Debugging
The Plan

- Define debugging
- Overview of how to debug
- Guided practice on PolarGrid.java
- Independent practice on RectangularGrid.java
## Debugging Defined

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<td>Stepping through code with anticipation</td>
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How to Debug

1. Be able to recreate the bug.
2. Identify the last place the code reaches during correct execution.
3. Anticipating what should happen next and step through the code.
4. When the unanticipated occurs, investigate why and fix the bug.
PolarGrid.java

This class is intended to eventually be used to layout objects in concentric circles:
RectangularGrid.java

This class is intended to eventually be used to layout objects in rows and columns.
Practice

Guided Practice
1. **Snarf** 04_buggy.jar under classwork
2. **Run** PolarGrid.java
3. **Look over the source code for** PolarGrid
4. **Follow the in-class dealing with the bugs**

Solo (or with a partner) Practice
1. **Fix** RectangularGrid.java