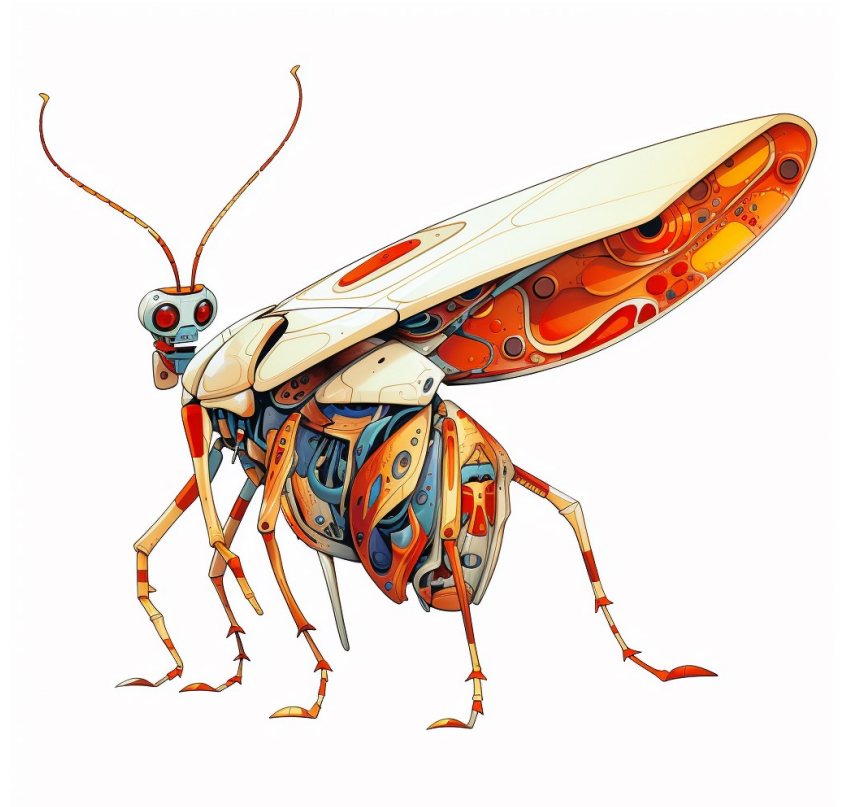


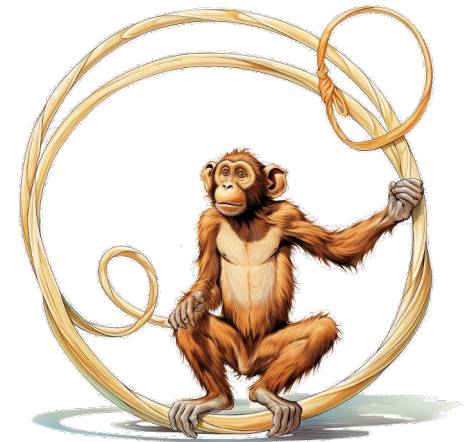
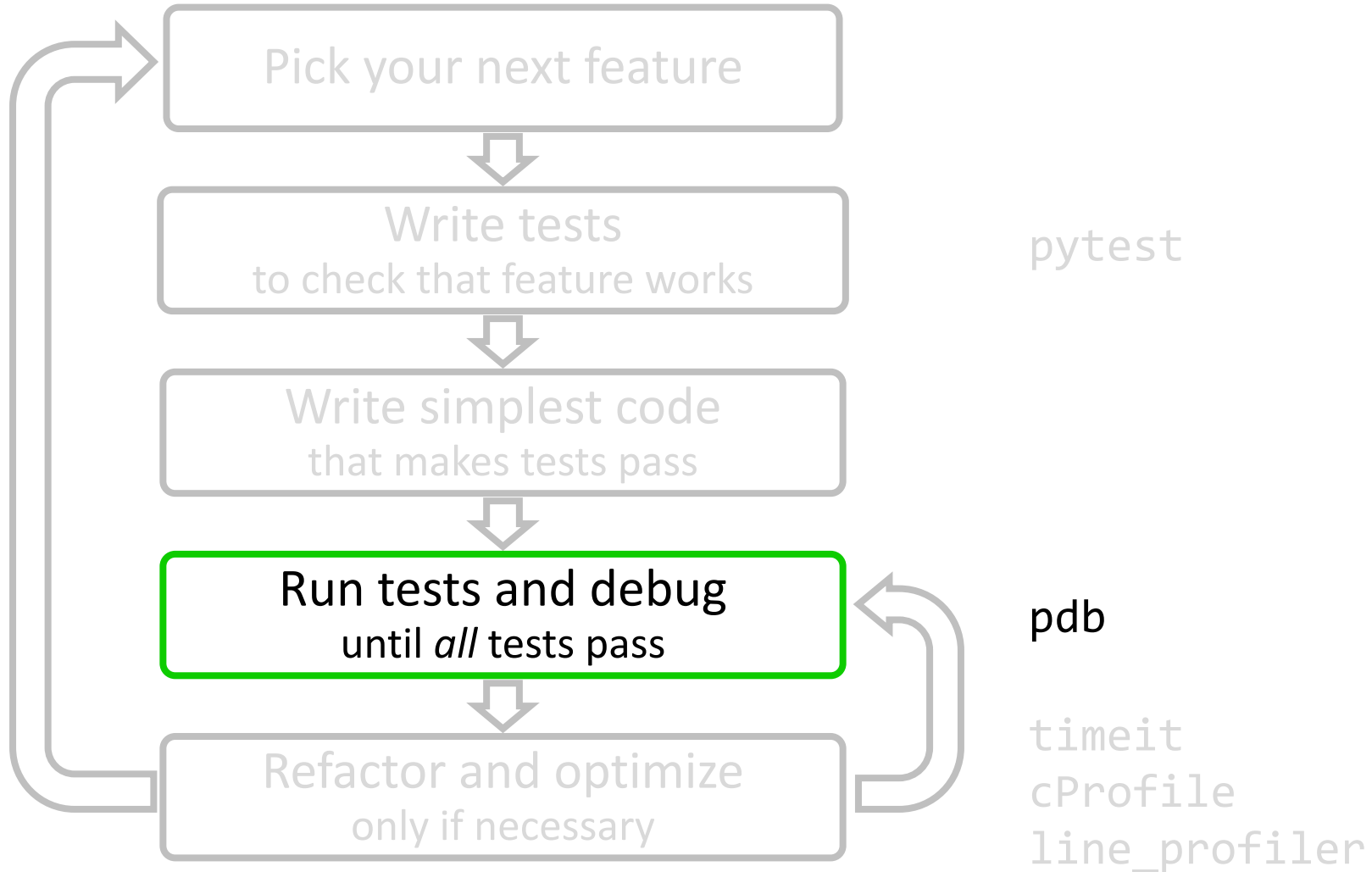
Debugging

