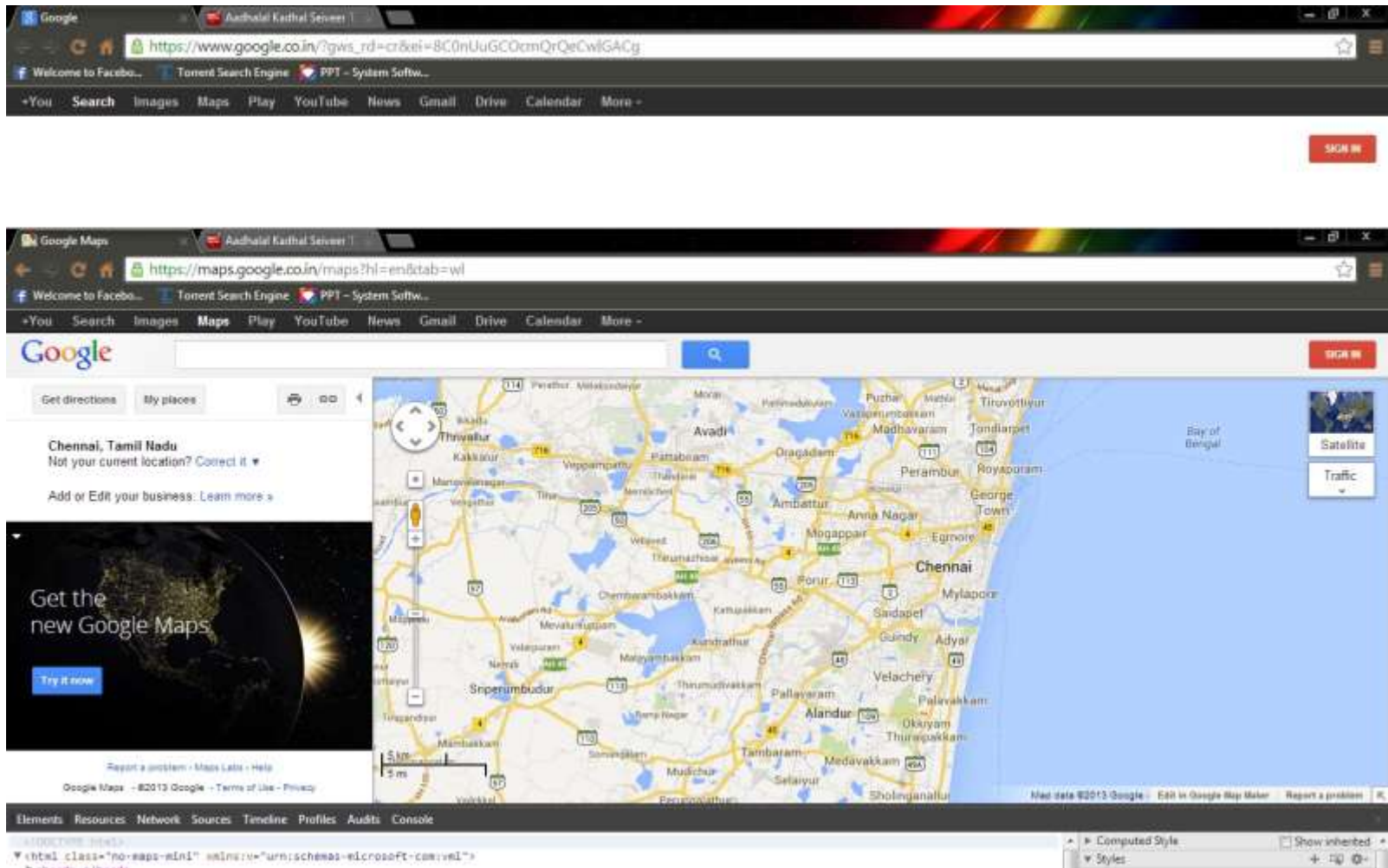
Example :

