Debugging Tips.

1. Keep track of object instances by setting their Object ID by Making Object ID through context menu.
2. Meaningful values for watched variables through custom property [System.Diagnostics.DebuggerDisplay("Employee: '{Name}'")]
3. Break on all exceptions from *Debug > Exceptions... (Ctrl-Alt-E)*. Tick the boxes in the 'Thrown' column for each type of exception you need
4. System.Diagnostics.Debugger.Break()programatically causes the debugger to break, which also works for Release mode.
5. set the "Name" property on new threads
6. Debug.Assert(<condition>, <message>)
7. Call Stack Window Debugging. Set break points in the call stack.
8. **Use Hit Counts:** In the Breakpoints window, when you right-click and choose Properties and then click the Hit Counts button, you can modify a breakpoint with four possible combinations of choices
9. Break only when a specific thread calls a method:You can set a conditional breakpoint for a thread by creating a conditional expression such as "ThreadToStopOn" == Thread.CurrentThread.Name .
10. Select a memory location by dragging into memory window.
11. Using The DebuggerNonUserCode and DebuggerStepperBoundary Attributes to ignore some code when debugging.
12. When you might want to step into your properties, you can disable this feature in **Tools | Options | Debugging | General** and deselecting the *Step over properties and operators* checkbox
13. Set Breakpoint Filter