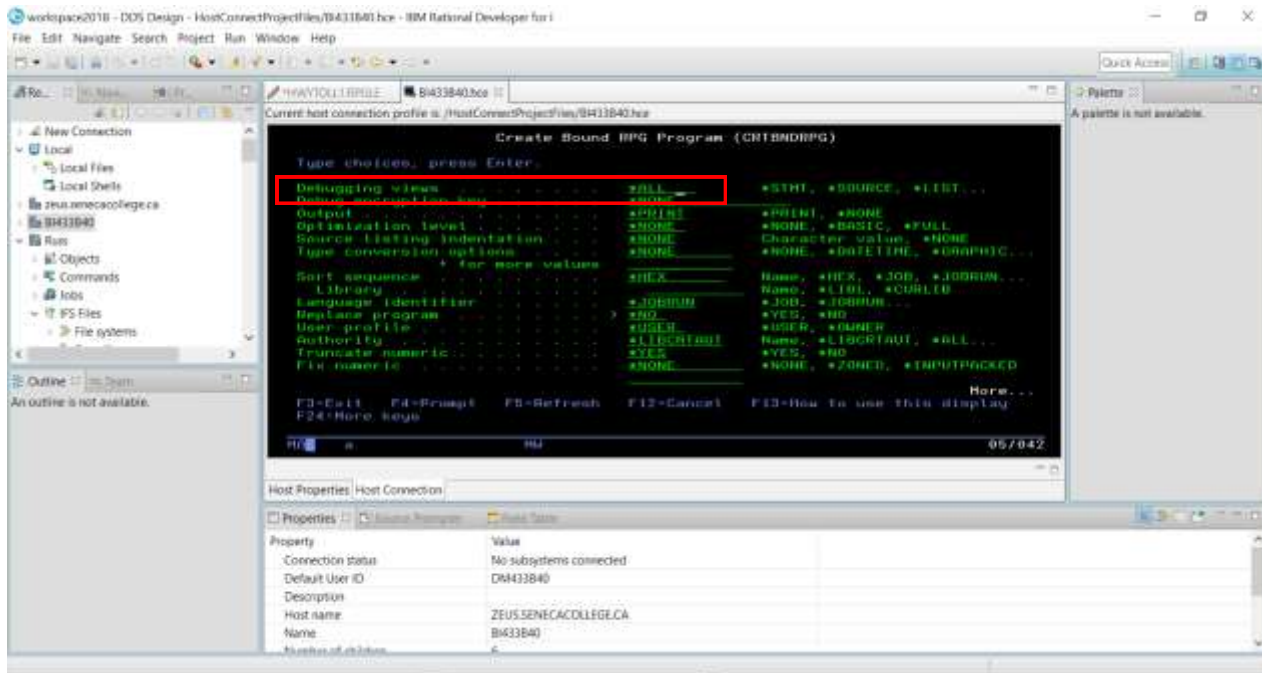
