



# ORACLE

## Academy



# Java Foundations

8-4

## Debugging Concepts and Techniques

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# Objectives

- This lesson covers the following objectives:
  - Test and debug a Java program
  - Identify the three types of errors
  - Apply debugging techniques
    - print statements
    - NetBeans debugger
  - Apply some debugging tips and techniques



# Testing a Java Program

- Richie wrote a Java program to find the maximum among three integers:

```
public static void main(String[] args) {  
    int num1 = 3, num2 = 3, num3 = 3;  
    int max = 0;  
    if (num1 > num2 && num1 > num3) {  
        max = num1;  
    }//endif  
    if (num2 > num1 && num2 > num3) {  
        max = num2;  
    }//endif  
    if (num3 > num1 && num3 > num2) {  
        max = num3;  
    }//endif  
    System.out.println("The max of 3 numbers is " + max);  
}//end method main
```

# Testing a Java Program

- Richie tested it on many sets of data, such as  $\langle 3, 5, 9 \rangle$ ,  $\langle 12, 1, 6 \rangle$ , and  $\langle 2, 7, 4 \rangle$
- The program works for all data
- However, he was told that the program doesn't work and he couldn't figure out why



# Exercise 1

- Import and open the DebuggingEx project
- Observe MaxIntegers.java
  - Can you identify what Richie missed in his testing?

# Identify the Error

- The program fails when it's tested with duplicate values, such as  $\langle 3, 3, 3 \rangle$  and  $\langle 7, 2, 7 \rangle$ , and it displays the output as zero
  - You identified the error
  - The next step is to fix the error

# Fix the Error

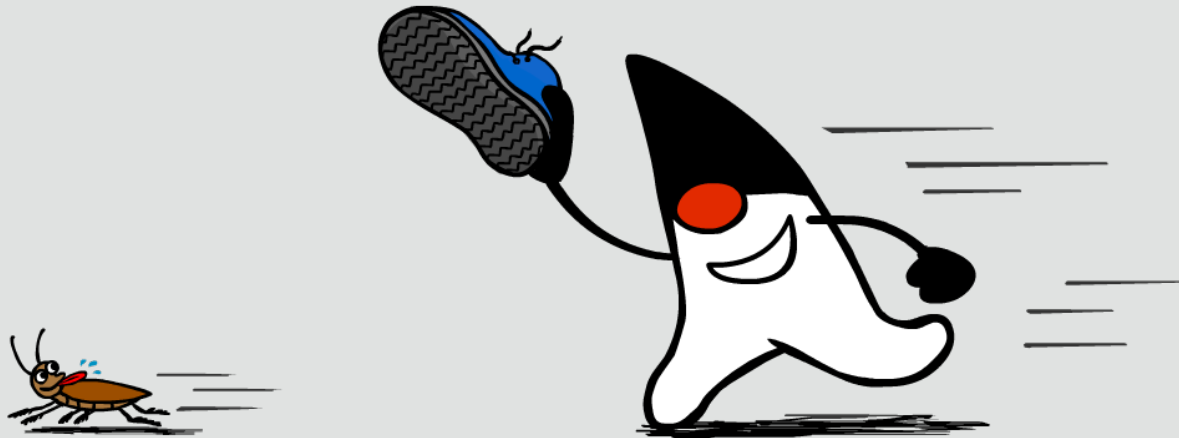
- Modify the program and test it on many data sets, including duplicate values

```
public static void main(String[] args) {  
    int num1 = 3, num2 = 3, num3 = 3;  
    int max = 0;  
    if (num1 > max) {  
        max = num1;  
    }//endif  
    if (num2 > max) {  
        max = num2;  
    }//endif  
    if (num3 > max) {  
        max = num3;  
    }//endif  
    System.out.println("The max of 3 numbers is " + max);  
}//end method main
```



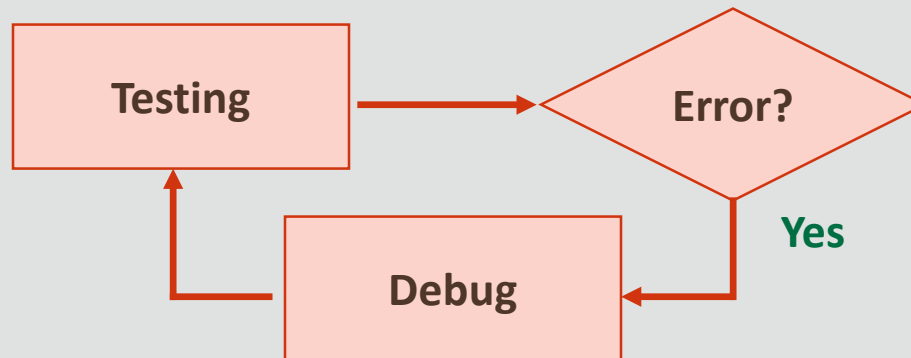
# Testing and Debugging

- As you observed from the previous example, testing and debugging are important activities in software development



