

Session: **19**

Debugging C# in Visual Studio 2017

- ◆ Describe the concept of debugging in Visual Studio 2017
- ◆ Identify the different ways of debugging C# applications
- ◆ Explain the process of installing, updating, and removing NuGet packages

Debugging is a process that tracks an application by going through its each line of code.

Visual Studio 2017

Allows debugging of C# applications.

Indicates status of running code.

Provides wide set of debugging tools.

Allows changing values to see the possible outcome while the application is in its running state.

Default Build Configurations

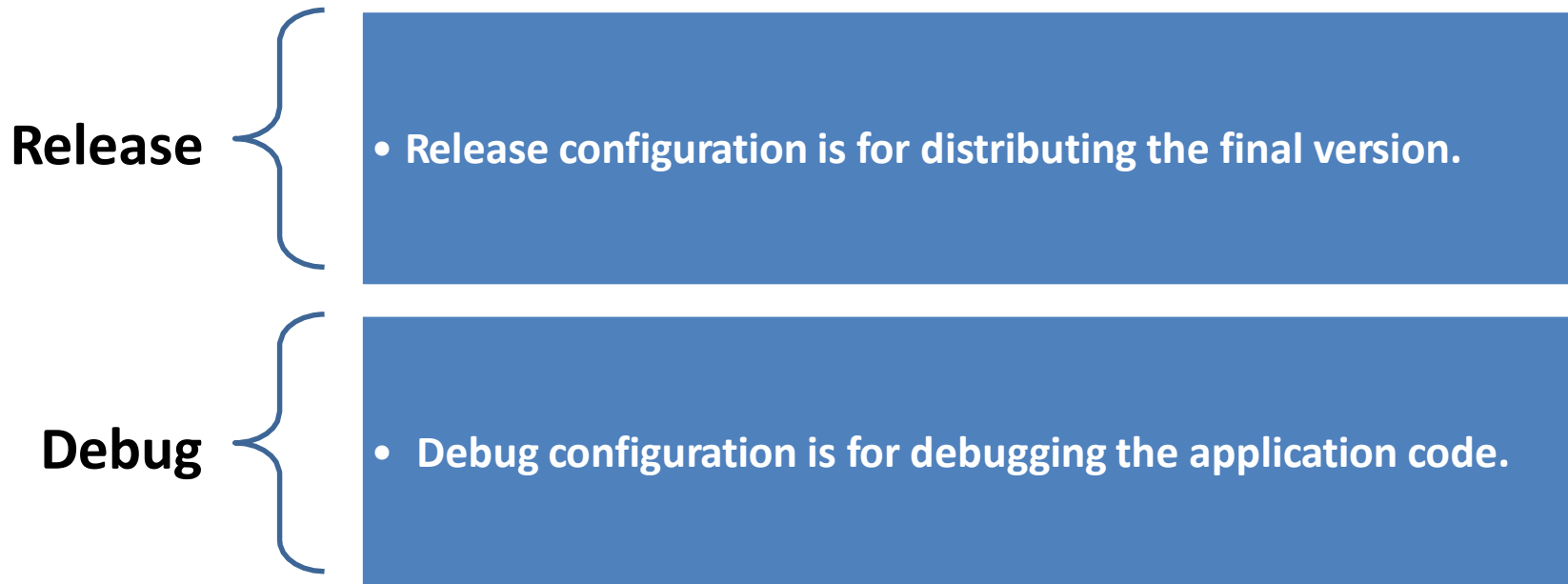
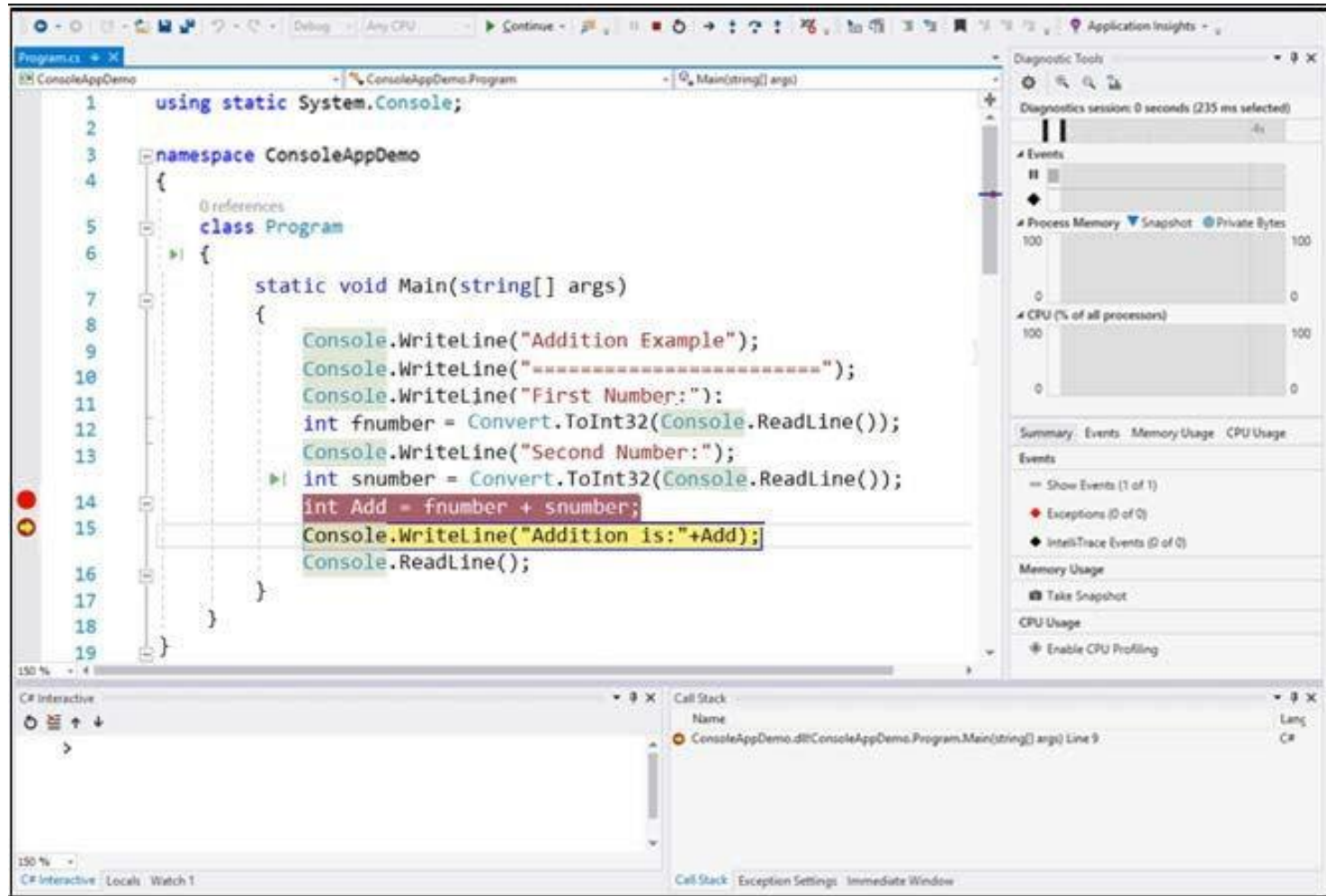


