

# Debugging Effectively

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- Lead Web Developer at Unleashed Technologies
- PHP developer since 2002
- PHP League Member
  - league/commonmark
  - league/html-to-markdown
- PHP 7 Upgrade Guide e-book
- @colinodell / www.colinodell.com

## Overview

- I. Importance of debugging
- II. Debugging process
- III. Tools & Techniques
- IV. Q&A

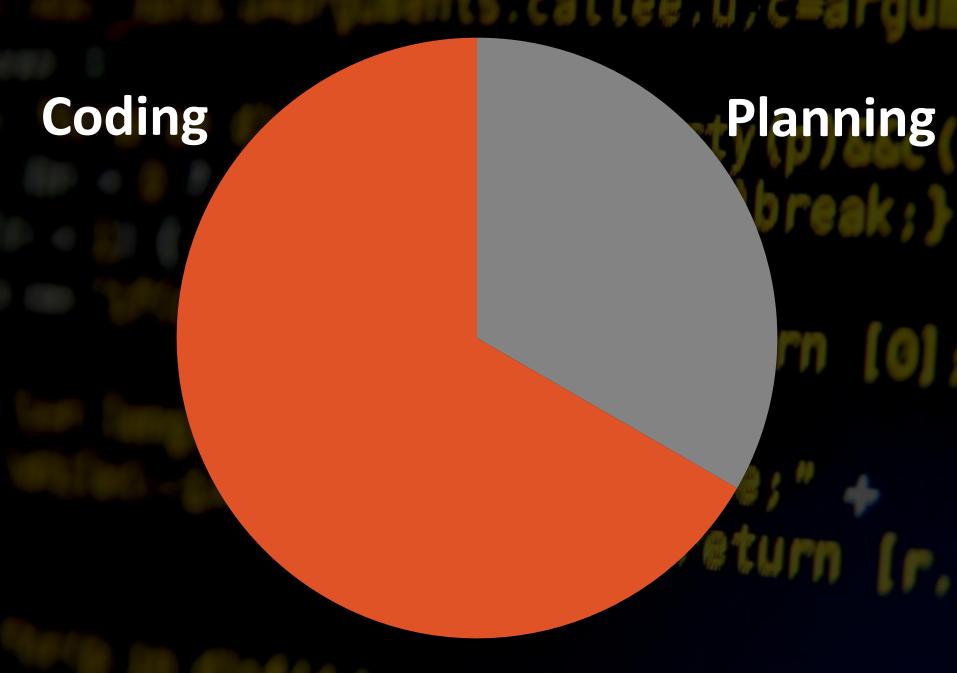
# Debugging is...