# Testing and Debugging

- Testing:
  - To determine if a code contains errors
- Debugging:
  - To identify an error and fix it



# Three Types of Errors

- Errors
  - Compilation errors
  - Logic errors
  - Runtime errors

# Compilation Errors

- Syntax error
- Easiest type of errors to fix
- Examples:
  - Example 1: Missing semicolon
    - `int a = 5 // semicolon is missing`
  - Example 2: Errors in expression
    - `x = ( 3 + 5; // missing closing parenthesis`
    - `y = 3 + * 5; // missing argument between '+'  
// and '*'`

# Logic Errors

- Program runs but produces incorrect result
- Hard to characterize, and so it's hardest to fix
- Example: Noninitialized variable

- `int i;`

- `i++; // the variable i isn't initialized`

# Runtime Errors

- These errors occur at run time
- Java's exception handling mechanism can catch such errors
- Some of the common exceptions:
  - `ArrayIndexOutOfBoundsException`
  - `NullPointerException`
  - `ArithmeticException`

# Debugging Techniques

- Let's look at two debugging techniques:
  - Using print statements
  - Using the NetBeans debugger

# print Statements: Advantages

- Easy to add
- Provide information
  - Which methods have been called
  - The value of parameters
  - The order in which methods have been called
  - The values of local variables and fields at strategic points



# print Statements: Disadvantages

- It isn't practical to add print statements to every method
- Too many print statements lead to information overload
- Removal of print statements is tedious

# print Statements: Example

- Consider this Java code :

```
int n = 10;
int sum = 10;
while (n > 1){
    sum = sum + n;
    n--;
} //end while
System.out.println("The sum of the integers 1 to 10 is " + sum);
```

- On running this program, it doesn't work correctly
- To find out what's wrong, you can trace the value of the n and sum variables by inserting print statements

# Modified Program with Additional print Statements for Debugging

```
int n = 10;  
int sum = 10;  
while (n > 1) {
```

```
    System.out.println("At the beginning of the loop: n = " + n);  
    System.out.println("At the beginning of the loop:sum= " + sum);
```

```
    n--;
```

```
    System.out.println("At the end of the loop: n = " + n);  
    System.out.println("At the end of the loop: sum = " + sum);
```

```
}
```

```
System.out.println("The sum of the integers 1 to 10 is " + sum);
```

# Output

- Here are the first four lines of the output after the first iteration of the loop:
  - At the beginning of the loop:  $n = 10$
  - At the beginning of the loop:  $\text{sum} = 10$
  - At the end of the loop:  $n = 9$
  - At the end of the loop:  $\text{sum} = 20$
- You can see that something is wrong:
  - The variable `sum` has been set to 20
  - Because it was initialized to 10, it's set to  $10 + 10$ , which is incorrect if you want to add the numbers from 1 to 10

