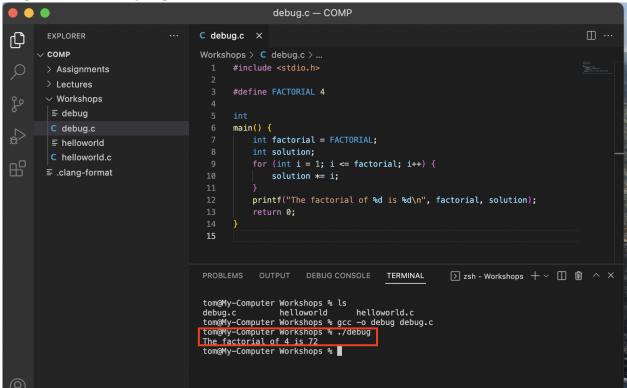
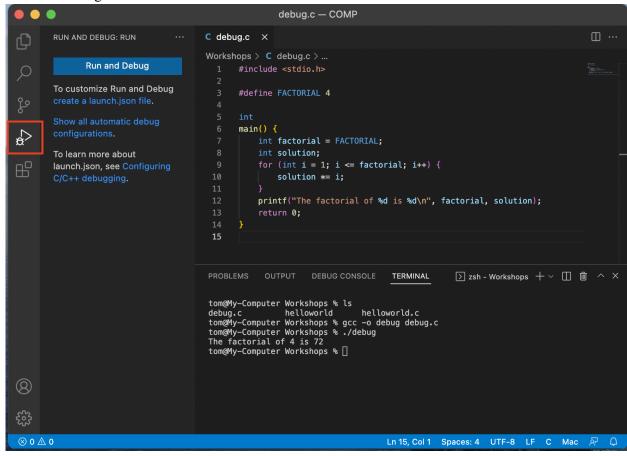
School of Computing and Information Systems The University of Melbourne

Debugging in Visual Studio Code

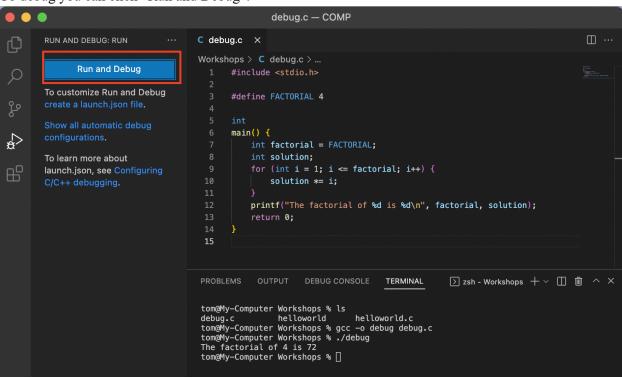
1. We will run through an example of debugging a compiled program that tries to calculate factorial but produces the wrong output.



2. Click the Debug menu on the left.



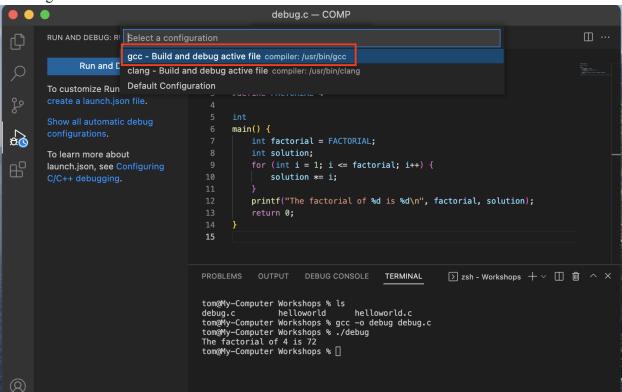
3. To debug you can click "Run and Debug".



4. Select "C++ (GDB/LLDB)".

```
debug.c - COMP
RUN AND DEBUG: RI Select environment
                      C++ (GDB/LLDB)
         Run and D
                       C++ (Windows)
To customize Run Install an extension for C...
Show all automatic debug
                                                       main() {
                                                            int factorial = FACTORIAL;
                                                             int solution;
To learn more about
                                                            for (int i = 1; i <= factorial; i++) {</pre>
launch.json, see Configuring
                                                                  solution *= i;
                                                             printf("The factorial of %d is %d\n", factorial, solution);
                                                             return 0;
                                                                                                                       \supset zsh - Workshops + \lor \square \square \land \lor
                                                                                                    TERMINAL
                                              tom@My-Computer Workshops % ls
debug.c helloworld
                                              tom@My-Lomputer Workshops % ts
debug.c helloworld helloworld.c
tom@My-Computer Workshops % gcc -o debug debug.c
tom@My-Computer Workshops % ./debug
The factorial of 4 is 72
tom@My-Computer Workshops % []
```

5. Select "gcc"



6. Before you debug, you may wish to add a breakpoint to stop the program at that line. You can do this by clicking to the left of the line number and a red dot will appear.