➤ Press F12 for Development window



Language used : HTML with PHP code

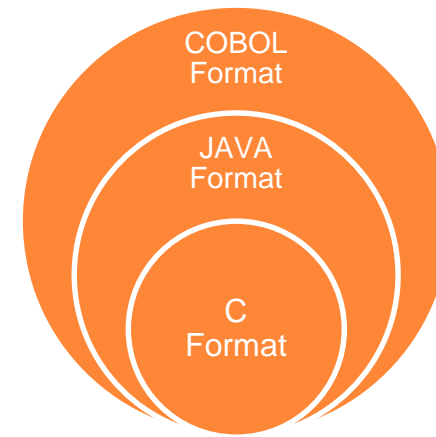
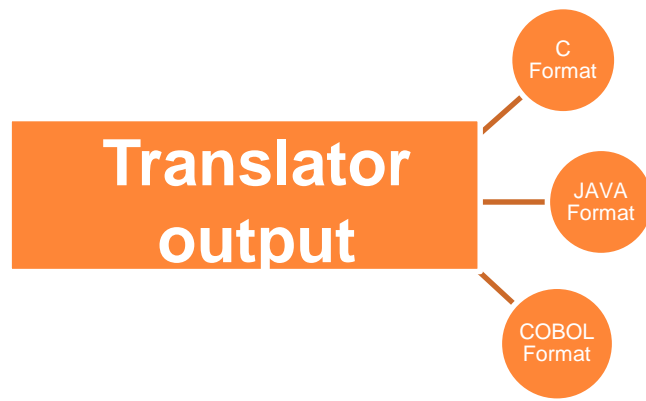
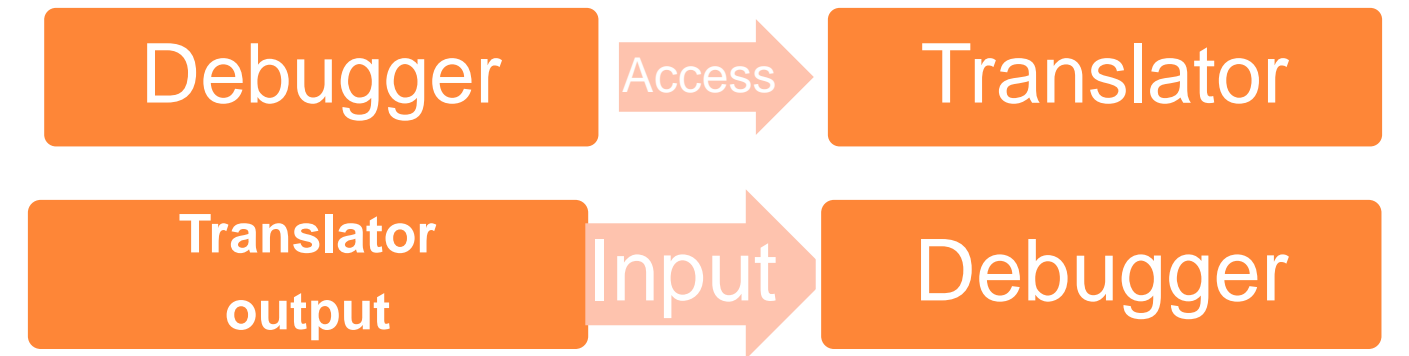
After clicking Maps button



Language used: HTML with JAVA script

Language translator :

1. Debugger should have access to information collected by language translator.
2. Translators produce the required information in a standard external form regardless of internal form used in translator.
3. Interface modules that can respond to request for information in a standard way regardless of language.



Optimized code

What is optimized code?

The process of **modifying** the software system to make it to work more **efficiently**.

Uses:

1. Lower memory storage
2. Less power

How is it done ?

1. **Invariant expressions** can be removed form loop.
2. Separate loop can be **combined into a single loop**.
3. **Redundant expressions** can be eliminated.
4. Elimination of **unnecessary branch instructions**.

Disadvantages:

Due to code arrangement

1. Affect tracing
2. Affect Breakpoints
3. Affect Statement counts



Relationship with other Parts of the System

1.Runtime environment:

- Interactive debugger **must be a part** of runtime environment.

When an error is found immediate debugging must be possible.

Reason: Impossible to reproduce the failure in other environments.

2. Production environment:

- User should be **able to debug** in a production environment.

Cause: If a application fails during a program run , work dependent on that application stops.

3. Security and integrity:

- **Specific authorization** should be given.

Limits: 1. An unauthorized user cannot access any data.

2.Should not be possible to use debuggers to interfere with any aspect of system integrity

4.Language compilers and interpreters:

- Must **co-ordinate its activities** with existing and future language compilers and interpreters.

Existing : Maintained

Future : Install new upgrades



What are the Criteria for User-interface ?

1. User friendly.
2. Use Full screen **display** and windowing display
3. Use **menu bars**
 - a.) Menus should have the heading of the task
 - b.) Possible to go directly to menus and it should not entire hierarchy.
4. **Command Language**:
 - a.) It must be clear, logical, simple syntax
 - b.) Should minimize punctuations eg : { } , / , etc
5. Available **Help** Facility .





Thank You