# The NetBeans Debugger

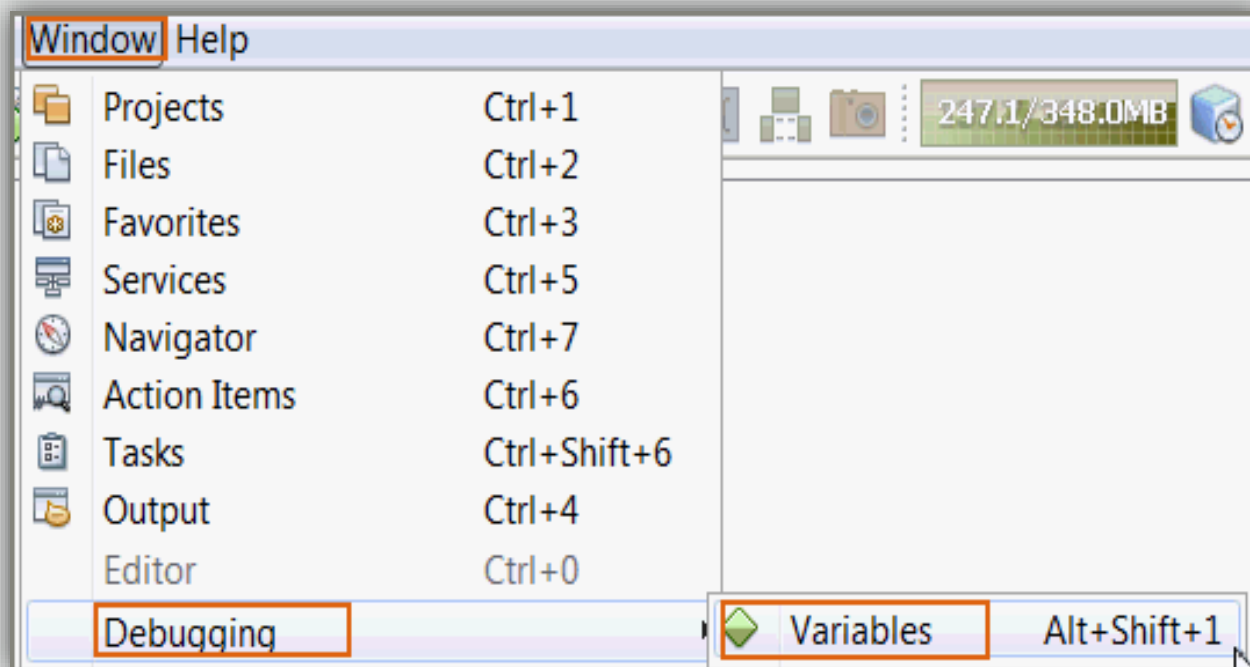
- You have already used the NetBeans graphical-based debugging environment
- You have used the following features of the debugger:
  - Set breakpoints
  - Trace through a program one line at a time
- Let's use another very important feature to view the contents of variables

# Variables Window

- When you reach a set breakpoint, you can use the Variables window to see the value of the variables at that moment
- You can find out values of variables without having to put a lot of print statements in your program

# Accessing the Variables Window

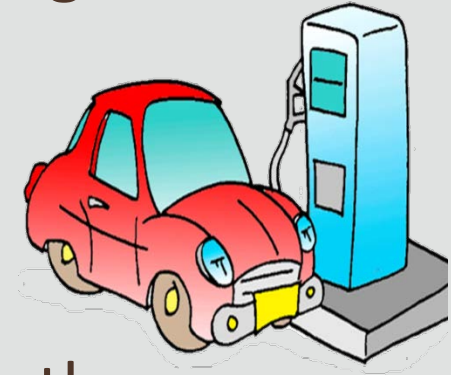
- To see the Variable window, in the NetBeans main menu:
  - Click Window > Debugging > Variables





## Exercise 2: Scenario


- Let's assume you have a car, and you want to go to the gas station, you have the following details:
  - Car's current position:  $x_1$  and  $y_1$
  - Gas station's location:  $x_2$  and  $y_2$
  - Speed of the car
- You want to compute the time it will take for the car from its current position ( $x_1, y_1$ ) to reach the gas station ( $x_2, y_2$ )
- A Java program to compute the time by using the  $\text{time} = \text{distance} / \text{speed}$  formula is available in the ComputeTime project





