

AN EFFICIENT DEBUGGING TOOL FOR OBJECT ORIENTED SYSTEM

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ABSTRACT

Inappropriate debugging techniques during software development may lead to some blunder mistakes in later stages of software development, due to which intended and projected functionality of the software is difficult to achieve. 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. This is an imprecise and inconsistent stage which is difficult to be used by the developer for development. Some of debugging tools are helpful for understanding the problems, as stated from traditional tools that the complexity of object oriented system expands, debugging becomes considerably 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 analyze the relationship in between the objects during the runtime. There exists therefore conceptual gap between the interface offered by the debugger and the need of the developer, hence to overcome this drawback or problem; there is a need for object based debugger and useful interface for it. In this paper, reviewing different existing tools for analyzing debugging tool requirements in context of programmer point of view, So that programmer can get clear idea about intended functionality of developing software.

KEYWORDS: Software Programming, Debugging, Objects, UI, Errors