

Debugging

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What is “Debugging”?

Debugging is resolving a clash between stories

- Your hopeful story of achievement
- The world's sad tale of woe

The stories look alike!

- At the beginning, they both start with main()...
- Key step: finding the divergence

Stories are fractal

- You can zoom in on them and get more detail each time
- The divergence is typically a tiny detail
You will need to zoom in quite a lot

Move Beyond “Plot Summaries”

“When I install my keyboard handler it crashes”

- Insufficient detail
- This is a “plot summary”, not a tale of woe
- Don't ask us to look at your code yet!

Deepen your level of detail

- What was your story of hope, in detail?
- What parts of your story *already happened*?