Sometimes you can't avoid it

Pietro Berkes and Lisa Schwetlick



The agile development cycle



Debugging

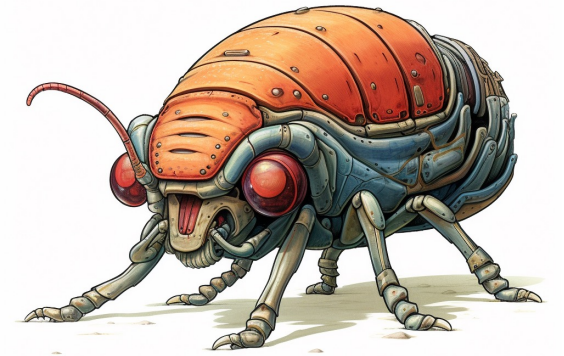
- The best way to debug is to avoid bugs
 - By writing tests, you *anticipate* the bugs
- Your test cases should already exclude a big portion of the possible causes

- Core idea in debugging: you can stop the execution of your application at the bug, look at the state of the variables, and execute the code step by step
- Avoid littering your code with *print* statements



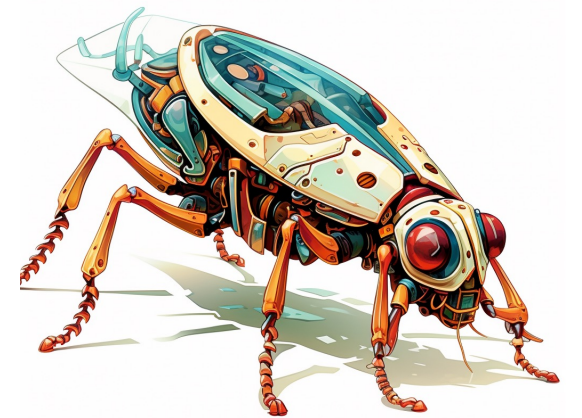
pdb, the Python debugger

- Command-line based debugger
- pdb opens an interactive shell, in which one can interact with the code
 - examine and change value of variables
 - execute code line by line
 - set up breakpoints
 - examine calls stack



Hands-on example!

