DEVELOP OBJECT BASED DEBUGGING TOOL TECHNIQUE FOR IMPROVING THE PERFORMANCE OF OBJECT ORIENTED SOFTWARES

D. M. THAKORE[1] & TANVEER S BEG[2]

[1]Professor, Bharati Vidyapeeth Deemed University College of Engineering, BVDUCOE, Pune, Maharashtra, India

[2]Reaserch Scholar, Computer Student, Bharati Vidyapeeth Deemed University College of Engineering, BVDUCOE, Pune, Maharashtra, India

ABSTRACT

Various functionalities and debugging techniques during software development may end with 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 vague and not consistent stage which is difficult to be used by the developer for development. Some of debugging tools are helpful for understanding the problems, as acknowledged from conventional tools that the difficulty of object oriented system expands, debugging becomes by a long way difficult. Developer needs a devoted user interface for such type of these operations related to objects and other; this need is pleased by facilitating a user interface for the programmer.

Object based debugging tool looks ahead to analyse the relationship in between the objects at some point in the runtime. There exists therefore conceptual space between the interface offered by the debugger and the need of the developer, hence to beat this drawback or problem; there is a need for object based debugger and useful interface for it. In this paper, presented a prototype of such debugger and there results and discussions in context of programmer point of view, so that programmer can get clear idea about intended functionality of their developing prototype or software.

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