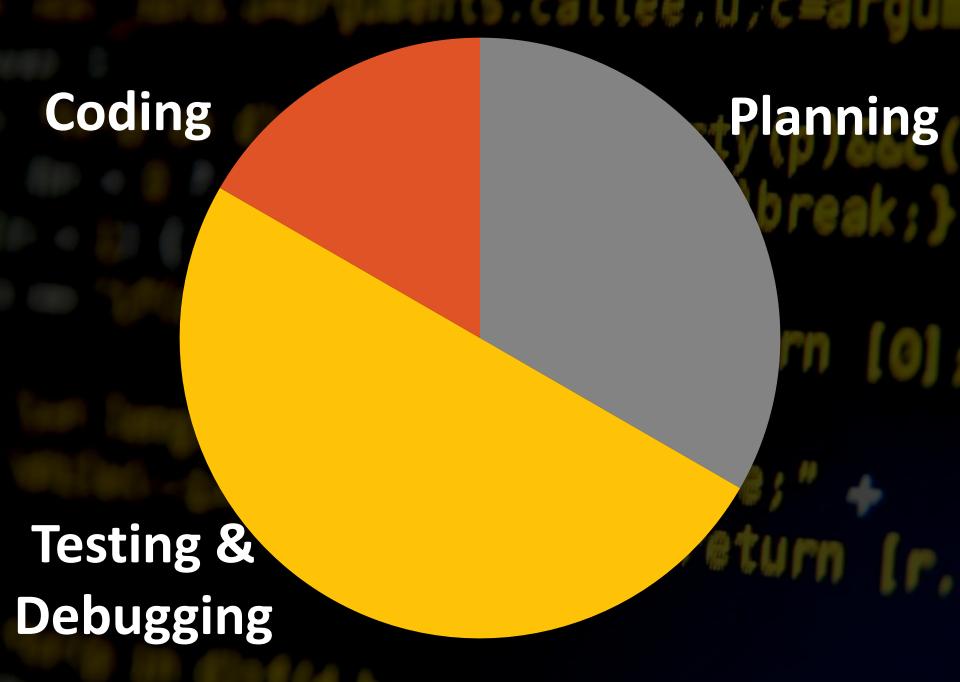


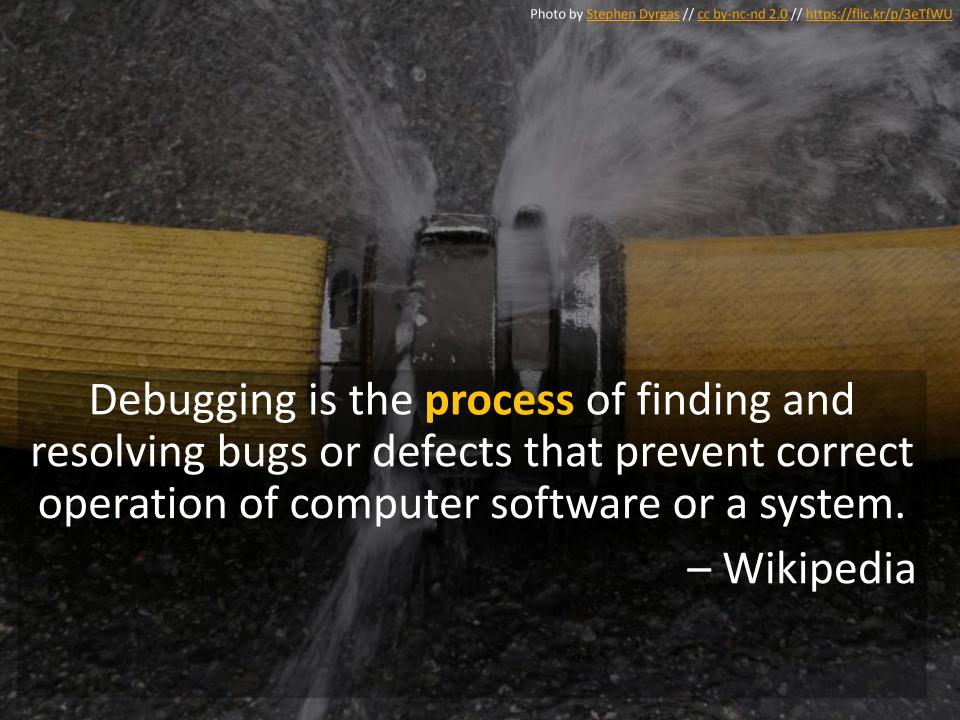
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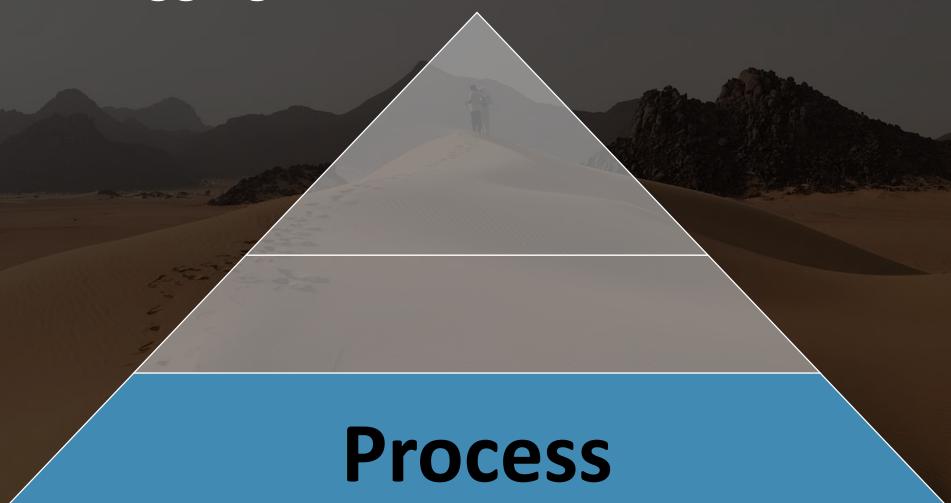
# Debugging is... the single most important skill in programming.







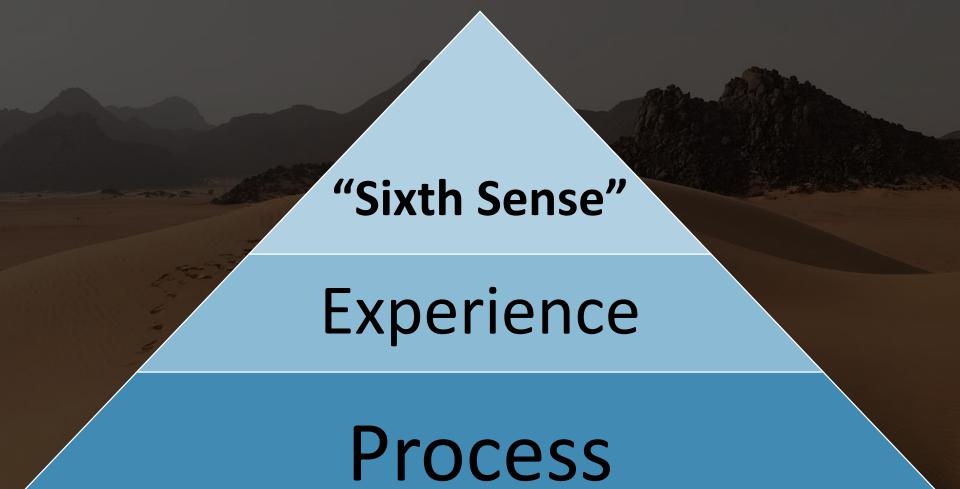
Process is the foundation of effective debugging



#### Gain experience with tools and code



#### Develop a "sixth sense"



#### Junior Developers

- Try the "usual" steps
  - app/console cache:clear
  - composer install
  - chmod -R 777 \*
- Google the error
  - Try every solution
- Ask somebody else
  - Co-worker
  - StackOverflow post
- Give up

#### XY Problem

- I want to solve problem X
- •How do I solve X?
- Solution Y might work
- How can I do Y?