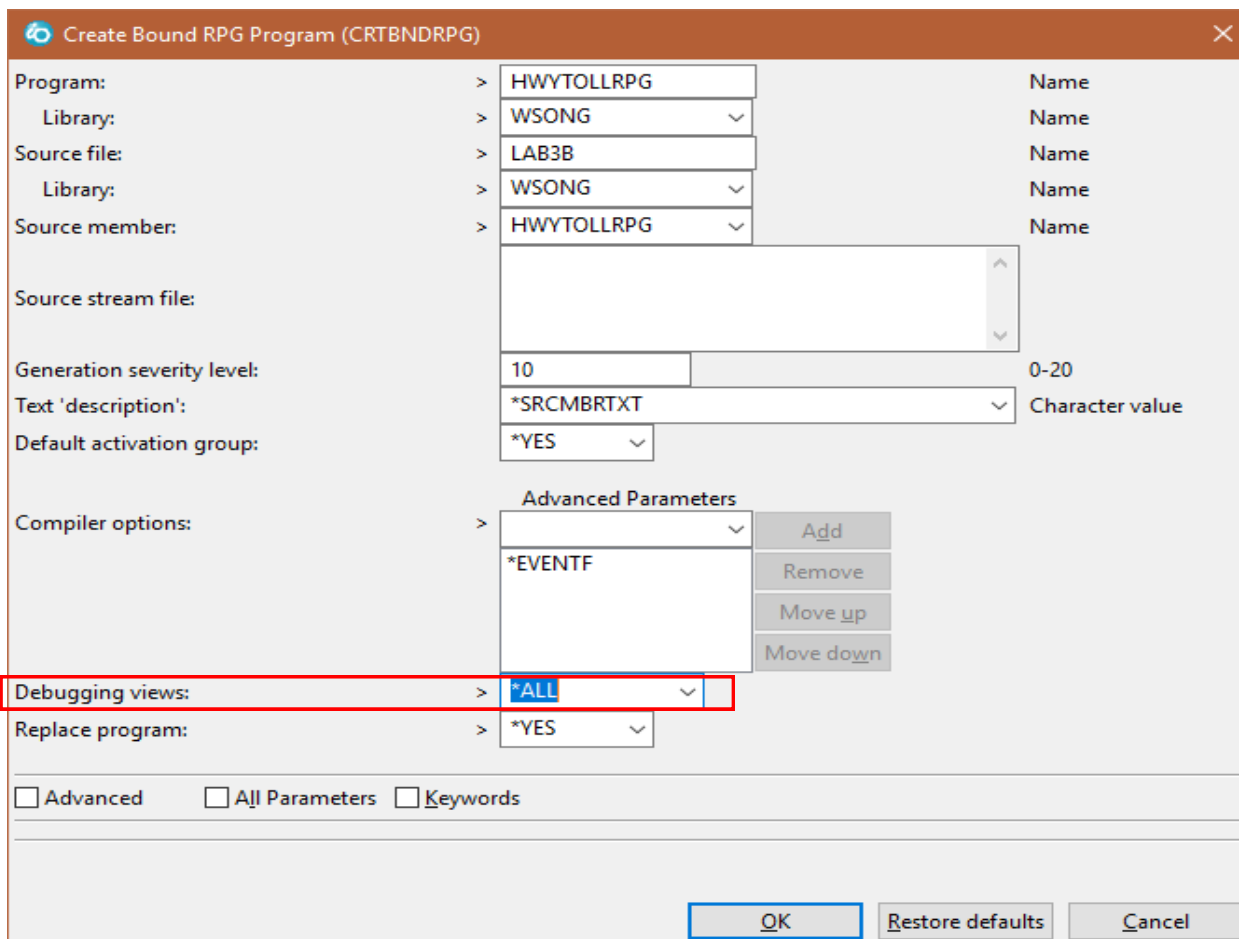


