

# An Automatic Debugging Tool Extension for Object Oriented Softwares

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**Abstract-** *In the process of Software Development and evolution, Developer has to answer multiple questions about how the code or software behaves at runtime. The traditional or classical debugger while debugging gives developer bunch of breakpoints in the source code.*

*Object based debugging offer, interruption when a given or a particular object is accessed or modified. Programmers, who try to find violations in such source code, need new tool that allows them to explore objects in the system effectively. The implementation of the proposed debugging actually offers programmers an effective tool which will allows searching of objects even for programs that have huge number of objects.*

*As stated from traditional tools that, the complexity of object oriented system increases, debugging becomes relatively difficult. Developer needs a dedicated user interface for these operations on objects; this need is fulfilled by facilitating a user interface for the programmer.*

*Object based debugging tool looks forward to analyse the relationship in between the objects during the runtime. So the key behind this is to focus on a particular object instead of the execution stack. This allows functioning operations directly on objects rather than on the execution stack. The presented tool can allow user or a developer, different operations, which going to perform on a particular object. There exists therefore conceptual gap between the interface offered by the debugger and the need of the developer, hence to overcome or fill the gap; there is a need for object based debugger and useful interface for it.*

**Index Terms-** *Software programming, debugging, objects, error, bugs*

## I. INTRODUCTION

Classical Debugger concentrated on the execution of stack. The programme recognises parts of source code of interest and sets breakpoints accordingly. These breakpoints are set of purely with respect to static abstraction and not respect to particular object of the running system. Object based debugging as an alternative approach to interacting with a running software system. Focusing on objects as the key point, natural debugging operations can be defined to answer developer questions related to runtime behaviour. Here, presented scenario of an object based debugger. How it offers more effective support for many typical developer tasks than a traditional or classical debugger.

Classical debuggers are not always up to the task, since they only provide access to information that is still in the run-time stack. In some cases, the information needed to track down these difficult bugs content; how an object reference got here, the previous values of object's fields.

For this reason it is helpful to have previous object states and object reference flow information at hand during debugging.

## II. RELATED WORKS

For proposed work to be better one following literature is analysis for existing systems working and critically evaluated on some evaluation method to find shortcomings from them. Back-in-time debuggers approach. These are extremely useful tools for identifying the causes of bugs. Compare to the "omniscient" approaches that try to remember all previous states are impractical because they consume too much space or they are too slow. So many approaches to limit these penalties, but they ultimately end up giving out too much relevant information. In this paper a practical approach that attempts to keep track of only the relevant data. In contrast to other approaches, it keeps object history information together with the regular objects in the application memory. This method has the effect that data not reachable from current application objects that's why not useful further.

This approach, present idea which explains that memory utilization stays in practical limits. Furthermore, the performance penalty is significantly less than with other approaches [1].

Back-in-Time Debugging:

Back-in-Time Debuggers are useful tool for identifying the cause of errors, not the omniscient debugger which always remembers all previous states.

To overcome this drawback of omniscient debugger back in time debugger is developed. Omniscient Debugging: also known as back-in-time debugging or reversible debugging.

These debuggers store the total history and execution trace of a debugged program. Developers can explore the history by simulating step-by-step execution both forward and backward [1] [6].

Query Based debugging approach. User defines a query in a higher-level language that is then applied to the data Queries can test complex object interrelationships and sequences of related events.

Trace oriented Debugger: it is collected of a well-organized instrumentation for incident making, a specific database for scalable storage space, and support for partial traces to reduce trace volume [2].

While this method has the advantage that nowhere data is lost, its drawback is that it requires large hardware power, which is not available for many developers today [6].

The why line debugging interface approach.

Why line tool which facilitate developer to ask, "Why did" and "Why did not" questions regarding their program's output Why line tries to facilitate developer by applying static as well as dynamic analyses and after that answer Some of the developer questions [7].