### ',,2\$S(kheAD)heCc'\Kdh UttiDDhhnBaH&iD9E\$N"P%

- 1. Don't parse HTML with regex
- 2. Solve problems the right way

"I don't know why"

"For some reason"

"Doesn't make sense"



# Assume your code is the problem

## Systematic Approach

- 1. Gather information
- 2. Replicate the issue
- 3. Identify the culprit
- 4. Fix it & re-test
- 5. Mitigate future occurrences

### 1. Gather Information

- Expected behavior vs. actual behavior
- Error messages
- Stack traces

- Screenshots
- Browser & OS
- Date & time
- Log entries

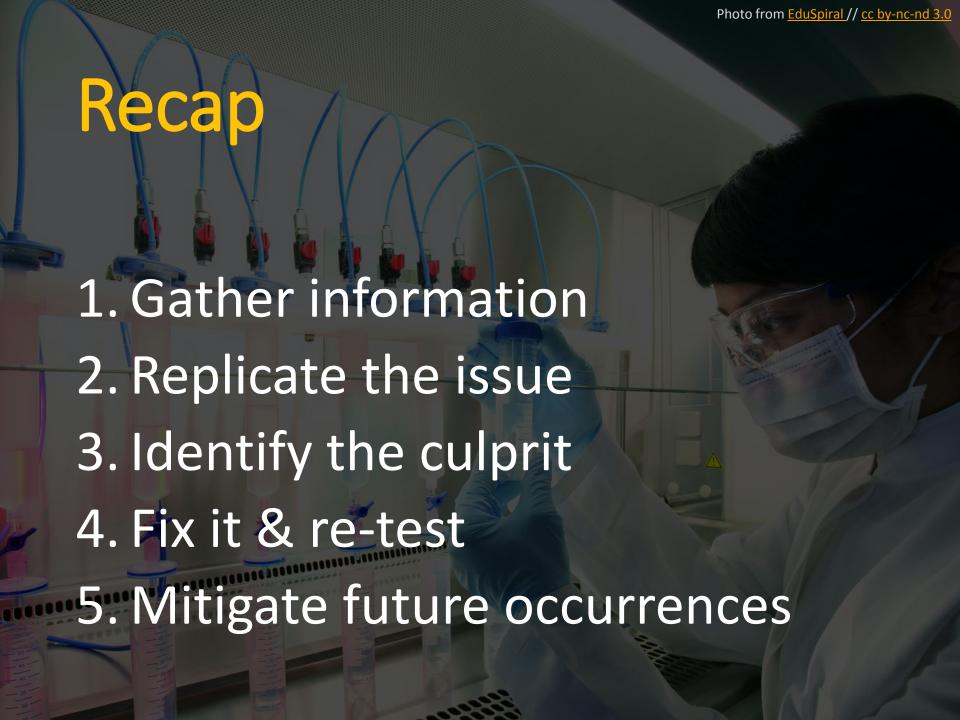


#### 4. Fix & Re-test

- Attempt to replicate again
- Avoid XY problem
- No temporary workarounds!
  - Add technical debt
  - May introduce other issues
  - Never get replaced with true solutions