Using Debug With Lab 3 (updated Summer 2018)

Green screen compile requires an option to be changed. Use command **WRKMBRPDM QRPGLSRC > Opt 14 > F4 > F10 > PgDn**. Debugging views should be set to ***All**.

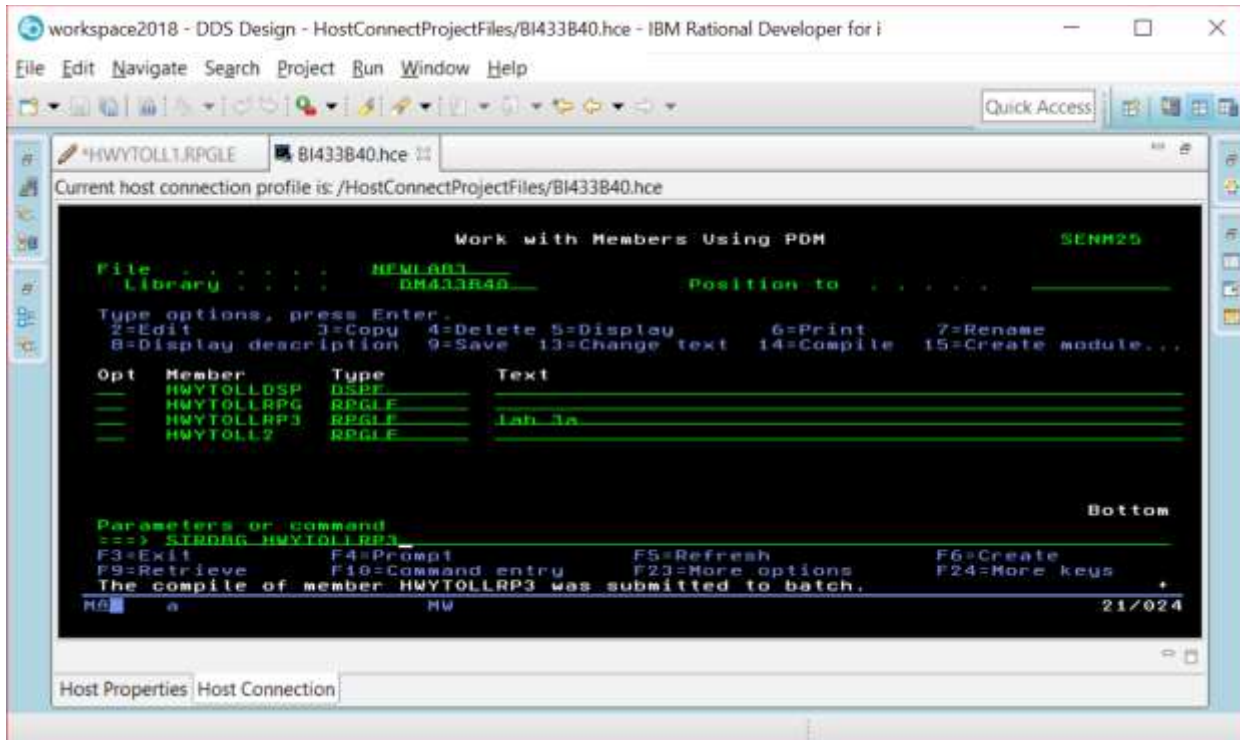


RDl compile does this in the same way:



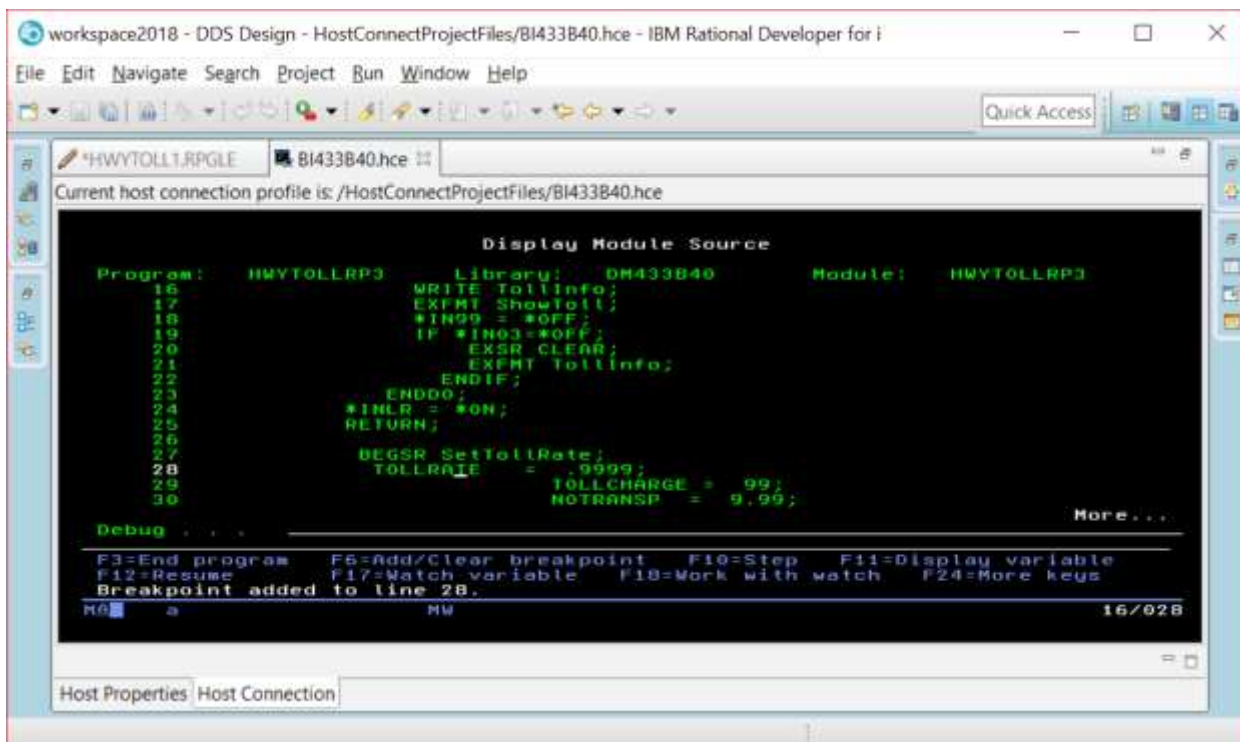
The **STRDBG** command allows you to set a breakpoint in the program when it is running.