Auto Flow an automatic debugging approach.

Aspect-oriented programming (AOP) is gaining popularity with adoption of languages such as AspectJ.

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During AspectJ software evolution, when tests fail, it may be lengthy or difficult for programmers to find out the failure minimizing changes by manually inspecting all code editing. To beat the costly attempt spent on debugging developed AutoFlow, an automatic debugging approach for AspectJ system. AutoFlow meets the potential of delta debugging algorithm with the benefit of change impact analysis to slow down the search for imperfect changes. It primary uses change collision analysis to identify a subset of responsible changes for a failed test, after this ranks these changes according to proposed heuristic (indicating the likelihood that they may have contributed to the failure), finally this improved delta debugging algorithm to determine a minimal set of faulty changes.

The important advantage of AutoFlow is that it can automatically reduce a big portion of irrelevant change in an early stage, eventually then locate not fixed changes effectively [8].

How helpful are automated debugging tools:

The Area of automated debugging, which is with the automation of identifying and correcting a failure's root cause, made tremendous advancements in the past years. However, some of the reported progress may be due to unrealistic assumptions that with the evaluation of automated debugging tools.

These unrealistic assumptions concern the work process of developers and their ability to detect wrong code without explanatory context, or the size and arrangement of fixes. Instead of trying to locate the fault, this proposes to help the developer understand it, thus enabling her to decide which fix they deems most appropriate.

This came to know the need to employ a completely different evaluation scheme that bases on feedback from actual users of the tools in realistic usage scenarios [9].

NUDA a Non-Uniform Debugging approach

This paper is proposed a novel non-uniform debugging architecture (NUDA). This makes hardware-assisted debugging both feasible and scalable for many-core processing scenarios. Here, theme is to distribute the debugging support structures across a set of hierarchical clusters while avoiding address overlap. It allows the address space to be monitored using non-uniform protocols and propose approach to lockset-based race detection supported by the NUDA. Here, page-based monitoring cache in every NUDA node to keep track of footprints. The unions of all the caches know how to take in account as a race detection probe without violating execution ordering. [10].

“A Review of reverse debugging”

Reverse debugging is defined as of a debugger to stop after a failure in a program has been observed and go back into the history of the execution to find reason for the failure.

Reverse execution has become a practical technique available in a number of free and commercial tools. This article review the history and techniques of reverse debugging, as researched, implemented, and used until today [11].

There is a need to find or steer in area where programmers actually face problems during debugging scenario [12].

This strategy works well, trying to understand the general performance for objects. When addressing polymorphism or delegation the performance of objects of same class changes on their composition. In these scenarios need an object-specified analysis and simple breakpoint strategy is not the best option. In application development when programmers require interrupting the execution of the application when a particular code is evaluated, requires

breakpoint strategy. The programmer wants to locate the particular object he is concerned. The programmer specifies a suitable condition to recognize the particular object previously found, without interacting with it. This approach may be practicable, if exist few objects to analyze in given code [13].

#### A. Related work shortcoming

Studding and analyzing different literature survey following are the outcomes.

- ✓ Back in time debugging debugger have to remember history of all previous states.
- ✓ Trace oriented debugger requires more hardware power, which is practically not possible. Omniscient debugger depend on more memory because, to store history of last stages. Reverse debugging is to stop after a failure in a program has been observed and go back into the history of the execution to uncover the reason for the failure.
- ✓ AutoFlow can automatically reduce a large portion of irrelevant change in an early phase, eventually then locate faulty changes effectively.
- ✓ After going through literature survey came to know that developer faced some kind of problems while doing debugging.
- ✓ Major problem is that developer cannot answers about objects.
- ✓ After taking view on problems faced by developer they do not get answer to their question regarding object.
- ✓ There is pretty need of a useful and dedicated user interface for debugging scenario.
- ✓ Developer comfortable with using object oriented dedicated user interface for debug situations.