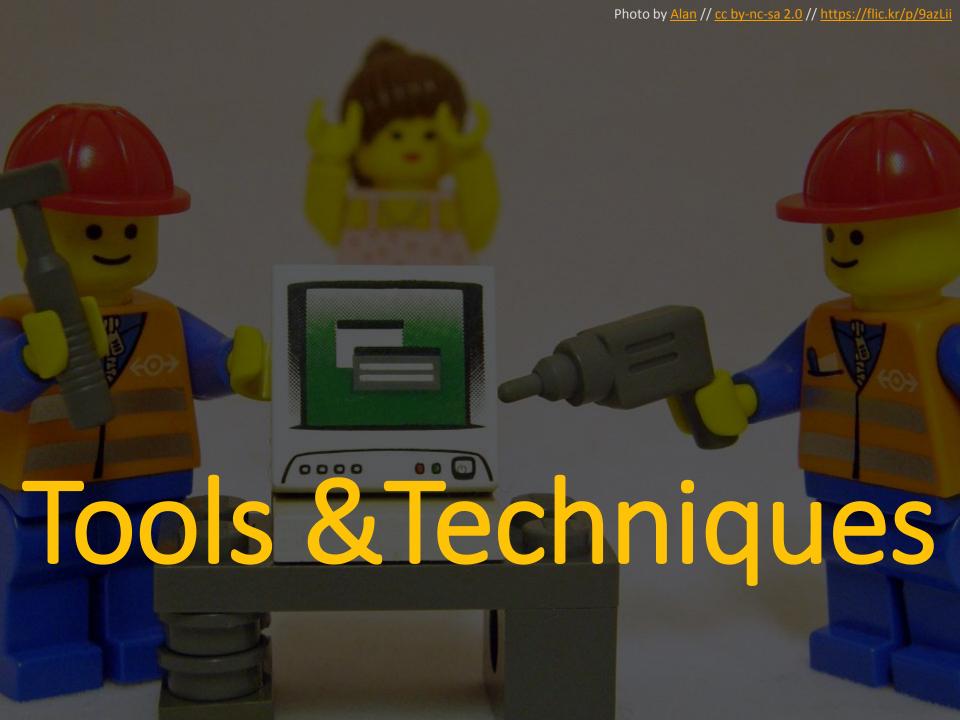
#### 5. Mitigate Future Occurrences

- Add an automated test
- Share your new knowledge
  - Project documentation
  - Blog post
  - StackOverflow
- Submit patch upstream



### Long-Term Results

- Gain experience
- Learn how the system works
- Build heuristics
- Boost confidence



## Two essential tools

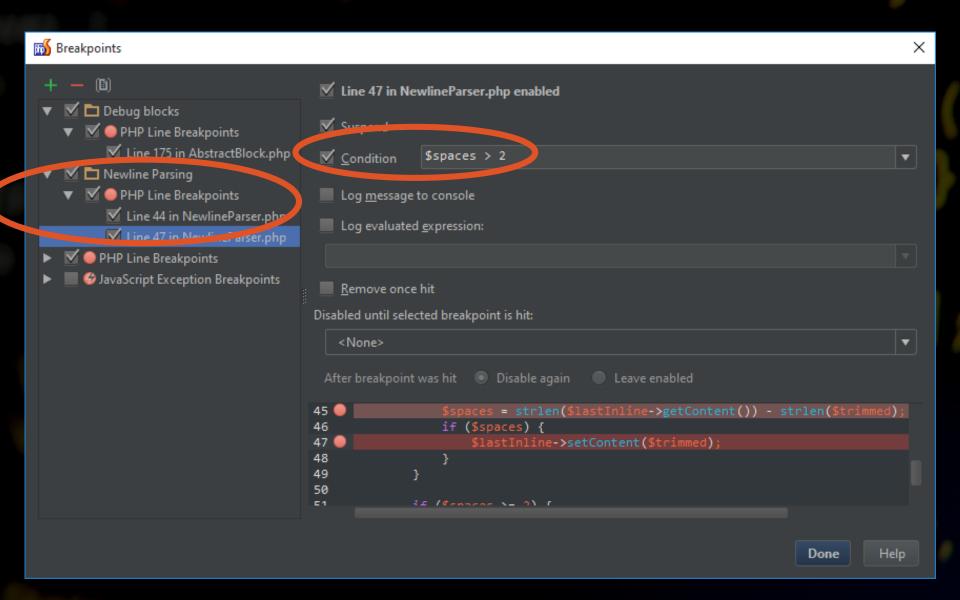
- Integrated development environment (IDE)
- Interactive debugger

#### Integrated Development Environment

- Minimum features:
  - Syntax highlighting
  - Auto-completion
  - Fast code navigation
  - Debugger

# Interactive Debugger

- Pause code execution
  - Breakpoints
  - Conditional breakpoints
- Step through execution
- Examine variables
- Explore call stack