==> **STRDBG HWYTOLLRPG**



If you are already in DEBUG mode, this command will not work. Just enter the **ENDDBG** command to exit from DEBUG mode and then enter the STRDBG command with your program name.

Page down and put your cursor on the line where you want a breakpoint, and **press F6**.

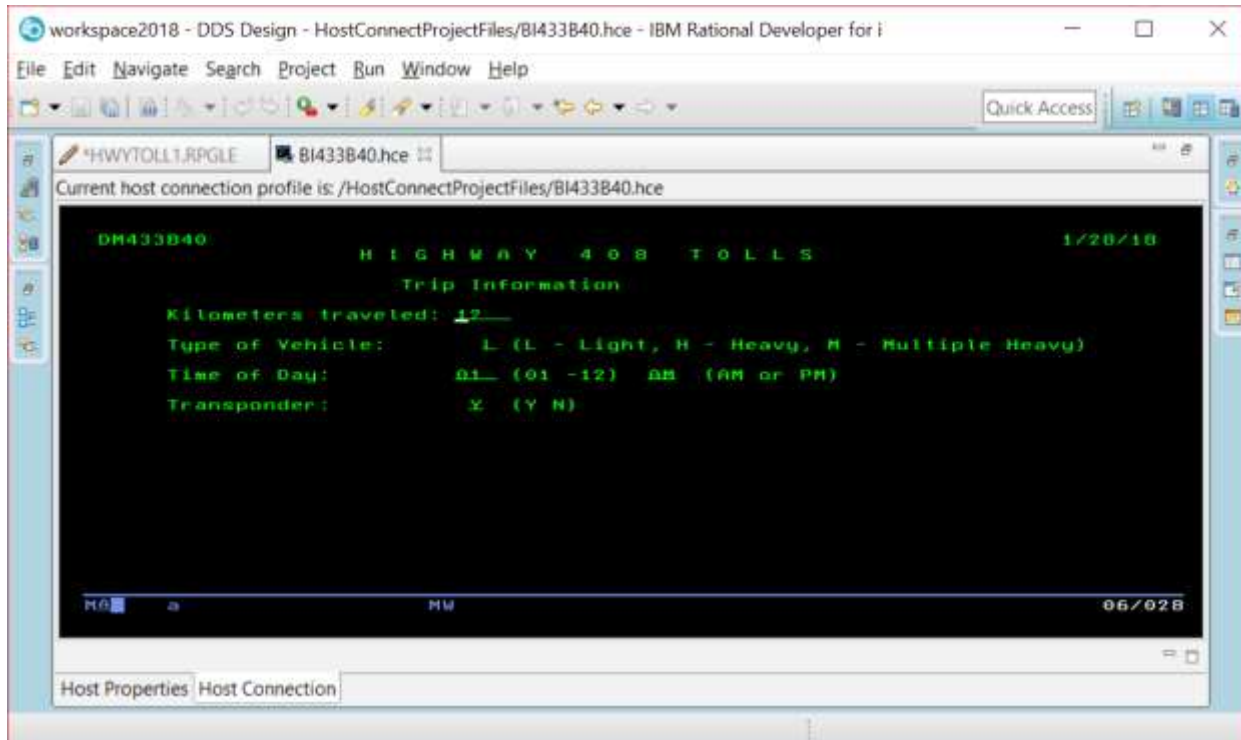


Press **F10** to exit from this screen so you can start your program.

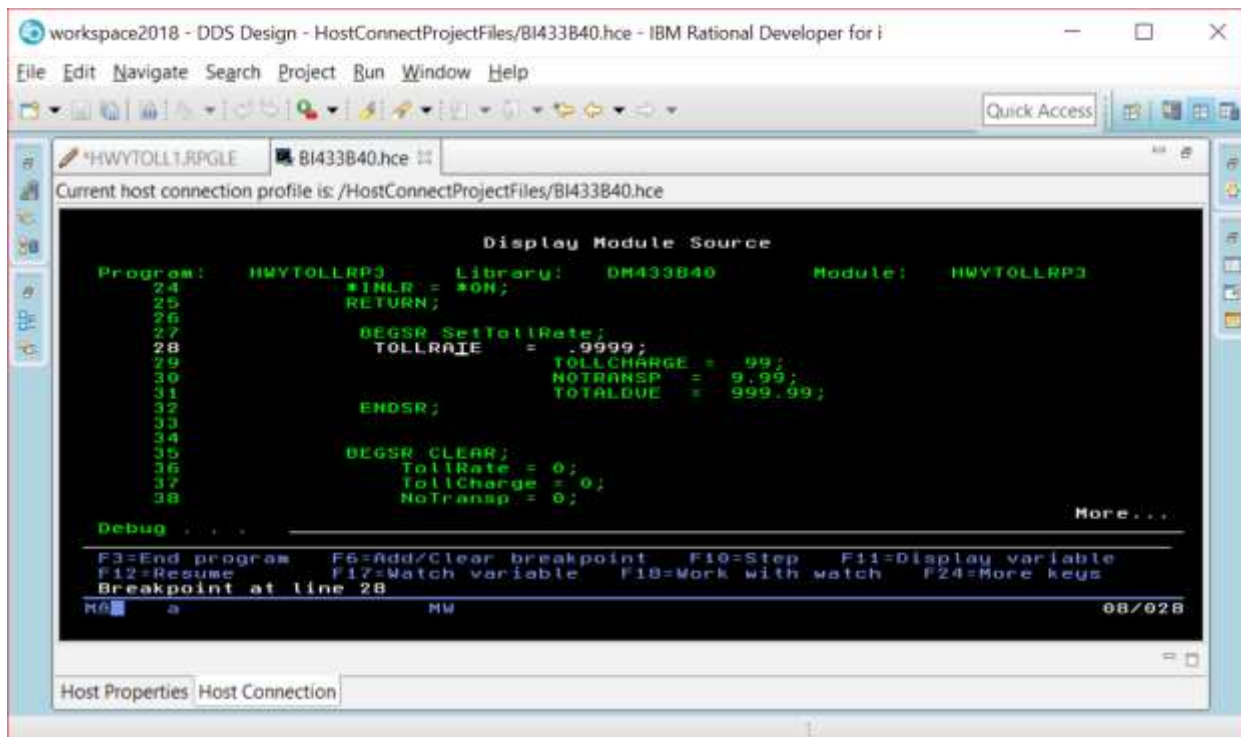
Start your program:

