## CSE 351 Section 2

C Debugging with GDB <a href="http://goo.gl/3dHdz">http://goo.gl/3dHdz</a>

#### **C-level Debugging**

- GDB has many advanced features
- Today we will cover the top level of GDB
  - Running your program
  - $\circ \quad \text{Stepping through C code} \\$
  - o Setting breakpoints in C code
  - o Examining variable values
  - o Examining locations in memory

#### What is GDB?

- GNU Project Debugger
- Offers four basic functionalities
  - o Runs your program
  - Allows you to set breakpoints to stop execution
  - Allows you to inspect the state of your program once execution is stopped
  - o Lets you fix bugs within GDB
- The sooner you get comfortable with GDB, the easier this class will be

#### **Compile Program for GDB**

When compiling with gcc, use the -g flag

#### **Running GDB**

- To start up GDB, simply run gdb <executable>
- Once GDB has started up, type run to execute your program from within GDB
- To exit GDB, type quit

### **Stepping Through C**

- When our program is paused, we need to step to the next instruction:
- Execute one or several C statements step or step <# to skip>
- Execute one assembly command
  stepi or stepi <# to skip>

### **Setting Breakpoints**

- If you just run your program, it keeps going until completion without stopping.
- Breakpoints allow us to pause at various parts of our program.
- Stop when we reach a certain function:

break <function-name>

Stop when we reach an instruction address:

#### **Examining Program State**

Two main ways to look at variables:

• By value (print):

print <var-name>

Also: print /x, print /d, print /t

By address (x):

x <address> ex: x

0xffABCDEF

Also: x / x, x / d

# **Example debugging run**

#### Sample file:

http://goo.gl/tfT5a

wget http://www.cs.washington.edu/education/courses/cse351/12au/section-slides/gdb\_example.c

To compile:

Debugging commands:

http://goo.gl/LcQfF

# **GDB Cheatsheet(s)**

Should be very useful for the next lab

http://csapp.cs.cmu.edu/public/docs/gdbnotes-x86-64.pdf (may add more later)