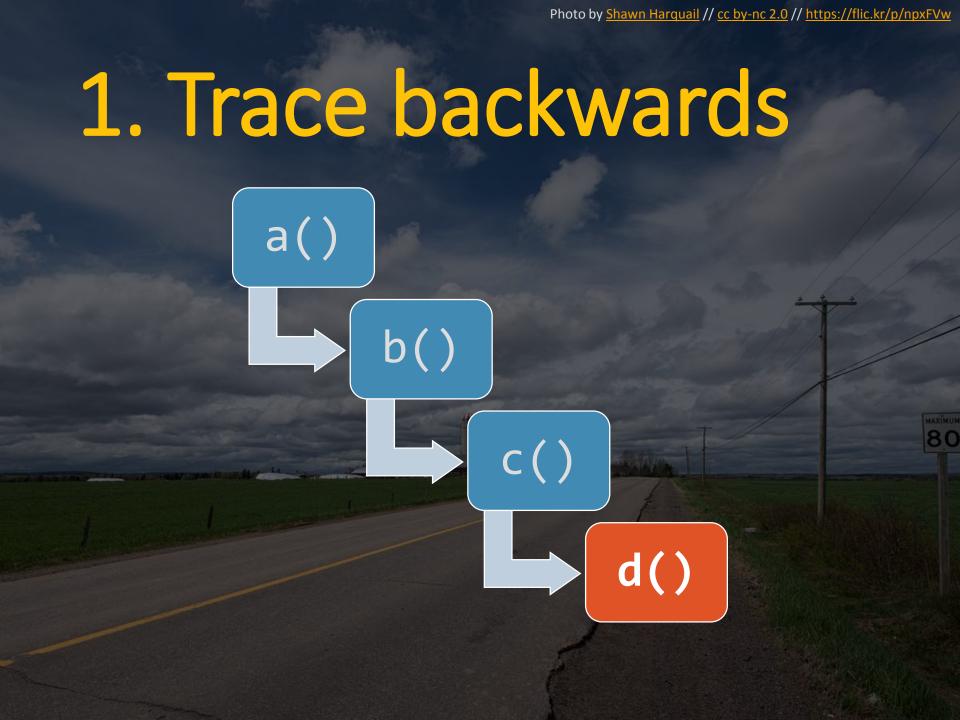


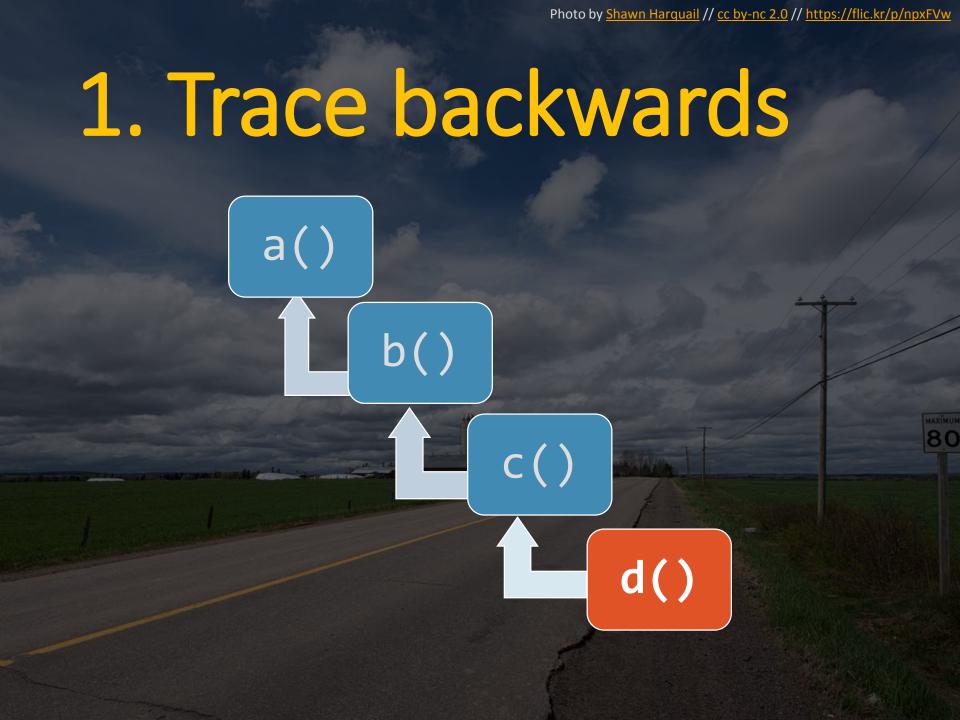
# Techniques

- 1. Trace backwards from known issue
- 2. Divide & conquer
- 3. Use tools
- 4. Get help
- 5. Take a break

# 1. Trace backwards

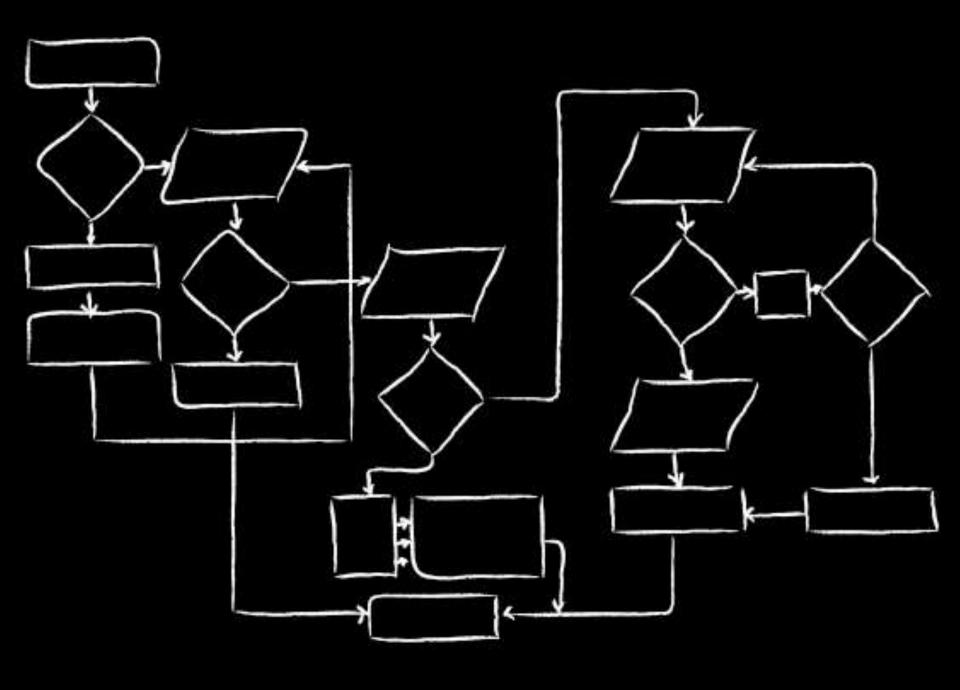
- Use a debugger
- Identify source of error
- Establish context
- Work backwards