When complex object oriented system taken in account then traditional debuggers fails to act on object related operations and relationship between different objects.

To eliminate these problems new tool should be developed on object based approach and useful dedicated user interface for it.

### III. MOTIVATION SCENARIO

The motivation for doing this project was primarily an interest in undertaking a challenging project in an interesting area of debugging. This gives opportunity to learn about new area of software engineering. This area is possibly an area that I might study at postgraduate level. As the debugging area taken into account developer came across different problems, which are faced by developer. The traditional debugging technique used by programmer is concentrated on stack orientation so developer face problems regarding objects in the code given. The debuggers not designed to answer many of the questions that developer typically uses to ask after analyzing different papers related to approaches of debugging, found that one can develop a debugging tool which is based on objects, and possesses following some points to understand runtime behavior of the system. It will be helpful to continue interacting with the runtime, applying operations directly to objects without working with static representation of the system. This is useful in to monitor communications with entity objects without taking timely required breakpoints.

So it is required to develop object based debugging tool that facilitated with user interface which fulfill needs of developer such as, different interruption related to objects or keep watch on object interactions and do operations related to objects using user interface telling suggestions.

### B. System description

Looking on problems faced by user or developer they do not get answer to their question regarding object in some circumstances. When complex object oriented system taken in account then traditional debuggers fails to act on object related operations and relationship between different objects. To overcome this automatic object based debugging tool is very helpful in this scenario. In this tool Meta object reflection framework is being used. The tool of object based debugging is built on previous stack oriented framework. Meta objects offers fine grained unanticipated dynamic structural and reflection through it. Instead of providing different reflective capabilities as an external mechanism integrate all deeply into the environment. Explicit meta objects providing a range of features, thereby evolving both application models and the host language. Meta-objects provide a sound basis for different coexisting meta-level architectures by giving traditional object-oriented techniques to the meta-level.

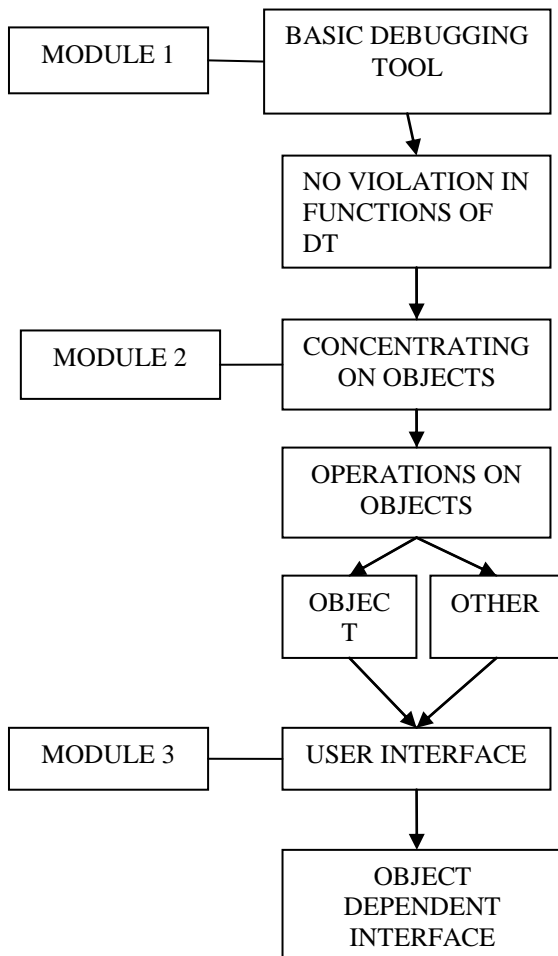


Figure: 1 system description of automatic object based debugging

These modules are concentrating on objects; Fig 1 show modules in object based debugging. Module second covers all operations of objects. In module three and dedicated user interface provided there is useful for developer to do operations on objects.

