1 Probe

Add **print** statements. Use to:

• Check if a function is being called or not:

```
\frac{\text{def } f(x, y):}{\text{return } x + 3*y} \rightarrow \frac{\text{def } f(x, y):}{\text{print}("IN f")}
```

• Check the value of a variable:

```
y = 15 / x
\rightarrow \begin{cases} print("x:", x) \\ y = 15 / x \end{cases}
```

• Check what happens at a conditional:

```
if x > 5:
    y = 10
else:
    y = 3

if x > 5:
    print("x > 5")
    y = 10
else:
    print("x <= 5")
    y = 3
```

2 Trace

Use multiple **probes** to understand code. Use to:

• Figure out where a value comes from:

```
def f(a):
                                def f(a):
                                     print("a:", a)
    g(a * 3)
                                     g(a * 3)
def g(b):
                                def g(b):
    for i in range(b):
                                     print("b:", b)
         h(9-i)
                                     for i in range(b):
def h(c):
                                         print("i:", i)
     print (10/c)
                                         h(9-i)
(error if c is 0 in function h)
                                def h(c):
                                     print("c:", c)
                                     print (10/c)
```

3 Unpack

Split up a complicated expression into multiple statements. Use this to:

• Isolate an error in a complex expression:

(ZeroDivisionError on line 4, so a must be the problem)

4 Toggle

Turn a line of code into a comment. Use to:

• Disable (can later re-enable) optional code:

```
      def f(a, b):
      print("R: ", a/b)
      ⇔
      def f(a, b):
      #print("R: ", a/b)

      return a + b + a
      return a + b + a
```

• Temporarily replace broken code with a dummy value:

5 Bisect

Comment out half of your code to find the half that works, and then half of the broken part, etc., until you isolate an error. Use this to:

• Find missing brackets or commas:

Note: To fit examples on this page, short and meaningless variable names have been used. **DO NOT** do this in your own code.