==>CALL HWYTOLLRPG

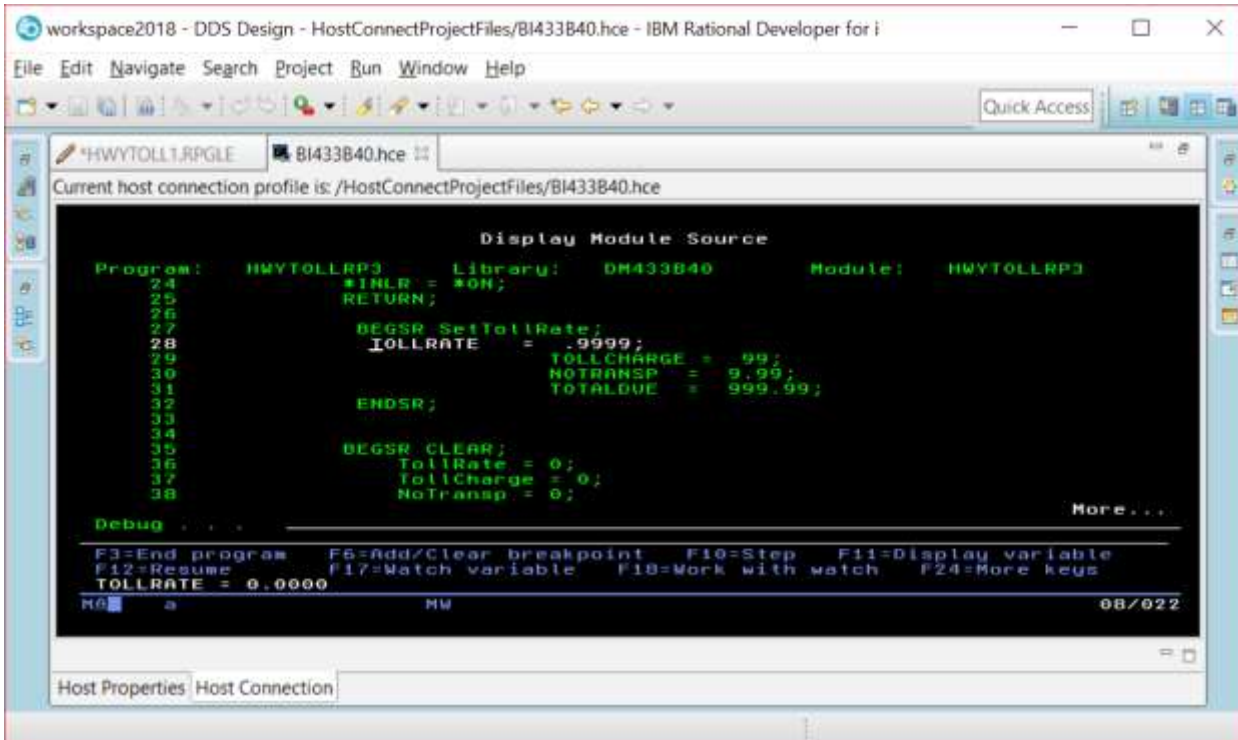
When you run the program you will see screens the program displays before the breakpoint. Our breakpoint was after the EXFMT line, so we see this screen and can enter data into the fields.



The breakpoint is reached and this line has not been executed yet. So TOLLRATE would still be set at 0.

