

jenkins



BUG

# Debugging

**Nancy Folsom**



## **Debugging:**

Debugging Visual FoxPro Applications Nancy Folsom,2002 Writing code is only half the battle in developing applications Getting the bugs out is the other half and it can be the frustrating part since after all bugs don't just mysteriously appear in your code You have to put them there But masterful debugging is more than a skill you can learn it's a frame of mind yes almost a way of life In Debugging Visual FoxPro Applications Nancy Folsom takes you into the head of a successful debugger gives you a new perspective on the mind set and then explores the myriad of tools that Visual FoxPro programmers have at their disposal

Effective Debugging Diomidis Spinellis,2016-06-29 Every software developer and IT professional understands the crucial importance of effective debugging Often debugging consumes most of a developer's workday and mastering the required techniques and skills can take a lifetime In Effective Debugging Diomidis Spinellis helps experienced programmers accelerate their journey to mastery by systematically categorizing explaining and illustrating the most useful debugging methods strategies techniques and tools Drawing on more than thirty five years of experience Spinellis expands your arsenal of debugging techniques helping you choose the best approaches for each challenge He presents vendor neutral example rich advice on general principles high level strategies concrete techniques high efficiency tools creative tricks and the behavioral traits associated with effective debugging Spinellis's 66 expert techniques address every facet of debugging and are illustrated with step by step instructions and actual code He addresses the full spectrum of problems that can arise in modern software systems especially problems caused by complex interactions among components and services running on hosts scattered around the planet Whether you're debugging isolated runtime errors or catastrophic enterprise system failures this guide will help you get the job done more quickly and with less pain Key features include High level strategies and methods for addressing diverse software failures Specific techniques to apply when programming compiling and running code Better ways to make the most of your debugger General purpose skills and tools worth investing in Advanced ideas and techniques for escaping dead ends and the maze of complexity Advice for making programs easier to debug Specialized approaches for debugging multithreaded asynchronous and embedded code Bug avoidance through improved software design construction and management

Automated and Algorithmic Debugging Peter A. Fritzon,1993-11-10 Debugging has always been a costly part of software development and many attempts have been made to provide automatic computer support for this task Automated debugging has seen major developments over the last decade One successful development is algorithmic debugging which originated in logic programming but was later generalized to concurrent imperative and lazy functional languages Important advances have also been made in knowledge based program debugging and in approaches to automated debugging based on static and dynamic program slicing based on dataflow and dependence analysis technology This is the first collected volume of papers on automated debugging and presents latest developments tutorial papers and surveys

**Debugging ASP.NET** Jonathan Goodyear,Brian Peek,Brad Fox,2002 Goodyear brings considerable expertise

from his web site consulting work for such notable clients as Pricewaterhouse Coopers Arthur Andersen and the Home Shopping Network He fills an information void by covering debugging for either ASP or ASP NET By relating numerous examples of real world problems encountered and their coding solutions this content will save programmers many hours and dollars

**Debugging Applications** John Robbins,2000 An expert debugger describes proven techniques for preventing detecting and correcting code errors and also provides instruction tools and source code readers can use throughout development to produce higher quality user friendly software

Monitoring and Debugging of Distributed Real-time Systems Jeffrey J.-P. Tsai,Steve J. H. Yang,1995

Program Debugging Arthur Robert Brown,W. A. Sampson,1973 The purpose of this book is to give ideas on how bugs can be prevented in the first place and once they are in how they can be found and removed as quickly as possible Preface

**Debugging** David J. Agans,2002-09-23 When the pressure is on to resolve an elusive software or hardware glitch what s needed is a cool head courtesy of a set of rules guaranteed to work on any system in any circumstance Written in a frank but engaging style this book provides simple foolproof principles guaranteed to help find any bug quickly Recognized tech expert and author David Agans changes the way you think about debugging making those pesky problems suddenly much easier to find and fix Agans identifies nine simple practical rules that are applicable to any software application or hardware system which can help detect any bug no matter how tricky or obscure Illustrating the rules with real life bug detection war stories Debugging shows you how to Understand the system how perceiving the roadmap can hasten your journey Quit thinking and look when hands on investigation can t be avoided Isolate critical factors why changing one element at a time can be an essential tool Keep an audit trail how keeping a record of the debugging process can win the day Whether the system or program you re working on has been designed wrong built wrong or used wrong Debugging helps you think correctly about bugs so the problems virtually reveal themselves