Figure indicates that Visual Studio is set to compile the opened application in the Debug mode.



Debug Mode

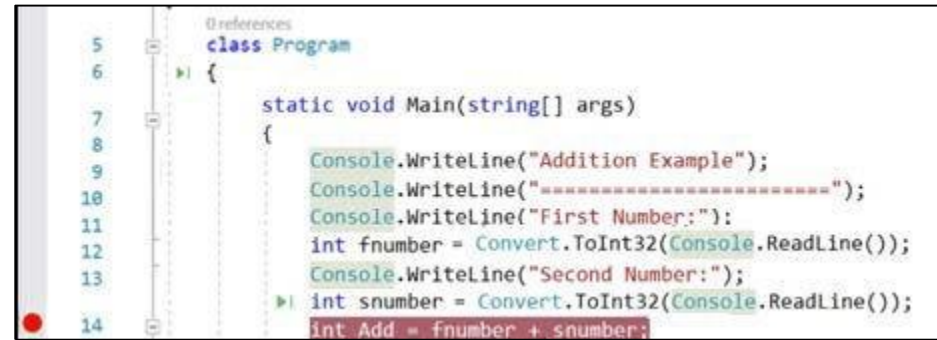
Debugging Tools in Visual Studio 2017 2-2



Debugging Environment in Visual Studio 2017

Breakpoint:

- ◆ Refers to a signal that stops the application's execution at the already set points in the editor.
- ◆ Pauses execution prior to running the line of code having the breakpoint.
- ◆ Waits for the next instruction or command to proceed.
- ◆ Allows breaking the execution at any line of code with the help of debugger.



