CSE 403

Software Engineering
Spring 2023

#23: Debugging

Logistics

WEEK 8			
05/15	L: Code Review	SLIDES/REC	POINTS
05/16	T: R2		DUE: R2!!!
05/17	L: Debugging	SLIDES	Release Peer-Review (RPR)
05/18	P: RPR		
05/19	LX: Debbuging	VIDEO/EXTRA-READING	

Debugging: What?



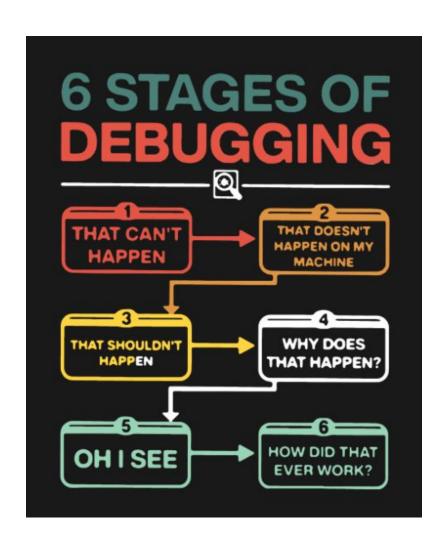
Debugging: What?

A bug is an error of flaw in a program or system that produces incorrect or unexpected results.

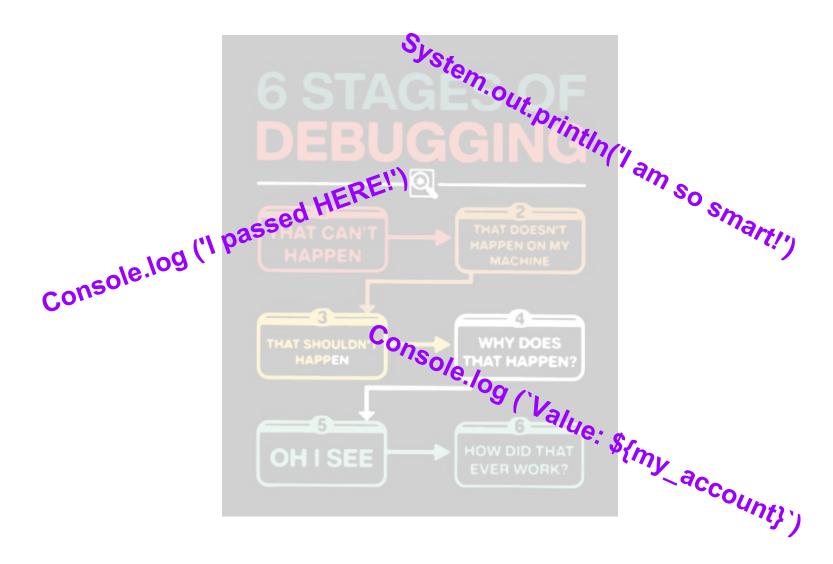
Debugging is the process to identify and resolve bugs.



Debugging: A process



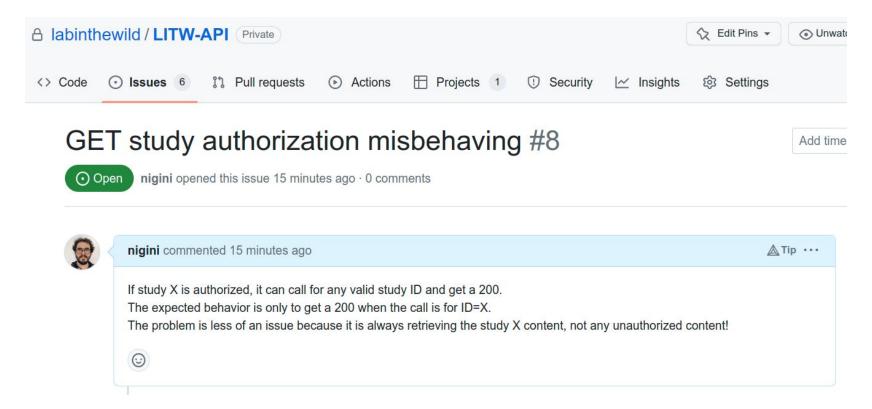
Debugging: A process Nah! I got this!



Debugging: A process (a suggestion)

- 0. Identify & Document
- 1. Understand & Document
- 2. Reproduce & Document
- 3. Investigate & Capture
- 4. Fix it & Document

Live Example



https://github.com/nigini/SWEng/pulls

0. Identify & Document

Step 1: What the heck?

Step 2: This is broken, yall! (i.e., issue report)

Step 3: Feel like a hero!

1. Understanding (& improve documentation)

How is the program failing?

What are the assumptions to justify this error?

What inputs or conditions are causing the error?

(focus of next in-class activity!)

Is this an error in our understanding?

Is this really a bug in the code?

2. Reproduce (& improve documentation)

Can one replicate the bug?

Can I rule out other issues? (i.e., config, code synch, etc.)

Can I pinpoint a version of the code?

Can I refine the assumptions and conditions?

3. Investigate & Capture

What are my hypotheses about what is wrong?

What are the components involved in this?

Can I narrow down to a Class, method, line?

How can I test my hypothesis?

(print vs debugger vs tests)

How can I CAPTURE the but?

(create an automated way/test to trap this damn bug in the future!)

4. Fix it!

Have I really trapped the bug?

What change will fix the bug?

Remember TDD?

- Trap with a test (red bar)
- Change the code
- Test pass!!!

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Delta Debugging: finding a minimal set of conditions that expose the bug in complex cases. [VIDEO]

Debugging...

STEP BY STEP DEBUGGING



Questions, please!