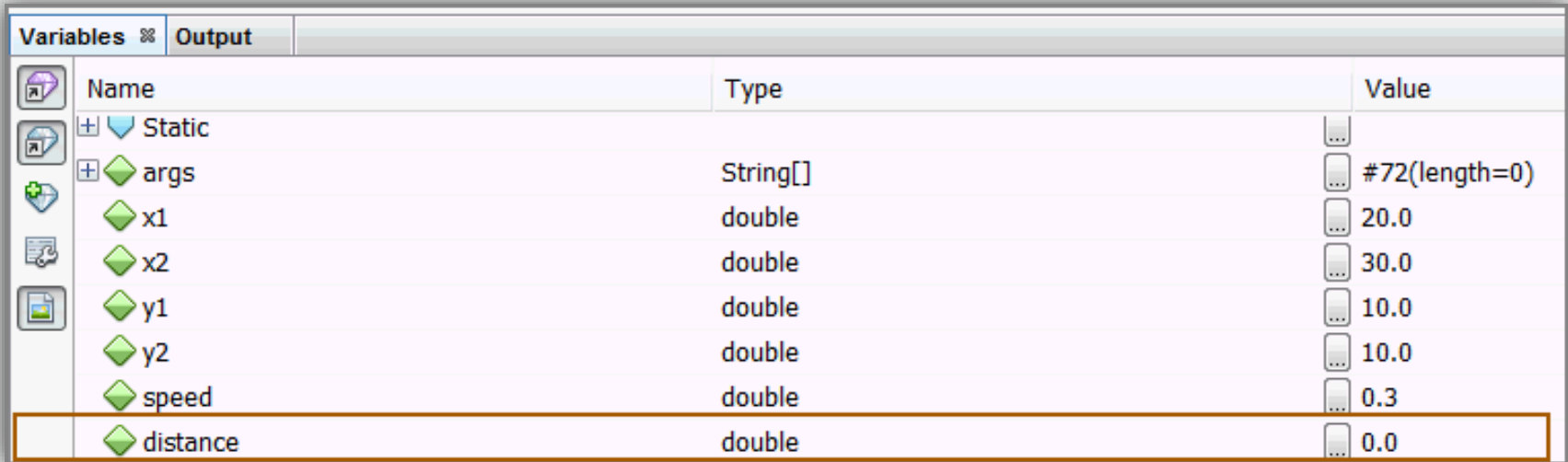


## Exercise 2

- Import and open the DebuggingEx project
- Observe ComputeTime.java
- Run the program with the NetBeans debugger to debug this program:
  - Set the breakpoint in the getDistance method
  - Press Step In to go to the next line 
  - Observe the values of the x1, x2, y1, y2, speed, distance, and time variables
- Can you identify the bug?

# Observe the Value of distance

- In the previous exercise using the NetBeans debugging features, you identified the bug:



The screenshot shows the NetBeans IDE's 'Variables' window. It displays a list of variables and their current values. The 'distance' variable is highlighted with a red border, indicating it is the current focus. The variables are: Static (type unknown, value unknown), args (type String[], value #72(length=0)), x1 (type double, value 20.0), x2 (type double, value 30.0), y1 (type double, value 10.0), y2 (type double, value 10.0), speed (type double, value 0.3), and distance (type double, value 0.0).

Name	Type	Value
Static		
args	String[]	#72(length=0)
x1	double	20.0
x2	double	30.0
y1	double	10.0
y2	double	10.0
speed	double	0.3
distance	double	0.0

- As you can see, distance is 0.0, the formula for computing distance was wrong, and it caused an incorrect return value for the distance variable

# Identifying the Potential Bug

```
public static void main(String[] args) {  
    double x1 = 20;  
    double x2 = 30;  
    double y1 = 10;  
    double y2 = 10;  
    double speed = 0.3;  
    double distance = getDistance(x1, x2, y1, y2);  
    double time = distance/speed;  
    System.out.println("Time taken to reach the gas station is " + time);  
  
} //end method main  
  
static double getDistance(double x1, double x2, double y1, double y2){  
    return Math.sqrt((x1 - x1) * (x1 - x2) + (y1 - y2) * (y1 - y2));  
} //end method getDistance
```