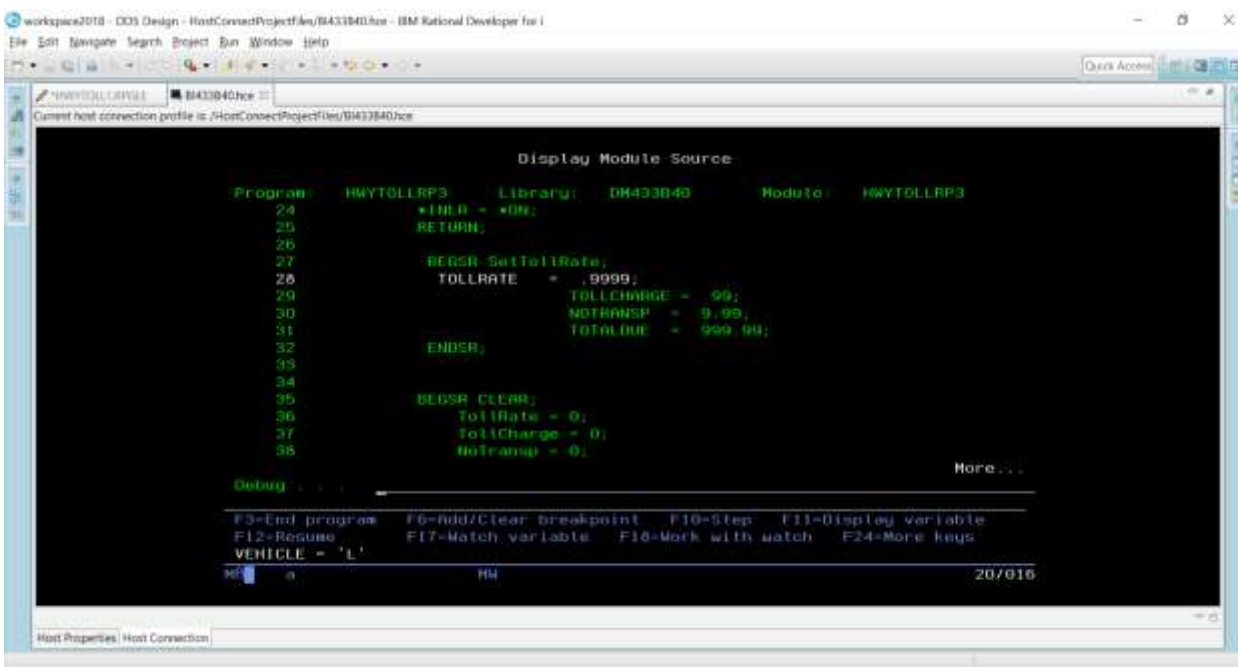


If you put your cursor on the TOLLRATE field and press F11, you will see what is currently stored in the field. Or type EVAL TOLLRATE at the Prompt/Debug line.



You can also run the EVAL command, e.g. EVAL VEHICLE at the prompt to find out what is in a field that is NOT currently being displayed in a line of code on your screen.

