# **Debugging Overview**

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### **Debuggers**

These debuggers are useful for debugging C++:

- GDB GNU Debugger Generally found on Linux/Unix boxes
- LLDB LLVM Debugger Default on modern Mac OS boxes

This is useful for debugging memory issues in your C++ code:

Valgrind For Macs support generally lags behind a full release. Current support is for Mac OS <= 10.11.</p>

- Starting the debugger with Ps14:
  - GDB

```
% gdb --args python /path/to/psi4/bin/psi4
```

LLDB

```
% lldb -- python /path/to/psi4/bin/psi4
```

This only sets up the debugger; it doesn't start executing Ps14.

- Stopping the code when an exception is thrown:
  - → GDB
     (gdb) catch throw
  - LLDB
     (lldb) break set -E C++

Setting breakpoints in the code:

```
GDB
  (gdb) break main
  (gdb) break test.c:12
LLDB
  (lldb) breakpoint set --name main
  (lldb) br s -n main
  (lldb) b main
  (lldb) breakpoint set --file test.c --line 12
  (lldb) br s -f test.c -l 12
  (lldb) b test.c:12
```

- Running Ps14 in the debugger:
  - GDB

```
(gdb) run
(gdb) r
```

```
(lldb) run
(lldb) r
```

- Attach to existing process with ID 123:
  - GDB (gdb) attach 123
    - LLDB

```
(lldb) process attach --pid 123
(lldb) attach -p 123
```

- Show a backtrace:
  - GDB (gdb) bt
  - LLDB

```
(lldb) thread backtrace
(lldb) bt
```

Stepping through the code:

#### GDB

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- Continue execution:
  - GDB

```
(gdb) continue (gdb) c
```

```
(lldb) continue
(lldb) c
```

- Printing variables in the current frame (local):
  - GDB (gdb) p bar
  - LLDB

```
(lldb) frame variable bar
(lldb) fr v bar
(lldb) p bar
```

- Show the variables in the current frame (local):
  - GDB
    (gdb) info locals
  - LLDB

```
(lldb) frame variable --no-args
(lldb) fr v -a
```

### **External Resource**

An excellent resource for additional commands can be found here: https://lldb.llvm.org/lldb-gdb.html