Debugging

Debugging Defined

What it is
- Solving runtime errors
- Stepping through code with anticipation
- Narrowing down the location of the bug
- Recreating the bug consistently

What it is not
- Fixing compilation errors
- Stepping though code blindly

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.

The Plan

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

Guided Practice

1. Go to the code link from the course website. Save Buggy.jar to the Desktop
2. Open up Eclipse, start a new project, and import Buggy.jar.
3. Run PolarGrid.java
4. Look over the source code for PolarGrid