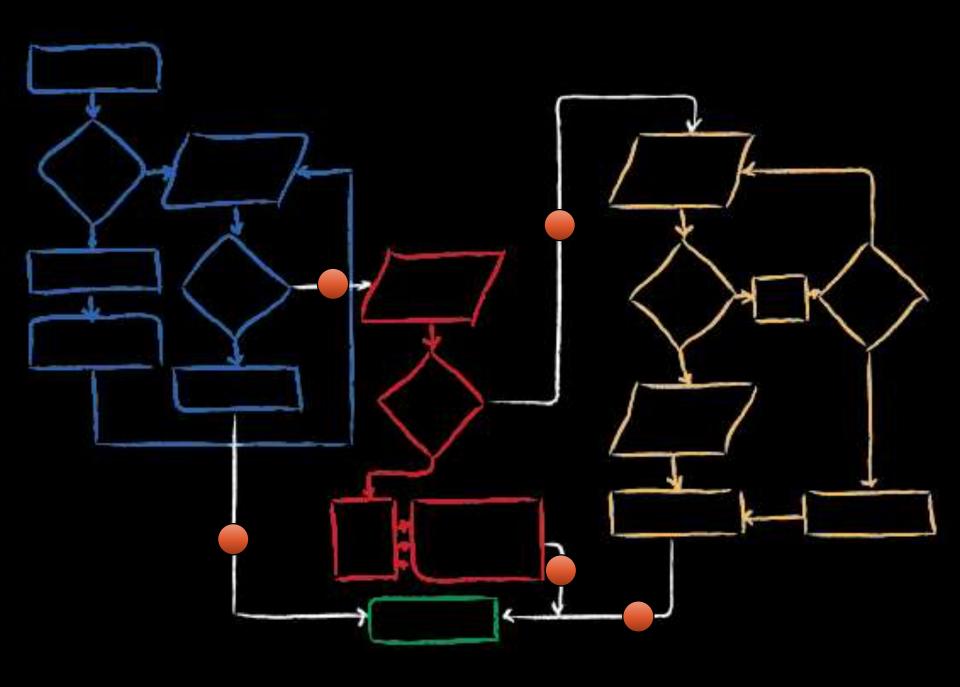


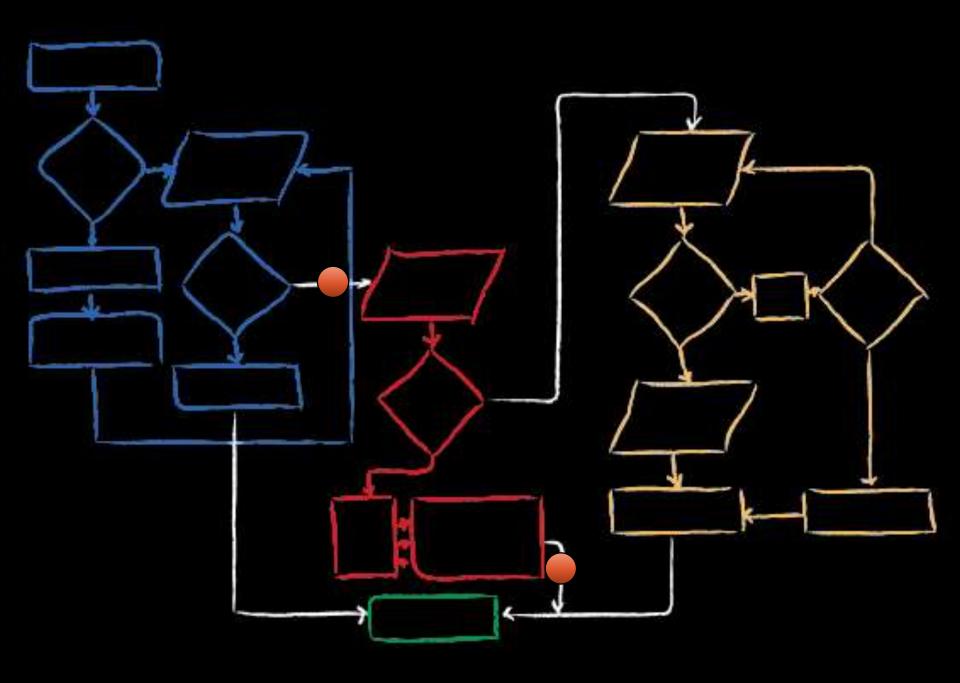


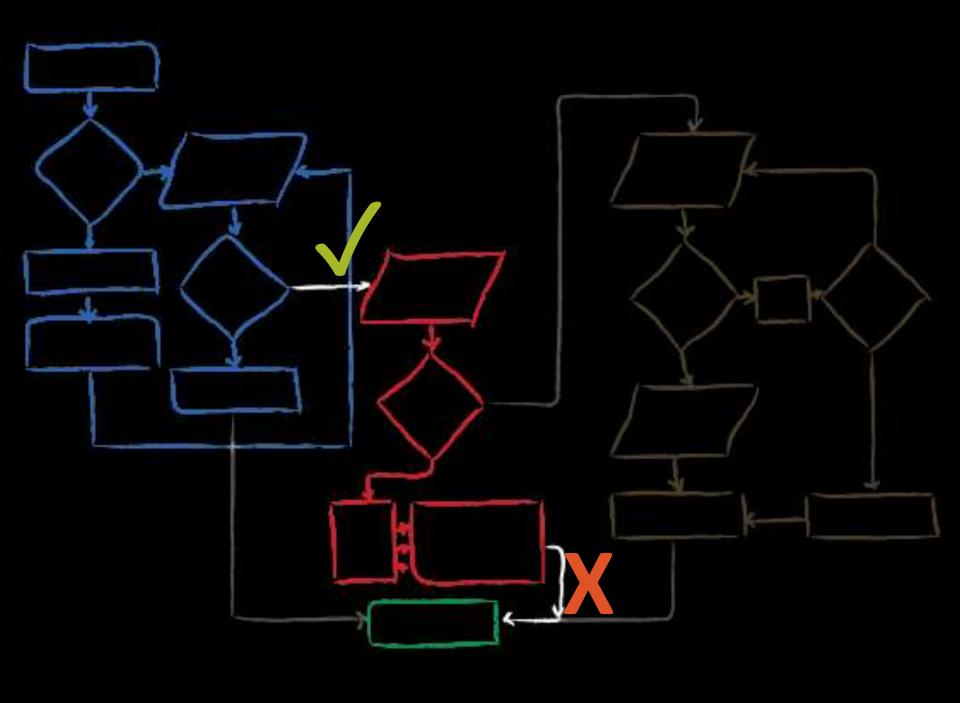
## 2. Divide & Conquer

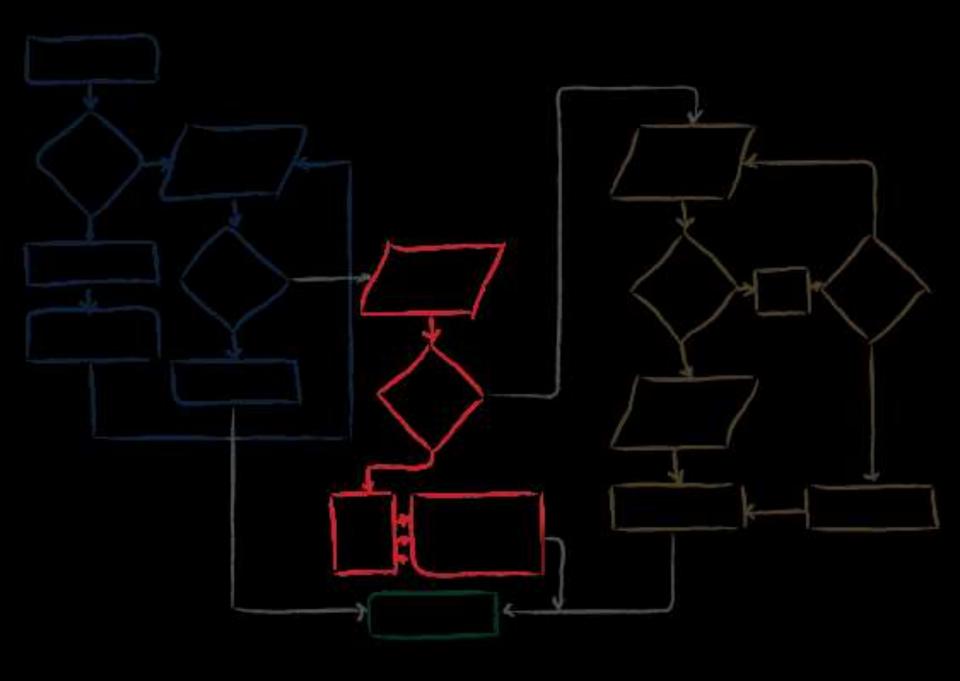
- Identify different code sections
- Set breakpoints at the boundaries
- Isolate issue to one particular area
- Focus efforts on that area











#### 3. Use tools

- VarDumper
- Debug toolbars
- Console utility
- Profilers
- git bisect

- netcat
- curl
- strace
- etc.

## VarDumper

```
Twig:
    {{ dump(foo) }}
    {% dump foo %}
```

# PHP: dump(\$somevar);

#### dump()

in DefaultController.php line 15:

```
appDevDebugProjectContainer {#212 ▼
    -parameters: array:523 [▶]
    #parameterBag: null
    #services: array:67 [ ...67]
    #methodMap: array:226 [ ...226]
    #aliases: array:16 [ ...16]
    #scopes: array:1 [ ...1]
    #scopeChildren: array:1 [ ...1]
    #scopedServices: array:1 [ ...1]
    #scopeStacks: []
    #loading: []
}
```

in DefaultController.php line 15:

```
Request {#7 ▼
+attributes: ParameterBag {#10
▶}
+request: ParameterBag {#8 ▶}
```











#### Debug toolbars



#### Console Utility

Symfony:

Drupal:

Magento:

Laravel:

bin/console

drush

Drupal Console

n98-magerun

artisan

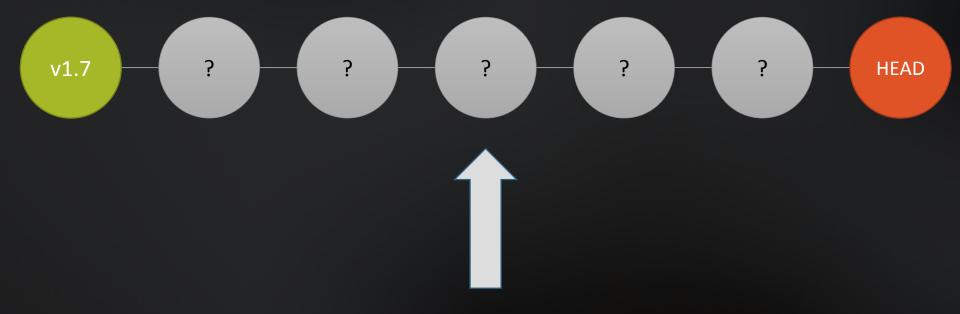
## Performance Profiling

#### Identify slowness:

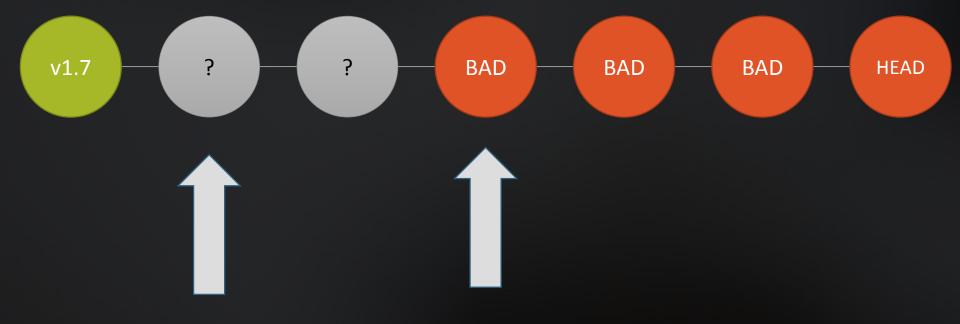
- Bottlenecks
- Resource hogs
- Inefficient code

#### Tools:

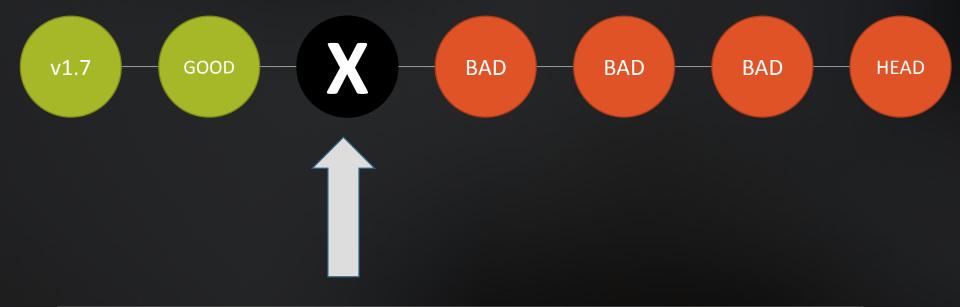
- Blackfire (freemium)
- New Relic (freemium)
- xhprof (open-source)











abcd123 is the first bad commit

#### netcat

```
[codell@athena ~1$ nc -vz localhost 80 Connection to localhost 80 port [tcp/http] succeeded! [codell@athena ~]$ nc -vz google.com 22 nc: connect to google.com port 22 (tcp) failed: Connection timed out nc: connect to google.com port 22 (tcp) failed: Network is unreachable [codell@athena ~]$
```

#### 4. Get help

- RTFM / RTFD
- Project forums or issue queue
- StackOverflow, IRC, etc.
- Ask a colleague
  - Expert in that area
  - Senior developer
- Rubber ducking

## 5. Take a break

- Clear your mind; start fresh
- Forget invalid assumptions
- Recharge your batteries
- Let your subconscious work on it

#### Four things to walk away with

- 1. Computers aren't random, and neither are bugs
- 2. Persistence will <u>always</u> pay off
- 3. Don't be afraid to dive deep
- 4. Don't make assumptions or take things for granted



### Learn More

- https://web.duke.edu/cps001/notes/Debugging.pdf
- http://www.fiveminutegeekshow.com/20
- http://blog.codeunion.io/2014/09/03/teaching-novices-how-todebug-code/
- https://www.jetbrains.com/phpstorm/help/debugging.html
- http://symfony.com/doc/current/components/var\_dumper/introduct on.html
- http://www.sitepoint.com/debugging-git-blame-bisect/
- http://unix.stackexchange.com/a/50099/80744
- http://codeception.com/docs/01-Introduction
- http://chadfowler.com/blog/2014/01/26/the-magic-of-strace/
- http://c2.com/cgi/wiki?RubberDucking

# Thanks!

Feedback?

- https://joind.in/talk/f3c6c
- @colinodell