Source Language Debugging Tools Edwin H. Satterthwaite,1975

Debugging Optimized Code Without Being Misled Max Copperman,1993

*The Art of Debugging with GDB, DDD, and Eclipse* Norman Matloff,Peter Jay Salzman,2008-09-15

Debugging is crucial to successful software development but even many experienced programmers find it challenging Sophisticated debugging tools are available yet it may be difficult to determine which features are useful in which situations The Art of Debugging is your guide to making the debugging process more efficient and effective The Art of Debugging illustrates the use three of the most popular debugging tools on Linux Unix platforms GDB DDD and Eclipse The text command based GDB the GNU Project Debugger is included with most distributions DDD is a popular GUI front end for GDB while Eclipse provides a complete integrated development environment In addition to offering specific advice for debugging with each tool authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors including how to Inspect variables and data structures Understand segmentation faults and core dumps Know why your program crashes or throws exceptions Use features like catchpoints convenience variables and artificial

arrays Avoid common debugging pitfalls Real world examples of coding errors help to clarify the authors guiding principles and coverage of complex topics like thread client server GUI and parallel programming debugging will make you even more proficient You ll also learn how to prevent errors in the first place with text editors compilers error reporting and static code checkers Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts you ll find a valuable ally in *The Art of Debugging* *Debugging System 360/370 Programs Using OS and VS Storage Dumps* Daniel H. Rindfleisch,1976 *Multiprocessor Performance Debugging and Memory Bottlenecks* A. J. Goldberg,1992

**The Debugging of Computer Programs** R. Stockton Gaines,1969 This thesis is a general study of the tools and techniques for debugging computer programs and the design of compilers and operating systems to facilitate debugging It includes an analysis of the programming process to identify carefully what the problems are in debugging and how they arise The problems of debugging programs written in higher level languages are considered in detail and the construction of compilers and programming languages for debugging receives careful attention The construction of interactive debugging systems and operating system features necessary to support advanced debugging facilities is discussed Three interactive debugging systems are considered in detail including one which was designed to work with CRT consoles A number of new ideas in this are presented and the considerable advantages of interactive debugging are clearly demonstrated *Automatic Program Debugging for Intelligent Tutoring Systems* William R. Murray,1988

**Comprehensive VB .NET Debugging** Mark Pearce,2003-05 **Debugging with GDB** Richard M. Stallman,Cygnus Support,1996 **Advanced Windows Debugging** Mario Hewardt,Daniel Pravat,2007-10-29 The First In Depth Real World Insider s Guide to Powerful Windows Debugging For Windows developers few tasks are more challenging than debugging or more crucial Reliable and realistic information about Windows debugging has always been scarce Now with over 15 years of experience two of Microsoft s system level developers present a thorough and practical guide to Windows debugging ever written Mario Hewardt and Daniel Pravat cover debugging throughout the entire application lifecycle and show how to make the most of the tools currently available including Microsoft s powerful native debuggers and third party solutions To help you find real solutions fast this book is organized around real world debugging scenarios Hewardt and Pravat use detailed code examples to illuminate the complex debugging challenges professional developers actually face From core Windows operating system concepts to security Windows Vista™ and 64 bit debugging they address emerging topics head on and nothing is ever oversimplified or glossed over

**PPP Design, Implementation, and Debugging** James Carlson,2000 Extensively revised and expanded to cover the latest developments in PPP and network technology this second edition addresses such current topics as PPP in today s telecommunications infrastructure PPP and telephony optical SONET SDH PPP links the relationship between PPP and routing protocols such as OSPF security services including RADIUS PPP and L2TP virtual private networks and the design of the popular ANU ppp 2 3 implementation Jacket **Non-transparent Debugging of Optimized Code**

Caroline Mae Tice, 1999

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