Debugging in C/C++

Using GDB

Worried about doing poorly on C or C++ projects? Always getting stuck on tasks and having trouble completing them? I will help solve these problems for you by giving a talk on a powerful debugger, GDB!

This talk will begin with a presentation of basic debugging in C/C++ using the GDB debugger. We will then move to more advanced debugging techniques using GDB. These techniques will include ones useful for debugging programs using multiple interacting processes.

Talk: Feb 15th, 2024

The talk will be held on Thursday, Feb 15th in ESH 304 from 2:00-3:00pm. It will be available via zoom at:
http://tinyurl.com/gdbtalkumsl

This talk is open to all students of UMSL with interest in debugging and computing in general. The talk should be understandable for anyone with an introductory knowledge of C or C++.

If you have any questions, please contact Mark Hauschild at:
hauschildm@umsl.com