1. Debugging mode allows line by line simulation, run mode continuously runs the program. Debugging mode is more useful when you are trying to figure out which part of your code is wrong and run mode is good to figure out if something is wrong with you program as a whole.
2. A breakpoint halts the simulation at a certain positon and is known to be buggy. This allows you to debug small sections of code.
3. The I/O View and processor windows provides views into the current state of the microcontroller during the simulation. I/O View lets you see all the configuration registers. The processor shows the contents of the program counter, stack pointer, 16 bit point registers, X, Y, Z and status register. You can simulate inputs in the I/O View.
4. E