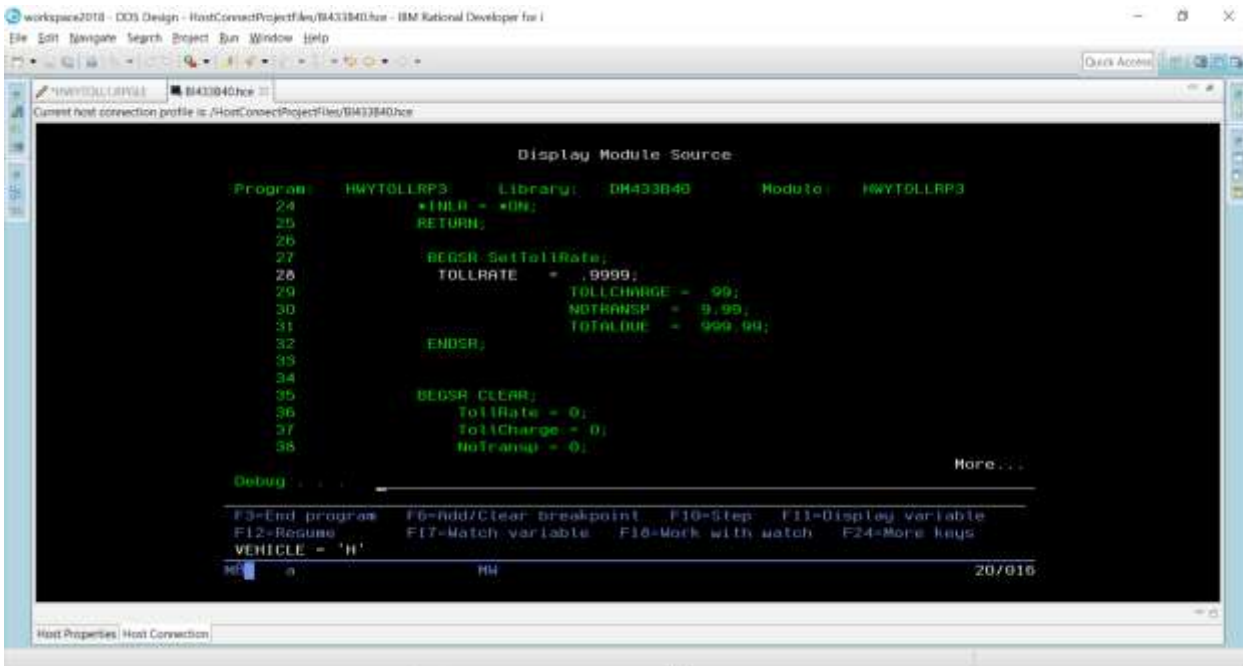
EVAL VEHICLE



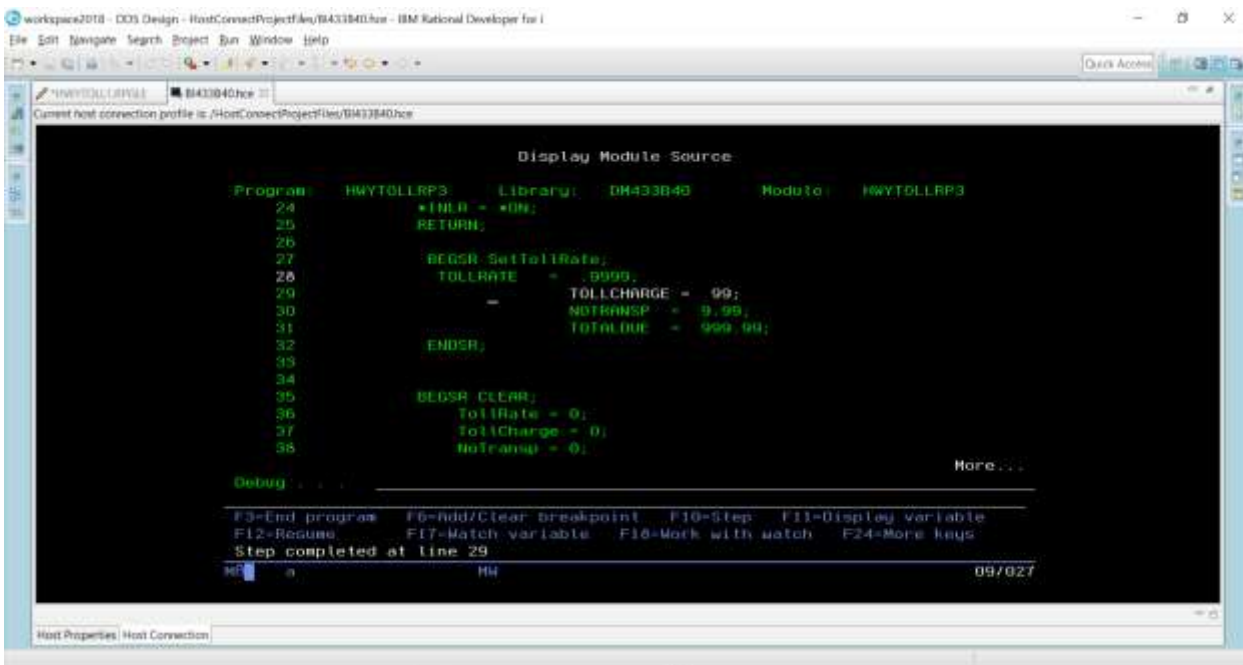
You can alter the contents of a field while your program is running.

EVAL VEHICLE = 'H'

EVAL VEHICLE



F10 is pressed to step through each line of code



TollRate would now be set at 9999 because line 28 has executed.

When F12 pressed – the rest of the code executes until we get to where the two screens are made available and the program is paused.