Breakpoint

Ways to run debugger:

Press F5

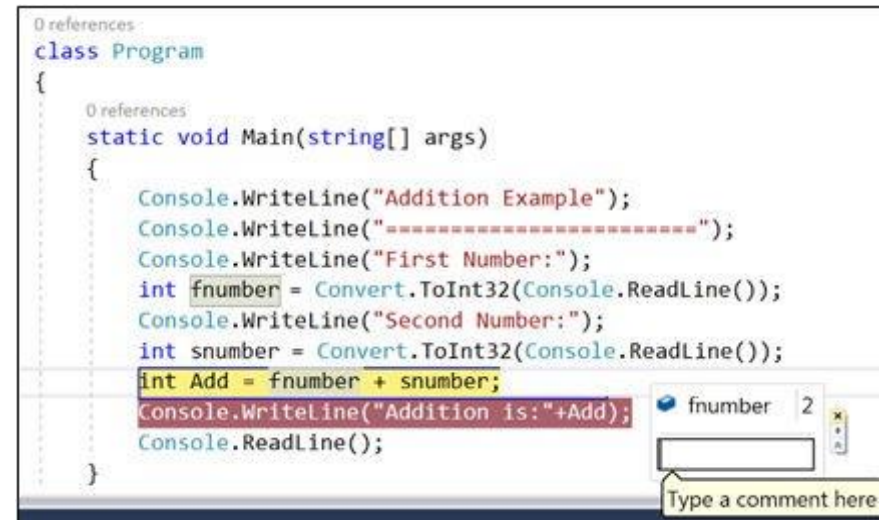
Click green-play
Icon on
the toolbar

Select
Debug → Start
Debugging



Data Tip:

- ◆ Informative tooltips available only in break mode.
- ◆ Reveals more information about a selected variable or an object in the present execution scope.
- ◆ Can be pinned and can be commented.



The screenshot shows a C# code editor with a class named `Program` containing a `Main` method. The code prompts the user for two numbers and calculates their sum. A `Data Tip` is displayed over the variable `fnumber` in the line `int Add = fnumber + snumber;`. The tooltip shows the variable name `fnumber` and its current value `2`. Below the tooltip is a text box with the placeholder text "Type a comment here".

```
0 references
class Program
{
    0 references
    static void Main(string[] args)
    {
        Console.WriteLine("Addition Example");
        Console.WriteLine("=====");
        Console.WriteLine("First Number:");
        int fnumber = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Second Number:");
        int snumber = Convert.ToInt32(Console.ReadLine());
        int Add = fnumber + snumber;
        Console.WriteLine("Addition is:"+Add);
        Console.ReadLine();
    }
}
```

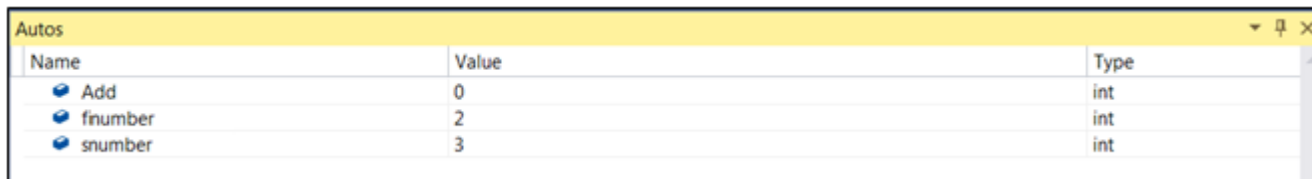
Data Tip

Using Windows and Conditional Breakpoints 1-3

If a developer sets a breakpoint on the line that prints user input, the Autos, Locals, Immediate and Watch windows are quite useful to observe.

Autos

A window that displays the information of all variables and objects such as type and value that are in the present or the previous line.