7. When you "Run and Debug" the program stops at the breakpoint. Note the Variables presented in the top left and their live values. We may already notice an issue, before line 10 is run (the current line is highlighted in yellow), the value for the solution is 3.

```
debug.c — COMP
  R... ▷ gcc - Build and ∨ ∰ ···
                                  C debug.c ×

√ VARIABLES

                                  Workshops > C debug.c > ♥ main()

∨ Locals

                                         #include <stdio.h>
    solution: 3
 > Registers
                                         main() {
                                             int factorial = FACTORIAL:
                                              int solution;
                                             for (int i = 1; i <= factorial; i++) {</pre>
∨ WATCH
                                              printf("The factorial of %d is %d\n", factorial, solution);
                                              return 0;
```

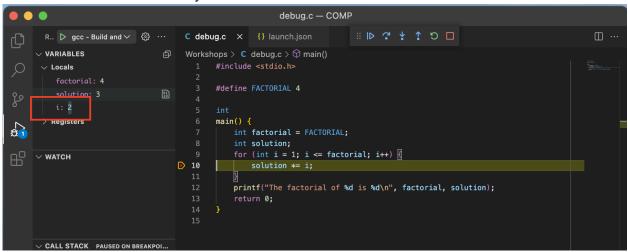
8. We can run the program with the coloured buttons at the top, choosing options to move line by line, to the next break point and other useful options. As we can see, after line 10 is run, the code goes back to line 9 after multiplying 'solution' by 'i'.

```
debug.c — COMP
 R... ▷ gcc - Build and ∨ 👸 ···
                                   C debug.c ×
                                                    {} launch.json
                                   Workshops > C debug.c > \bigcirc main()
\checkmark VARIABLES
                                          #include <stdio.h>

∨ Locals

    factorial: 4
                                          #define FACTORIAL 4
    solution: 3
 > Registers
                                          main() {
                                              int factorial = FACTORIAL;
                                               for (int i = 1; i <= factorial; i++) {
∨ watch
                                                   solution *= i;
                                               printf("The factorial of %d is %d\n", factorial, solution);
```

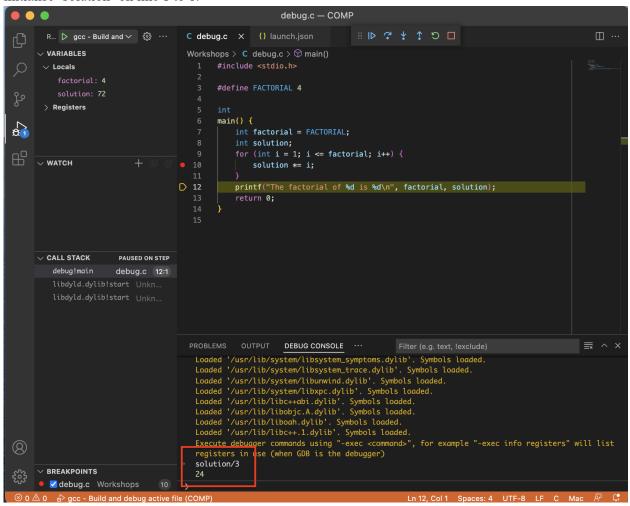
9. The value of 'i' is incremented by 1.



10. The value of 'solution' is multiplied by 'i' which is assigned 6. The factorial seems to be working apart from the initial value.

```
• • •
                                                            debug.c — COMP
       R... ▷ gcc - Build and ∨ ∰ …
                                       C debug.c × {} launch.json
      ∨ VARIABLES
                                       Workshops > C debug.c > ♥ main()
      \lor Locals
                                              #define FACTORIAL 4
        solution: 6
          i: 2
                                              main() [ int factorial = FACTORIAL;
       > Registers
                                                 int solution;
                                                  for (int i = 1; i <= factorial; i++) {
      ∨ WATCH
                                                      solution *= i;
                                                  printf("The factorial of %d is %d\n", factorial, solution);
                                                  return 0;
```

11. We run through the program until the loop exits and the value of 'solution' is 72, we can divide this by the initial value 3 in the terminal value to check the actual solution. 4! = 24. We need to initialise 'solution' on line 8 to 1.



12. Note, had we added the flag "-Wall" (Warnings All) to the compilation line we would have received a warning message and note making the problem obvious.

