

## Chapter 8

# Debugging Visual Basic Programs

After completing this chapter, you will be able to:

- Identify different types of errors in your programs.
- Use Visual Studio debugging tools to set breakpoints and correct mistakes.
- Use the Autos and Watch windows to examine variables during program execution.
- Use a visualizer to examine string data types and complex data types within the IDE.
- Use the Immediate and Command windows to change the value of variables and execute commands in Visual Studio.
- Remove breakpoints.

In the past few chapters, you've had plenty of opportunity to make programming mistakes in your code. Unlike human conversation, which usually works well despite occasional grammatical mistakes and mispronunciations, communication between a software developer and the Microsoft Visual Basic compiler is successful only when the precise rules and regulations of the Visual Basic programming language are followed.

In this chapter, you'll learn more about the software defects, or *bugs*, that stop Visual Basic programs from running. You'll learn about the different types of errors that turn up in programs and how to use the Microsoft Visual Studio debugging tools to detect and correct these defects. What you learn will be useful as you experiment with the programs in this book and when you write longer programs in the future.

Why focus on debugging now? Some programming books skip this topic altogether or place it near the end of the book (after you've learned all the language features of a particular product). There is a certain logic to postponing the discussion, but I think it makes the most sense to master debugging techniques while you learn to program so that detecting and correcting errors becomes part of your standard approach to writing programs and solving problems. At this point in this book, you know just enough about objects, decision structures, and statement syntax to create interesting programs—but also enough to get yourself into a little bit of trouble! As you'll soon see, however, Visual Studio 2010 makes it easy to uncover your mistakes and get back on the straight and narrow.

## Finding and Correcting Errors

The defects you've encountered in your programs so far have probably been simple typing mistakes or syntax errors. But what if you discover a nastier problem in your program—one you can't find and correct by a simple review of the objects, properties, and statements

# Debugging Basic Programs

**Everett N. McKay, Mike Woodring**



## **Debugging Basic Programs:**

Debugging BASIC Programs David R. Cecil,1984      **Sams Teach Yourself Beginning Programming in 24 Hours**  
Greg M. Perry,2001 Sams Teach Yourself Beginning Programming in 24 Hours Second Edition explains the basics of programming in the successful 24 Hours format The book begins with the absolute basics of programming Why program What tools to use How does a program tell the computer what to do It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java C and others      MTS, Michigan Terminal System University of Michigan Computing Center,1967      **Debugging Windows Programs** Everett N. McKay, Mike Woodring,2000 For professional software developers debugging is a way of life This book is the definitive guide to Windows debugging providing developers with the strategies and techniques they need to fulfill one of their most important responsibilities efficiently and effectively Debugging Windows Programs shows readers how to prevent bugs by taking full advantage of the Visual C development tools and writing code in a way that makes certain types of bugs impossible They also will learn how to reveal bugs with debugging statements that force bugs to expose themselves when the program is executed and how to make the most of debugging tools and features available in Windows Visual C MFC and ATL The authors provide specific solutions to the most common debugging problems including memory corruption resource leaks stack problems release build problems finding crash locations and multithreading problems These essential topics are covered The debugging process Writing C code for debugging Strategically using assertions trace statements and exceptions Windows postmortem debugging using Dr Watson and MAP files Using the Visual C debugger Debugging memory Debugging multithreaded programs Debugging COM Each chapter provides developers with exactly what they need to master the subject and improve development productivity and software quality Comprehensive current and practical Debugging Windows Programs helps developers understand the debugging process and make the most of the Visual C debugging tools 020170238XB04062001      PC Mag ,1985-03-05 PCMag com is a leading authority on technology delivering Labs based independent reviews of the latest products and services Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology      *Microcomputer User's Handbook* Dennis Longley, Michael Shain,1983-06-18      An Introduction to Programming Using Visual Basic David I. Schneider,1995 An introduction to programming in Microsoft and Visual Basic on the IBM PC and IBM PC compatibles This text contains programming projects that reflect the variety of ways that computers are used in business and engineering and presents games and general interest topics It uses case studies that focus on programming applications where the problems are analyzed and the programs are developed with top down charts and pseudocode The book covers strings throughout to prepare readers for substantial string handling programs and introduces arrays gently      *PC Mag* ,1983-09 PCMag com is a leading authority on technology

delivering Labs based independent reviews of the latest products and services Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology

**Debugging Applications** John Robbins,2000 An expert debugger describes proven techniques for preventing detecting and correcting code errors and also provides instruction tools and source code readers can use throughout development to produce higher quality user friendly software

**Introduction to BASIC Programming** Gary B. Shelly,1982 **InfoWorld** ,1991-08-19 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

Programming with Microsoft Visual Basic 4.0 for Windows Diane Zak,1997 Aimed at students planning and creating their own interactive Windows applications using the object oriented programming language Visual Basic this text offers task driven tutorials Realistic case scenarios provide motivation in step by step lessons for both beginners and advanced programmers

**Automatic Program Debugging for Intelligent Tutoring Systems** William R. Murray,1988

**Structured BASIC Programming for the IBM and MS-DOS PCs** Sang-jin Yu,Steven L. Mandell,1988

**Running MS-DOS QBasic** Michael Halvorson,1991 A complete self study course containing information on program design concepts writing Basic programs and debugging advice for the novice programmer

**Data Structures, Algorithms, and Program Style Using C** James F. Korsh,Leonard J. Garrett,1988

**Introduction to Assembly Language Programming** Sivarama P. Dandamudi,1998 Introducing the reader to assembly language programming and its role in computer programming and design this title covers stacks addressing modes arithmetic selection and iteration and bit manipulation Advanced topics are also presented 63 illus

*Dr. Dobb's Journal* ,1984

**Programming Microsoft Visual Basic 6.0** Francesco Balena,1999 Provides information on the capabilities of Microsoft Visual BASIC covering such topics as control flow and error handling debugging applications object oriented programming and working with the NET Framework

Basic Programming for the VAX and PDP 11 George Diehr,Terry Barron,Thomas Munro,1984-02-29 This book is designed for a specific family of computer systems Digital Equipment Corporation s PDP 11 and VAX 11 The authors have chosen the BASIC language as the vehicle for presenting an approach to program development that focuses on top down development with structured outlines top down program coding program testing modular development care in the use of transfer statements and good documentation The example programs are given as a guide to learn to program with all these features in mind No previous programming background or mathematical sophistication is needed and the text can be used for either one or two semester long courses

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