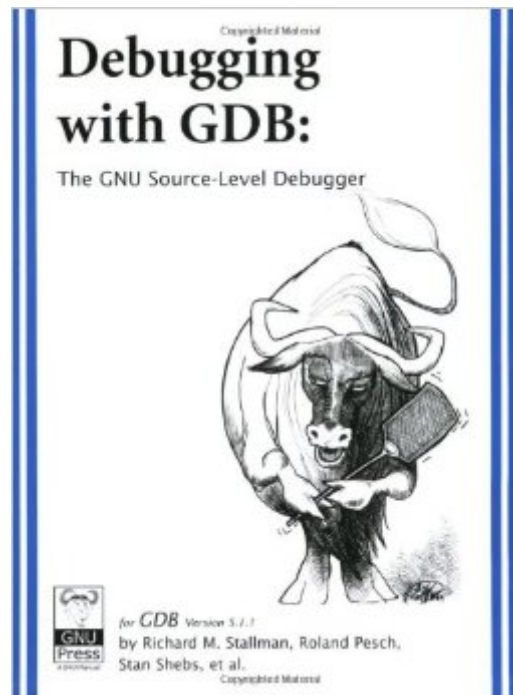# Debugging With GDB: The GNU Source-Level Debugger

Synopsis

The GNU Debugger allows you to see what is going on "inside" a program while it executes - or what a program was doing at the moment it crashed. GDB supports C, C++, Java, Fortran and Assembly among other languages; it is also designed to work closely with the GNU Compiler Collection (GCC). The GNU Debugger Program has four special features that helps you catch bugs in the act: * It starts your program for you, specifying anything that might affect it's behavior. * Makes your program stop under specified conditions. * Examines what happened when the program stopped. * Allows you to experiment with changes to see what effect they have on the program. This book will show you: * setting and clearing breakpoints * examining the stack, source files and data * examining the symbol table * altering program execution * specifying a target for debugging * how to control the debugger * how to use canned command sequences * how to install GDB * and much more! This manual is written for programmers. It is designed so someone can begin utilizing GDB after just reading the first chapter, or read the whole manual and master the program. Synopsis of ideas and extensive examples are given.

Book Information

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Customer Reviews

Even though this entire book is available online, I find it useful to own it. Starts with a simple example, which is my favorite way of getting started.

It's not really a book but a printout of the online manual. I am not a big fan of online reading so for

me it's worth the money. Don't expect more than what you get online for free though. Also, this text is outdated (Ibelieve from 2001 or 2002) so the latest GDB version will likely have more features than what is listed here

This is the best book in the market for gdb. It is full of details and examples, if you would take time to read it.The INDEX at the end of the book is very well kept.There are many chapters for newbies and the illustrated examples are simple and easy to follow.There are also lots of deep and gory details if you need them.

I was looking for information on cross-platform debugging. This manual provides adequate information. A printed manual is sometime helpful when you are so tired looking at the over crowded screen. Good reference! If you are trying to learn the machanism of debugging, you have to find some other book.

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