### C. System overview

The source code when debug using object based debugging tool, particular object required by developer is searched and made available to developer. As shown in Fig 2 Developer further acting on object do the specified operation by using

user interface concentrated on objects. The code file taken into proposed tool, then code parsing done for all particular objects. After going through execution and isolates the points needed by developer needs. The parser extracted all objects from provided code file then supplied or given to execution module. This parser also converted it into intermediate forms which give response to object related errors or bugs. In code generating module there is code which gives object related error findings. Finally execution step it operates on the code parsed taking objects in consideration using a dedicated useful interface for it. The stepwise execution is stated in system workflow.

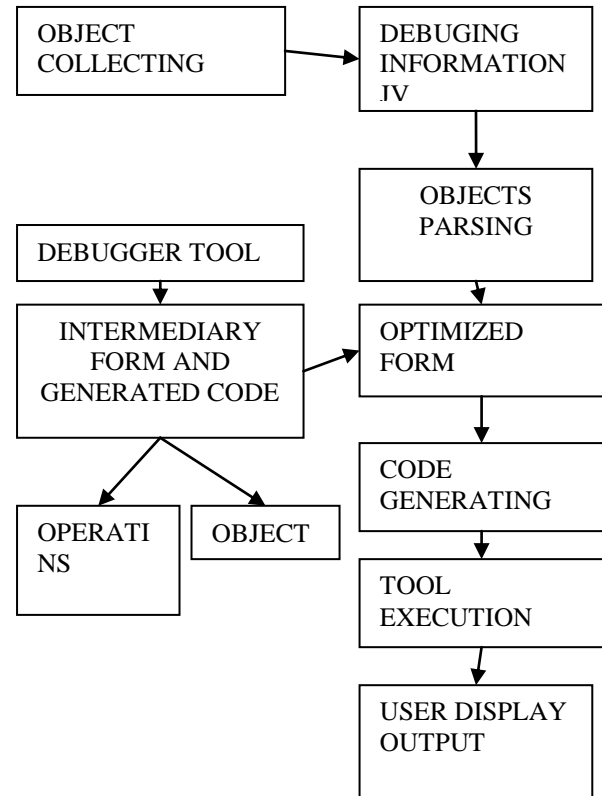


Figure: 2 overview for object based debugging system

### IV. RESULT

Understanding and debugging software systems is difficult. Most used debuggers offer only a limited low-level view of the program state. For the exploration of large data structures, provided a system that allows programmers to ask the program state, helping to check object relationships in large object-oriented programs. This debugger combines several novel features:

A new approach to debugging: Instead of exploring a single object at a time, an object based debugger allows the programmer to quickly get a set of interesting objects from a potentially very large number of objects, or to check a certain property cause for errors from a large number of objects.

A flexible tool: Conceptually, evaluates expression for all members of the complex objects. This is simple to understand and to learn, yet it allows a large range of complexity of objects to be formulated concisely. Debugging easier for programmers and facilitating the development of more robust object-oriented systems.

- do object based debugging
- Check for the errors in code
- Check for the objects, Find errors related to objects
- Using committed user interface for debugging



- Find relation between them
- Do interaction with object
- Do the operations related to objects

By using fully dedicated user interface based on object related a choice of operations.

## V. CONCLUSION:

In this paper presented new better approach towards debugging, which is based particularly on objects. Traditional debuggers focused on instances of class and general code file. Developer face problems during interrogating with object oriented arising questions. In this paper Object based debugging tool have dedicated user interface which having object specific dependent operations, this are helpful in dealing with object related errors. In this paper modified traditional debugging tool have stack oriented scenario but there previous function are not violated, and dedicated user interface is very helpful interacting with the objects. Stack based debugging tool can acts on whole code by searching line by line, while object based debugging tool works on desired objects doing operations directly on them. When source code having huge number of objects in case of problems related to objects this approach is useful. This approach is helpful improving the performance of object oriented software's.

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