CSE 351 Section 2

C Debugging with GDB

http://goo.gl/3dHdz

Lab 1

Lab 1 Tips

- Do a smaller version (i.e. 8-bit) on paper
- If you shift by more than the word size, behavior is undefined
  - `0x01<<32` will not always be `0x00`
- Think about how you can use bitwise operations to create numbers
- Disregard operator restrictions at first, just get it working
- Don't do it all in one line; use intermediate steps and `printf()` statements
- If you get stuck, move on

Lab 1 Questions?

- Office hours today in CSE002
- Read the discussion board
- Email Gaetano or the TAs
- Can answer clarification questions now

Debugging with GDB

What is GDB?

- GNU Project Debugger
- Offers four basic functionalities
  - Runs your program
  - Allows you to set breakpoints to stop execution
  - Allows you to inspect the state of your program once execution is stopped
  - Lets you fix bugs within GDB
- The sooner you get comfortable with GDB, the easier this class will be

C-level Debugging

- GDB has many advanced features
- Today we will cover the top level of GDB
  - Running your program
  - Stepping through C code
  - Setting breakpoints in C code
  - Examining variable values
  - Examining locations in memory

Compile Program for GDB

- When compiling with gcc, use the `-g` flag

```
gcc -g <source.c> -o <name>
```

Running GDB

- To start up GDB, simply run
  `gdb <executable>`
- Once GDB has started up, type `run` to execute your program from within GDB
- To exit GDB, type `quit`

Setting Breakpoints

- If you just `run` your program, it keeps going until completion without stopping.
- Breakpoints allow us to pause at various parts of our program.
- Stop when we reach a certain function:
  `break <function-name>`
- Stop when we reach an instruction address:
  `break <address>`

Stepping Through C

- When our program is paused, we need to step to the next instruction:

- Execute one or several C statements

  `step` or `step <# to skip>`

- Execute one assembly command

  `stepi` or `stepi <# to skip>`

Examining Program State

Two main ways to look at variables:

- By value (print):
  `print <var-name>`
  Also: `print /x, print /d, print /t`

- By address (x):
  `x <address>` ex: `x 0xFFABCDEF`
  Also: `x /x, x /d`

Example debugging run

Sample file:

http://goo.gl/tfT5a

wget http://www.cs.washington.edu/education/courses/cse351/12au/section-slides/gdb_example.c

To compile:

```
gcc -g gdb_example.c -o gdb_ex
```

Debugging commands:

http://goo.gl/LcQfF

GDB Cheatsheet(s)

Should be very useful for the next lab

http://csapp.cs.cmu.edu/public/docs/gdbnotes-x86-64.pdf

(may add more later)