Name	Value	Type
Add	0	int
fnumber	2	int
snumber	3	int

Autos Window

Locals

Shows the values of local variables and objects that are within the scope of current execution.

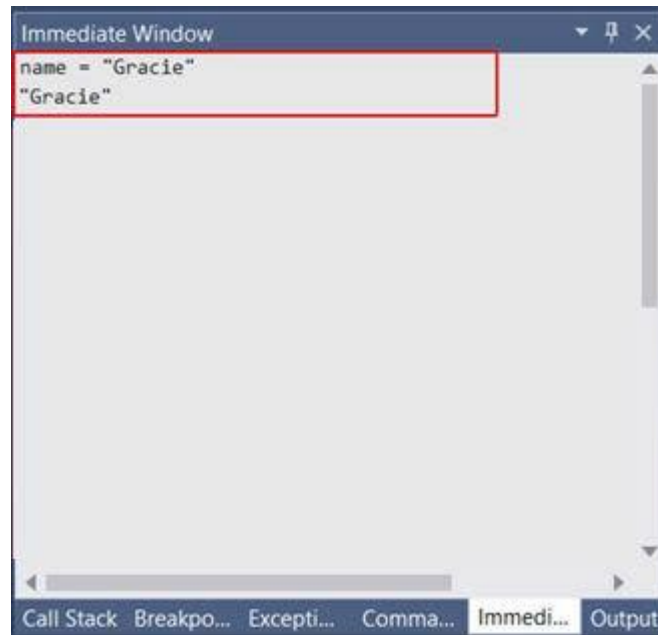


Name	Value	Type
string.Concat returned	"Addition is:5"	string
args	[string[0]]	string[]
fnumber	2	int
snumber	3	int
Add	5	int

Locals Window

Using Windows and Conditional Breakpoints 2-3

Immediate: A window that allows changing the values.



Immediate Window

Watch: A window that display information about variables and objects depending on the changes made to them.

Using Windows and Conditional Breakpoints 3-3

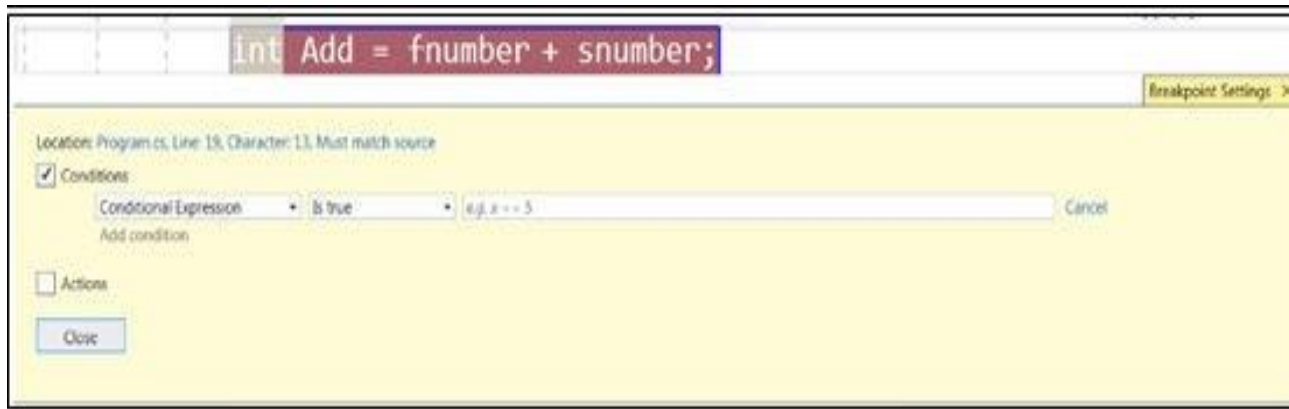


The screenshot shows the Visual Studio IDE with a C# program open. The code is as follows:

```
9  class Program
10 {
11     static void Main(string[] args)
12     {
13         Console.WriteLine("Addition Example");
14         Console.WriteLine("=====");
15         Console.WriteLine("First Number:");
16         int fnumber = Convert.ToInt32(Console.ReadLine());
17         Console.WriteLine("Second Number:");
18         int snumber = Convert.ToInt32(Console.ReadLine());
19         int Add = fnumber + snumber;
20         Console.WriteLine("Addition is:" + Add);
21         Console.ReadLine();
22     }
23 }
```