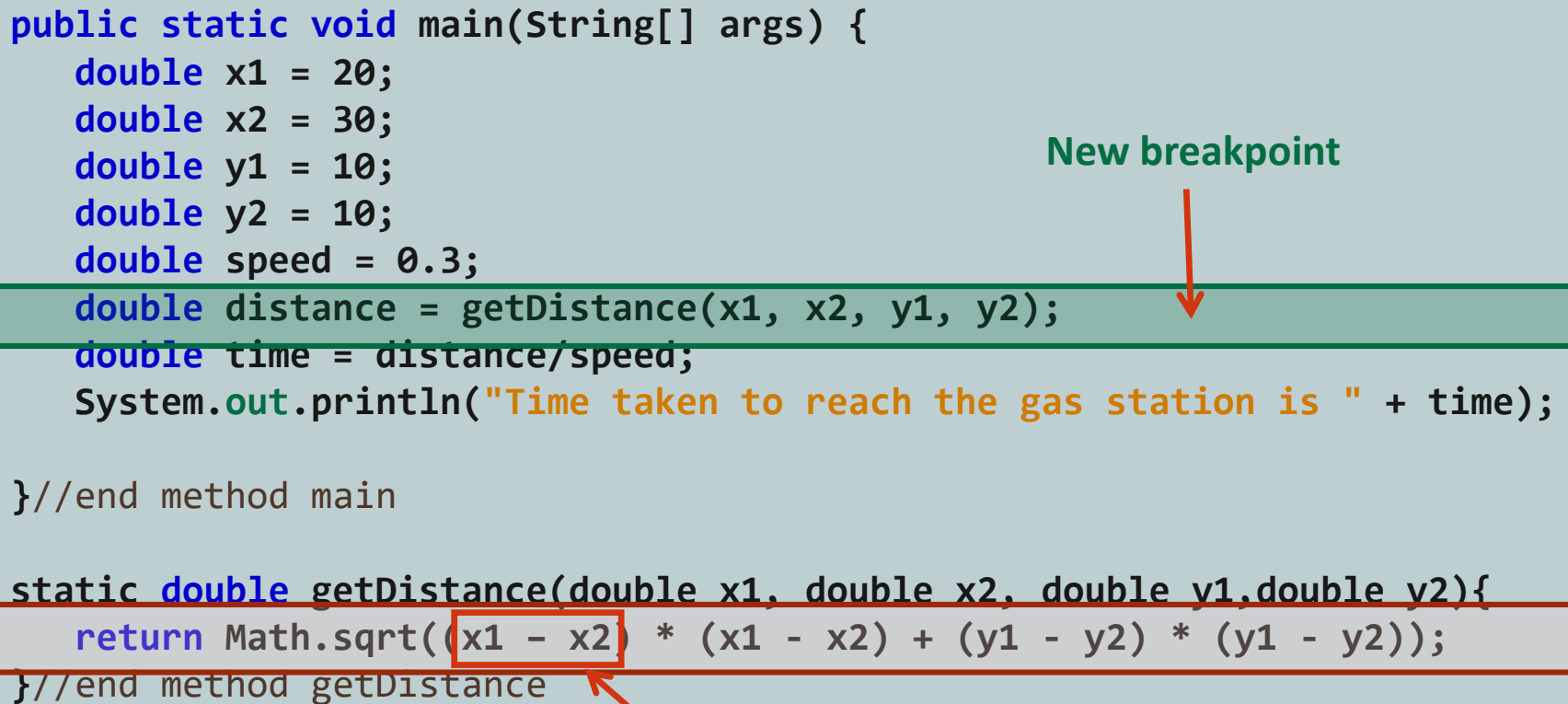
Potential bug

# Fixing the Bug

- Because you identified the bug, you can change the location of the breakpoint to where the `getDistance()` method is called
- This saves having to step through code that you already looked at
- So let's modify the code and rerun the debugger with the new breakpoint to see what we get

# Rerunning the Debugger

```
public static void main(String[] args) {  
    double x1 = 20;  
    double x2 = 30;  
    double y1 = 10;  
    double y2 = 10;  
    double speed = 0.3;  
    double distance = getDistance(x1, x2, y1, y2);  
    double time = distance/speed;  
    System.out.println("Time taken to reach the gas station is " + time);  
}  
//end method main  
  
static double getDistance(double x1, double x2, double y1, double y2){  
    return Math.sqrt((x1 - x2) * (x1 - x2) + (y1 - y2) * (y1 - y2));  
}  
//end method getDistance
```



