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## EECS 678 Lab 2 Report

In this lab, I learned more about what valgrind is capable of, as well as using gdb on the console. I've used valgrind in the past to check for memory leaks, but it was nice to see how much valgrind is actually able to keep track of within your program. As for gdb, after using ddd debugger, I already kind of new how it was supposed to work. It was interesting to actually debug on the command line though, it seemed more efficient and you are able to extract more info or change variables in the program more easily than compared to ddd. I had never used a stack back-trace to debug something before, that was a really effective way to determine why some of those random strings were being printed to the screen. I thought the lab was informative. It wasn't too challenging or easy, I think it was just the right amount of difficulty. I do feel ill be more comfortable using a debugger to solve similar problems in the future, however there's still a ton ill have to learn and practice before ill feel really good using a debugger.