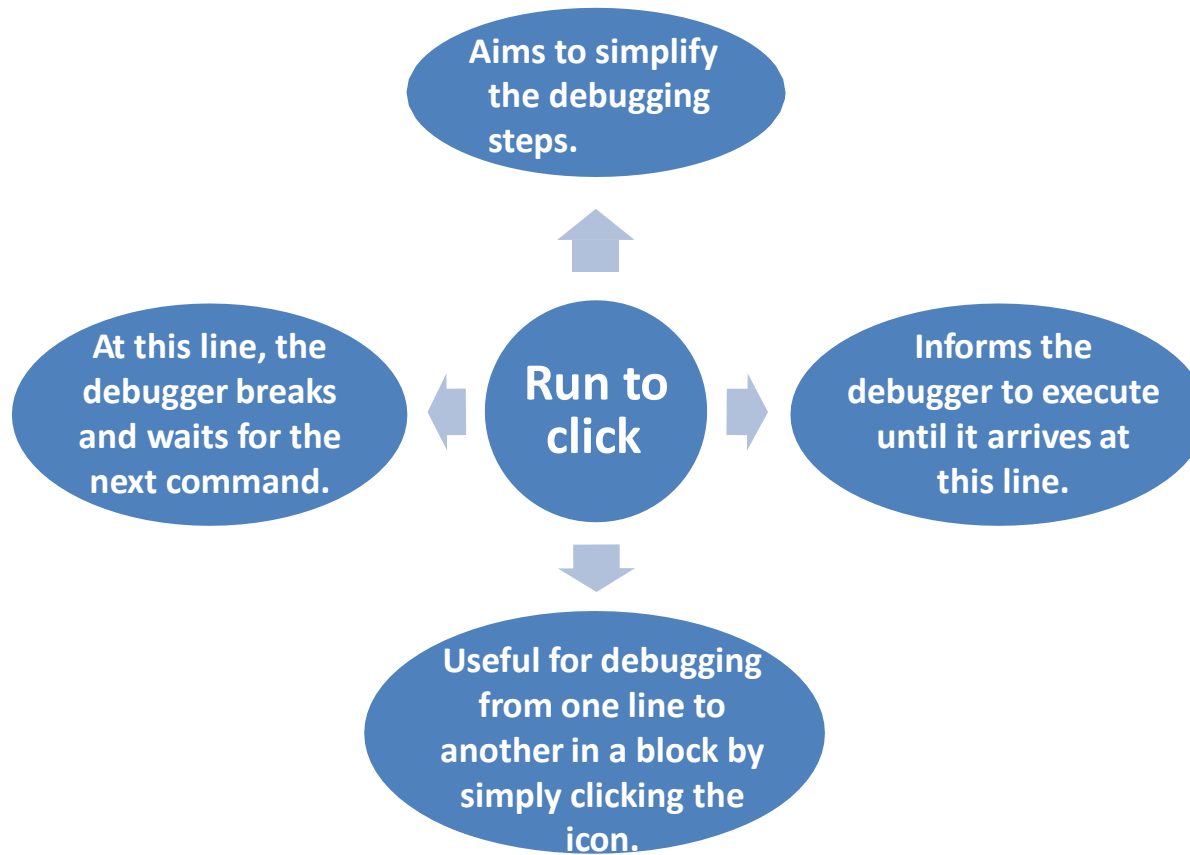
A breakpoint is set at line 15, and the program is in debug mode, as indicated by the 'D' icon in the left margin.

Code in Debug Mode



The screenshot shows the 'Breakpoint Settings' dialog box. The 'Location' is set to 'Program.cs, Line 19, Character 13, Must match source'. The 'Conditions' section is checked, and the 'Conditional Expression' is set to 'if true' with a sample value 'e.g. x == 5'. The 'Actions' section is unchecked. The 'Close' button is visible at the bottom.

Breakpoint Settings Dialogue Box



18	<code>int snumber = Convert.ToInt32(Console.ReadLine());</code>
19	<code>int Add = fnumber + snumber;</code>
20	<code>Console.WriteLine("Addition is:" + Add);</code>
21	<code>Console.ReadLine();</code>

Run to Click Feature

NuGet and Advantages

A free extension for Visual Studio that makes it efficient to look for all the open-source packages and use them in projects.