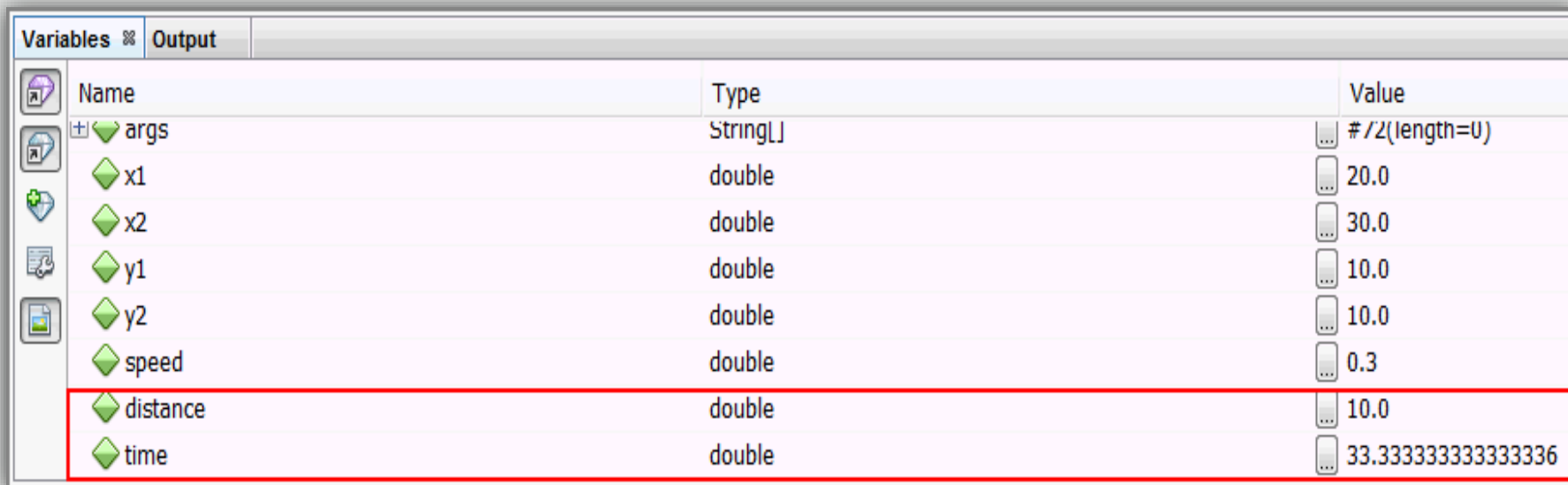
The diagram illustrates a Java code snippet with two annotations. A green box highlights the line `double distance = getDistance(x1, x2, y1, y2);`, with a green arrow pointing to it from the text "New breakpoint". A red box highlights the line `return Math.sqrt((x1 - x2) * (x1 - x2) + (y1 - y2) * (y1 - y2));`, with a red arrow pointing to it from the text "Modified code".

Modified code

# Observing the Variables

- We fixed the bug!

- The distance variable is now reporting a value of 10.0, and the time variable is now reporting a value of 33.33



The screenshot shows the 'Variables' tab in a Java IDE. The table lists variables: args (String[]), x1 (double), x2 (double), y1 (double), y2 (double), speed (double), distance (double), and time (double). The 'distance' and 'time' rows are highlighted with a red border. The 'distance' variable has a value of 10.0, and the 'time' variable has a value of 33.333333333333336.

Name	Type	Value
args	String[]	#/2(length=0)
x1	double	20.0
x2	double	30.0
y1	double	10.0
y2	double	10.0
speed	double	0.3
distance	double	10.0
time	double	33.333333333333336

# Single Versus Double Equals Operator

- Assignment (=) versus Comparison (==) Operator
  - 1. Comparison operator
    - `if( x = 0 )` instead of `if(x == 0)`
    - Look for it in if, for, and while statements
  - 2. Assignment operator
    - `int x == 1; instead of int x = 1;`

# Misplaced Semicolon

- Check for the semicolon after the if statement or the for/while loop statements

```
if (x == 0); {  
    <statements>  
}
```

instead of

```
if(x == 0) {  
    <statements>  
}
```

```
while(<boolean expression>); {  
    <statements>  
}
```

instead of

```
while(<boolean expression>) {  
    <statements>  
}
```



# Invoking Methods with Wrong Arguments

- Method call parameter types must match method definition parameter types

- For example:

- Given a method definition:

- `void methodName(int x, char y) { }`

- Invoke this method:

- `methodName(a, b)`



**a must be an int and b must be a char**

# Boundary Conditions

- It's important to test the boundary conditions
- The rationale behind testing them is that errors tend to occur near the boundary values of an input variable
- For example, boundary condition for:
  - Input data (test with valid versus invalid)
  - Loops (beginning and ending of loops)

# Testing Boundary Conditions for Loops

- This allows for boundary case tests like “less than” and “greater than” for loop iteration conditions to be accurately tested
- For example, given this loop:

```
if ( num >= 50 && num <= 100 ) {  
    //do stuff  
}//endif
```

- To test boundary conditions, you would test with numbers near 50 and 100, that is, 49, 50, 51, 99, 100 and 101



## Exercise 3

- Import and open the DebuggingEx project
- Observe BoundaryTesting.java
- Validate the input by executing the program with the following boundary test values for year and month:

Year	Month
1582	2
1583	0
1583	13
1583	1
1583	12

# Summary

- In this lesson, you should have learned how to:
  - Test and debug a Java program
  - Identify the three types of errors
  - Apply debugging techniques
    - print statements
    - NetBeans debugger
  - Apply some debugging tips and techniques





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