

Lecture 9 - Debugging

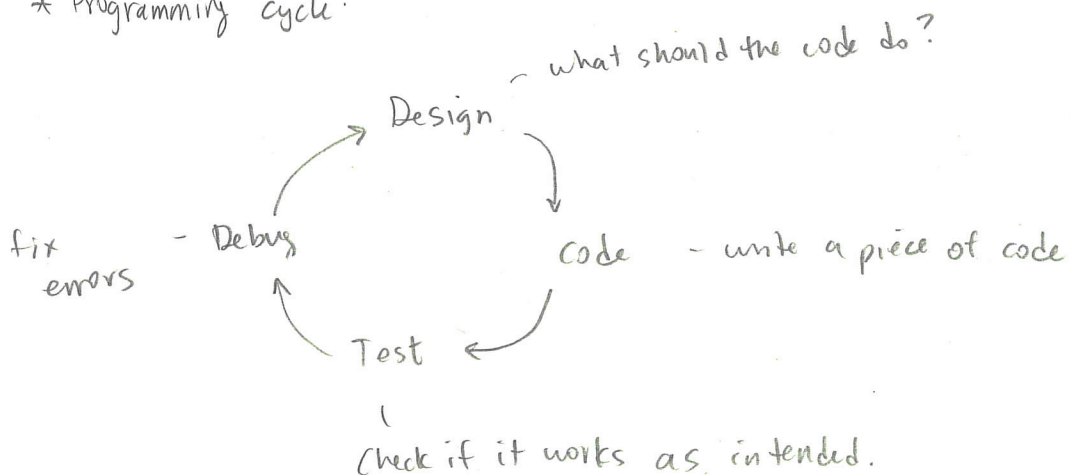
* Quiz / Prayer / AMA

I. How's it going?

- * Exam review next time.
- * what questions do you have?
- * start looking at review sheet.
- * HW hours histogram.

II. Debugging Tips

* Programming cycle.



* The programming cycle is easiest when you do it often. write and test small pieces of code at a time. If you haven't tested it there is probably a bug.

* Q who has experienced this?

* Types of Errors / Bugs

- Syntax errors - "Spelling" / formatting
 - easiest, the interpreter finds
(read the interpreter?)

Q who can give me an example?

- execution errors - Something bad happens
(code won't run)
 - e.g. divide by 0, call array [6],
but array only has len 5,
bad variable assignment
 - medium hard → easy to locate,
harder to fix

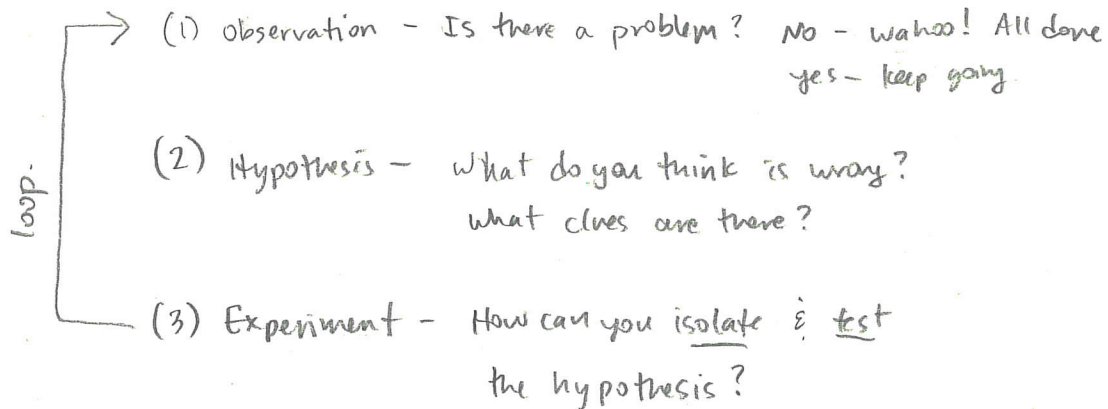
Q who can give me an example?

- logical errors - code runs, but gives the wrong answer.
 - e.g. you wanted it to plot x vs. y
but it isn't.
 - hardest to find and fix
 - computer is stupid; it does exactly
what you told it, not what you meant.

Q who can give me an example?

* How Find & fix Bugs?

the scientific method!



Good Experiments

- * Go to the last line of code that works
- * Check your assumptions
- * look at the contents of your variables → variable explorer
- * "Comment-out" lines of code
- * Go through code line by line (debugger)
- * write down on paper what you think the code is doing.

Activity

Debug code together.

- Write: Observation → Hypothesis → Experiment
- Be explicit