Makes it simple to add, update, and delete libraries in projects that rely on the .NET Framework.

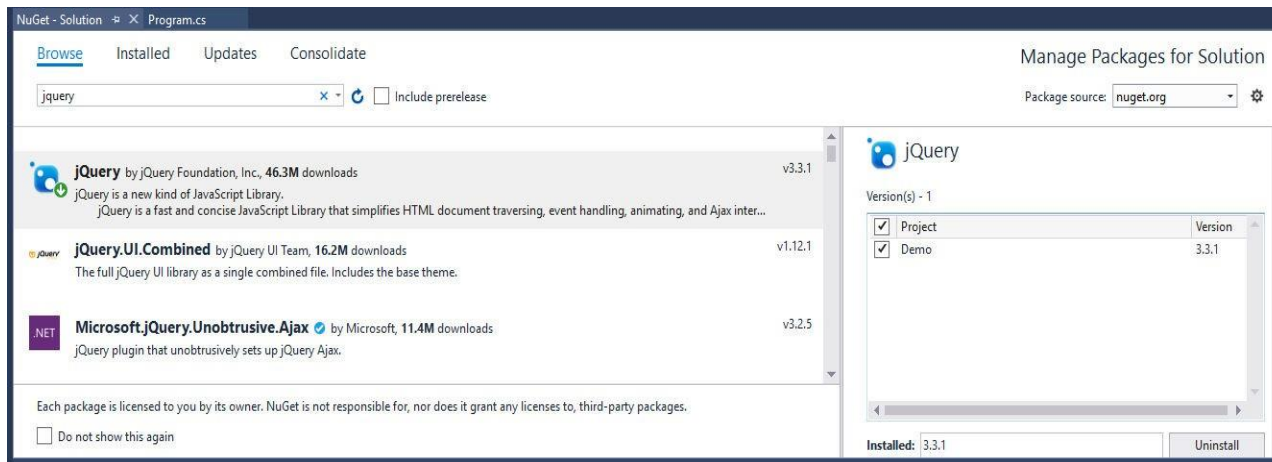
Is a free package management system, which allows sharing code.

Allow developers to reuse their own code across their own projects.

Automates the tasks of installing, setting up, and updating packages or components in a Visual Studio project.

Using NuGet to Install a Package 1-3

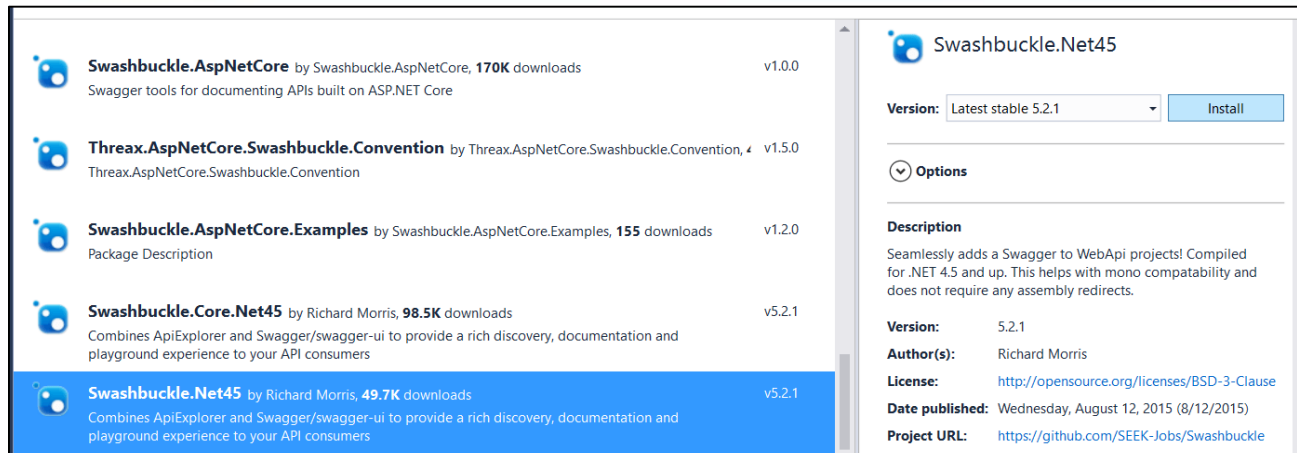
1. Go to **Solution Explorer**.
2. Right-click a project solution.
3. Select **Manage NuGet Packages for Solution**. The NuGet – Solution window is displayed. This is the NuGet Package Manager.



