



Announcements

Project 1A is due today at 5:00

Midterm 1 is next Friday

In this room ... arrive on time

Cover material in 1st 9 Lectures + Labs

Bring only Photo ID and a pencil/pen

Tip of the day: The most useful habit for successful computing is that of being perfectly accurate



Debugging & Troubleshooting

*"To err is human, but it takes a
computer to really foul things up"*



Using Computers...

In IT, stuff goes wrong ... debugging is the process of finding the error

- * Term coined by Grace Murray Hopper
- Best solution ... make no mistakes!
 - * Be accurate ... get it right the 1st time
 - * In most cases computers can't recover for our errors

The standard of precision for computers is **perfect**, which is tough for people, but try!



When You Debug...

Debugging is not algorithmic: no guaranteed process

There are guidelines for debugging...

Rather than trying things aimlessly and becoming frustrated, think of yourself as solving a mystery

Become Sherlock Holmes

- Be objective: What are my clues? What is my hypothesis? Do I need more data?
- Consciously 'watch' yourself debug -- its an out-of-body experience
- When stumped, don't become frustrated, but ask, "What am I misunderstanding?"



Debugging Guidelines

1. **Verify** that the error is reproducible
2. **Determine** exactly what the problem is
3. **Eliminate** the "obvious" causes
4. **Divide** process into working/faulty parts
5. On reaching a dead end, **reassess** the information you have, trying to identify the mistake you are making
6. Work through process making **predictions and checking** they're fulfilled

Memorize?



Reproducibility

First step: verify the error is reproducible

- * Transient errors are very rare, but they do happen ... try again

Getting Out and Getting Back In

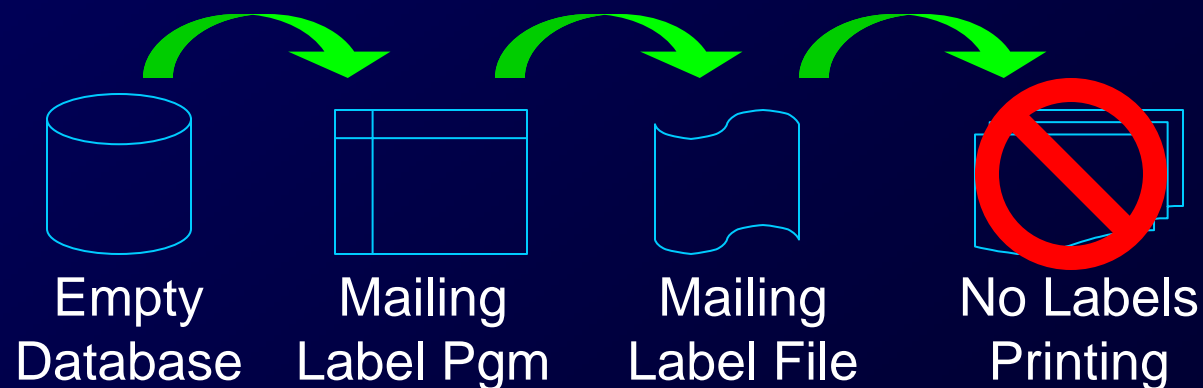
- * Rebooting the operating system is advisable, especially for errors involving peripheral devices (printers, modems)



Determine the Problem

Second step: figure out what's wrong

- * Often there is a sequence of steps following an error and propagating it ... work backwards looking to see where the error first occurred





Eliminate the Obvious

Third step: eliminate obvious causes

“If the cause were so obvious, the problem would have been fixed!”

* There are standard things to check:

- Inputs
- Connections
- “Permissions”
- Physical connectivity

“Working” in similar situations is usually good enough



Isolate the Problem

Fourth Step: Try to divide the situation into working and non-working parts

- Form a hypothesis of what's wrong
- Make as few assumptions as possible
- Take nothing for granted

The goal is to eliminate as many things from consideration as possible



At a Dead End, Reassess

Fifth Step: When everything seems to check out, don't get frustrated ... ask, "What am I misunderstanding?"

- * Your goal is to see the situation as it is, not as you think it should be
 - Are you assuming too much?
 - Are you mis-reading the clues?

Sometimes, stepping back to the surrounding context is helpful



Make Predication/Check

Sixth: Beginning with the isolated part, step through the process, predicting the outcome and verifying it

- * A prediction that is not fulfilled shows...
 - A possible bug
 - A possible misunderstanding
 - A chance to narrow the search

'Sleeping on it' may help!



A Debugging Example

After building a class web page, we find it is wrong

```
<html>
<head> <title> Fluency Class </title> </head>
<body bgcolor='808080'><font color='white'
<font face='helvetica'>
<h1>FIT100: Bringing Light to Computer Users
<h2><Winter 2006</h2>
<img src=fitFig.gif width=315 height=200/>
<table border=2>
  <th><td>Sec</td><td>TA</td></th>
  <tr><td>AA</td><td>Sandra</td></tr>
  <tr><td>AB</td><td>Brian</td></tr>
  <tr><td>AC</td><td>Sandra</td></tr>
  <tr><td>AD</td><td>Shaun</td></tr>
  <tr><td>AE</td><td>Shaun</td></tr>
  <tr><td>AF</td><td>Veneta</td></tr>
</table>
<p>Fluency with Information Technology is designed to teach students to use computers today and throughout their lives. It's a lot of work, but it's worth it!
</p>
</body>
</html>
```

Houston, we have a problem

A screenshot of a web page with a grey background. The title is "FIT100: Bringing Light to Computer Users". Below the title is a photograph of a city street at sunset or sunrise, with a tall tower in the background. To the right of the photo is a table with two columns: "Sec" and "TA". The table contains six rows of data. Below the table is a paragraph of text. A green banner with white text is overlaid on the bottom part of the screenshot.

	Sec	TA
AA	Sandra	
AB	Brian	
AC	Sandra	
AD	Shaun	
AE	Shaun	
AF	Veneta	

Fluency with Information Technology is designed to teach students to use computers today and throughout their lives. It's a lot of work, but it's worth it!



Debugging Demo

FIT100: Bringing Light to Computer Users

Winter 2006



Sec	TA
AA	Sandra
AB	Brian
AC	Sandra
AD	Shaun
AE	Shaun
AF	Veneta

Fluency with Information Technology is designed to teach students to use computers today and throughout their lives. It's a lot of work, but it's worth it!

Intended page



Summary

Debugging is not algorithmic, but there are guidelines to follow

- * It probably pays to memorize them so they come to mind while debugging
- * Watch yourself debug -- assess how you are doing, what you need to know
- * Being accurate -- avoiding textual mistakes at all costs -- saves frustration

Notice how few letters mess up a whole page