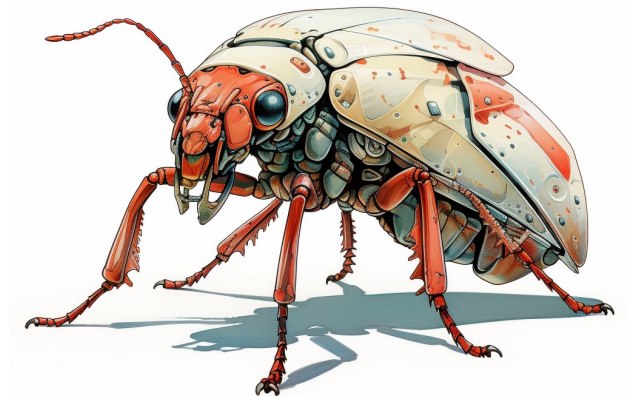
- Debugging from python
- Debugging from Jupyter
- Debugging from an IDE



Entering the debugger

- Enter debugger at the start of a file:
`python -m pdb myscript.py`
- Enter at a specific point in the code (easy alternative to `print`):

```
# some code here  
# the debugger starts here  
breakpoint()  
# rest of the code
```



Entering the debugger from Jupyter

- `%pdb` – preventive
- `%debug` – post-mortem



Entering the debugger from VSCode

Start debugging

Pause, step over, step in/out, restart, stop

File Edit Selection View Go Run Terminal Help

app.js - myExpressApp - Visual Studio Code

app.js

```
1 var createError = require('http-errors');
2 var express = require('express');
3 var path = require('path');
4 var cookieParser = require('cookie-parser');
5 var logger = require('morgan');
6
7 var indexRouter = require('./routes/index');
8 var usersRouter = require('./routes/users');
9
10 var app = express();
11
12 // view engine setup
13 app.set('views', path.join(__dirname, 'views'));
14 app.set('view engine', 'pug');
```

DEBUG CONSOLE

Filter (e.g. text, !exclude)

C:\Program Files\nodejs\node.exe .\bin\www

Debug console panel

Debug side bar



Hands-on!

- Go to `bug_hunt/file_datastore.py` and execute it

```
data = b'A test! 012'  
datastore = FileDatastore(base_path='./datastore')  
datastore.write('a/mydata.bin', data)  
  
# This should pass!  
assert os.path.exists('./datastore/a/mydata.bin')
```

- It fails! But... it works when the `base_path` is an absolute path :-)

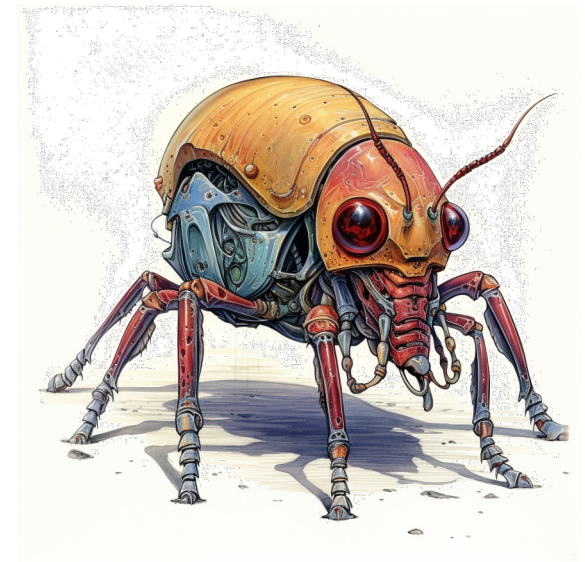


Hands-on!

- Fix the bug in `file_datastore.py`, using the debugger
- Submit a PR for issue #1 in the repository

pdb cheatsheet

<code>h (help) [command]</code>	print help about <i>command</i>
<code>n (next)</code>	execute current line of code, go to next line
<code>c (continue)</code>	continue executing the program until next breakpoint, exception, or end of the program
<code>s (step into)</code>	execute current line of code; if a function is called, follow execution inside the function
<code>l (list)</code>	print code around the current line
<code>w (where)</code>	show a trace of the function call that led to the current line
<code>p (print)</code>	print the value of a variable
<code>q (quit)</code>	leave the debugger
<code>b (break) [lineno function[, condition]]</code>	set a breakpoint at a given line number or function, stop execution there if <i>condition</i> is fulfilled
<code>cl (clear)</code>	clear a breakpoint
<code>! (execute)</code>	execute a python command
<code><enter></code>	repeat last command



Static checking and linting

One of the problems with debugging in Python is that most bugs only appear when the code executes.

“Static checking” tools analyze the code without executing it.

- `pep8`: check that the style of the files is compatible with PEP8
- `pyflakes`: look for errors like defined but unused variables, undefined names, etc.
- `flake8`: `pep8` and `pyflakes` in a single, handy command
- and also: `yapf`, `black`, ...



Hands-on!

- Run `flake8` on one the files you edited today



How to react to a bug

1. Add a test that matches the behavior you expect. It will fail and reproduce the bug
 2. Debug and fix the the bug
 3. Run the tests until they all pass (go back to 2 if necessary)
- Now your bug is fixed *and* it will never occur again!



Up next:
Continuous Integration