NuGet – Solution Window

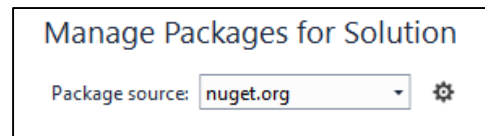
4. Enter the name of the desired package in the search field on the top.
5. Select the package from the list box and its corresponding details such as description, version, author, and license.
6. Select a suitable version from the Version drop-down list.

Using NuGet to Install a Package 2-3



Package Details

- Click **Install** to add the package.
- Accept all prompts regarding licensing. The **Choose NuGet Package Manager Format** dialog box will be displayed.
- Click **OK**. The Output window at the bottom of Visual Studio IDE displays a message that the package is installed successfully.
- For installing a package, it is essential to specify the right source for it.



Package Source

Following are some ways to install a NuGet package:

By using command window in the project folder and **dotnet.exe** command as: `dotnet add package <package_name>` which obtains the package as per its name, puts its contents into the current directory, and refers to it

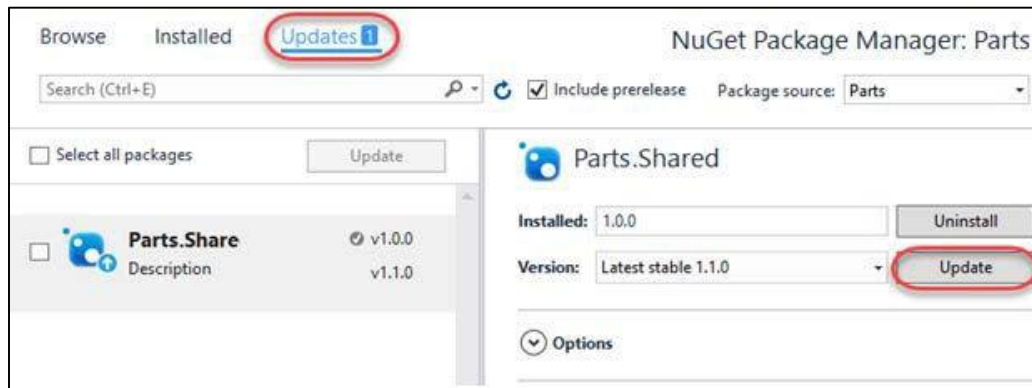
By using the Package Manager Console (**Tools → NuGet Package Manager → Package Manager Console**) and entering the install package `<package_name>` command. The command obtains the package and its dependencies from a chosen source and installs it into the project

By using **nuget.exe** and entering the `nuget package <package_name>` command



Using NuGet to Update a Package

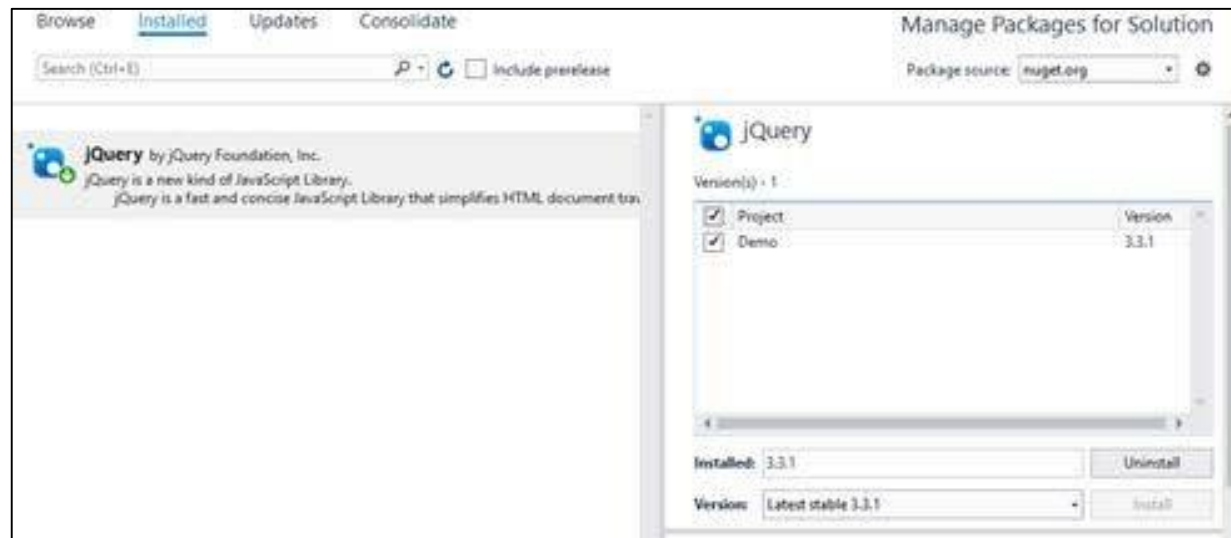
The **Updates** tab of the **NuGet – Solution** window allows updating the installed packages. It shows the packages whose updates are available from the chosen package sources.



Updates Tab

Using NuGet to Uninstall a Package

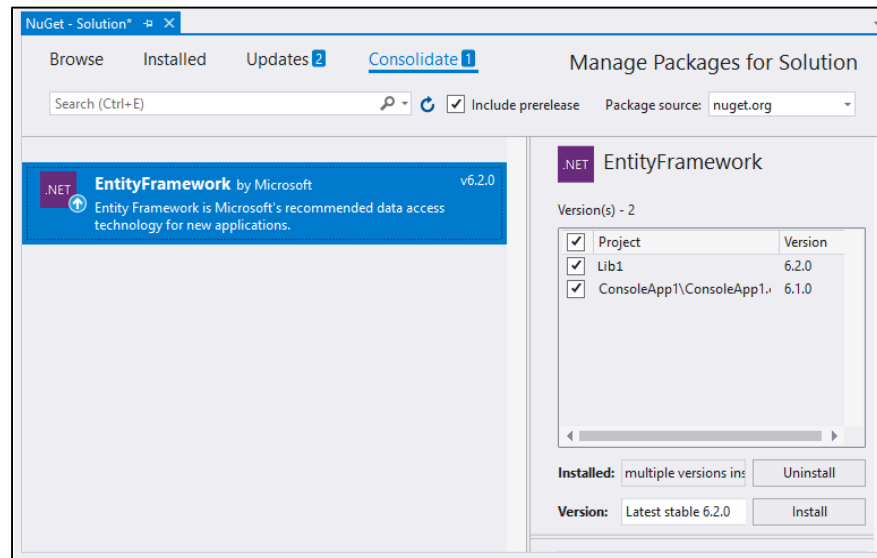
The **Installed** tab of the **NuGet – Solution** window allows updating or uninstalling the installed packages.



Installed Tab

Using NuGet to Monitor Packages

If different versions of NuGet package are in use, it is possible to manage or merge them using the **Consolidate** tab of the **NuGet – Solution** window.



Consolidate Tab

- ◆ Developers should start testing an application in the debug mode, as it provides comprehensive details while building the application.
- ◆ The Visual Studio debugger allows inspecting what the targeted program does while it is executing.
- ◆ In the debug mode, breakpoints as special indicators inform the debugger to stop the program's execution when it arrives at a targeted line of code.
- ◆ Visual Studio allows executing the current line and then move to the next one using the **Debug → Step Over** option.
- ◆ The **Debug → Step Into** option allows executing each line of code within a method or functionality for troubleshooting it.
- ◆ The **Autos**, **Locals**, and **Immediate** windows allow viewing the status and values of variables and objects while debugging.

- ◆ The Run to Click feature is useful for debugging from one line to another in a block by simply clicking the icon rather than inserting breakpoints.
- ◆ NuGet is a free extension in Visual Studio 2017 that allows integrating the third-party packages in one to two clicks in a project.
- ◆ A NuGet package is a ZIP file containing all compiled code, a manifest file, and some more files associated with the code.
- ◆ In Visual Studio 2017, the integrated NuGet Package Manager installs, updates, and removes packages.