## Last updated 10/29/20

- These slides introduce the debugger
- Upon completion: You should be able to use the debugger to run and debug your code

#### Cheap debugger

- Print out intermediate information
  - printf("I reached this point");
  - printf("foo = %i\n", foo);
- Break problems into pieces
  - foo = a | b << c \* d++ 3 /b % 6;</li>
  - $\rightarrow$
  - foo = d++;
  - printf("foo = %i\n", foo);
  - foo = c \* d++ ;
  - printf("foo = %i\n", foo);

#### • Example program

1	/*
	* debug_example.c
	*
	* Created on: Dec 17, 2020
	* Author: johnsontimoj
	*/
	//
	// Program to demonstrate debugger
	//
	#include "msp432.h"
	#include <stdio.h></stdio.h>
	<pre>float doublef(float val);</pre>
	<pre>void doublei(int* val_ptr);</pre>
	<pre>int main(void){</pre>
	<pre>setbuf(stdout, NULL); // added to force printing to flush during debug</pre>
	int a;
	int b;
	float c;
	char d;
	a = 2;
	c = 2.5;
	d = 's';
	,
	b = 2 * a;
	· ·
	<pre>printf("%c\n", d);</pre>
	d = d + 1;
	<pre>printf("Enter a new character: ");</pre>
	<pre>scanf(" %c", &amp;d);</pre>
	<pre>c = doublef(c);</pre>
	<pre>doublei(&amp;b);</pre>
	// Hardware setup
	// Note: pin 5 is Port 4 bit 1
	P4->SEL0 &= ~0x02; // Configure pin5 as an IO
	P4->SEL1 &= ~0x02;
	P4->DIR  = 0x02; // Output P4->OUT &= ~0x02; // Default to low
	P4->OUT &= ~0x02; // Default to low
	// Create <u>squarewaye</u> (0.5Hz)
	while(1){
	delay_cycles(3000000);
	P4->OUT  = 0x02; // high
	delay_cycles(3000000);
	P4->OUT &= ~0x02; // low
	} // end while
	antima A.
	return 0;
	} // end main

#### float doublef(float val){ float tmp; tmp = val \* 2;

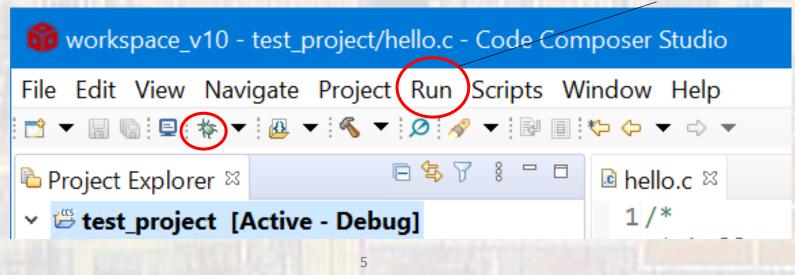
return tmp;
}// end doublef

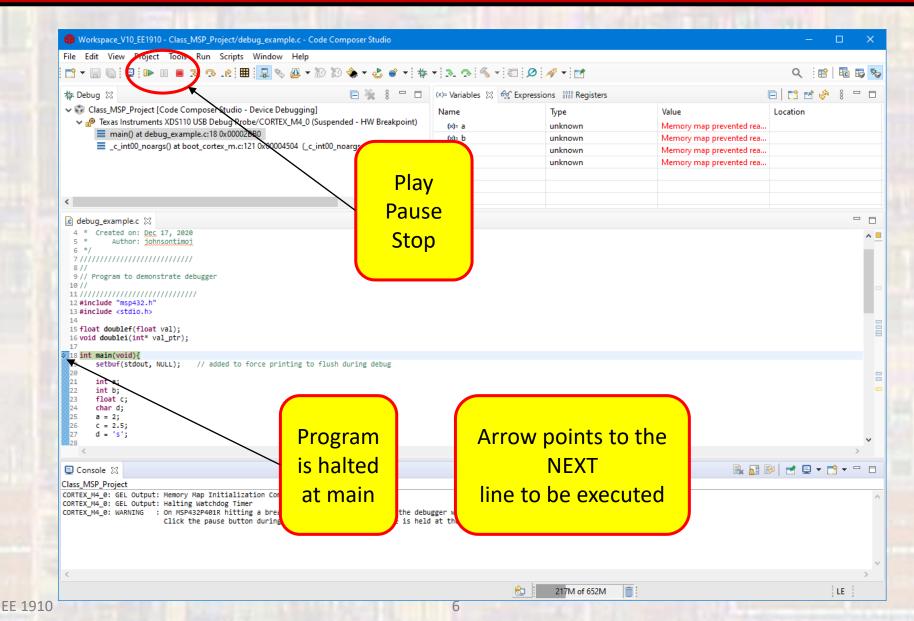
void doublei(int\* val\_ptr){
 int tmp;
 tmp = \*val\_ptr \* 2;
 \*val\_ptr = tmp;

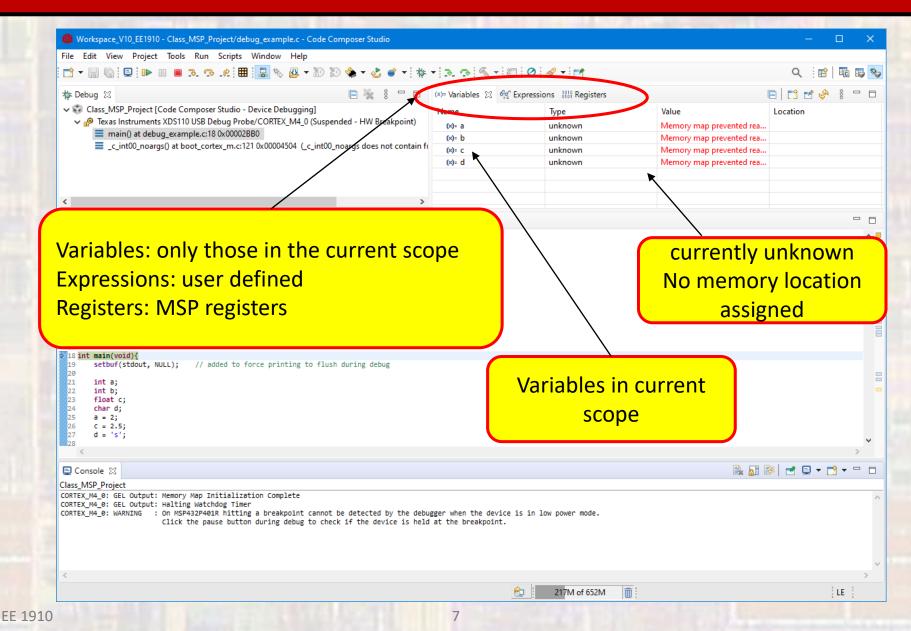
return; // end <u>doublei</u>

- Debugger
  - Most C tool chains include a debugger
  - Debugger allows
    - Stopping execution
    - Stepping line by line
    - Tracking variable values
    - Follow execution into and out of functions

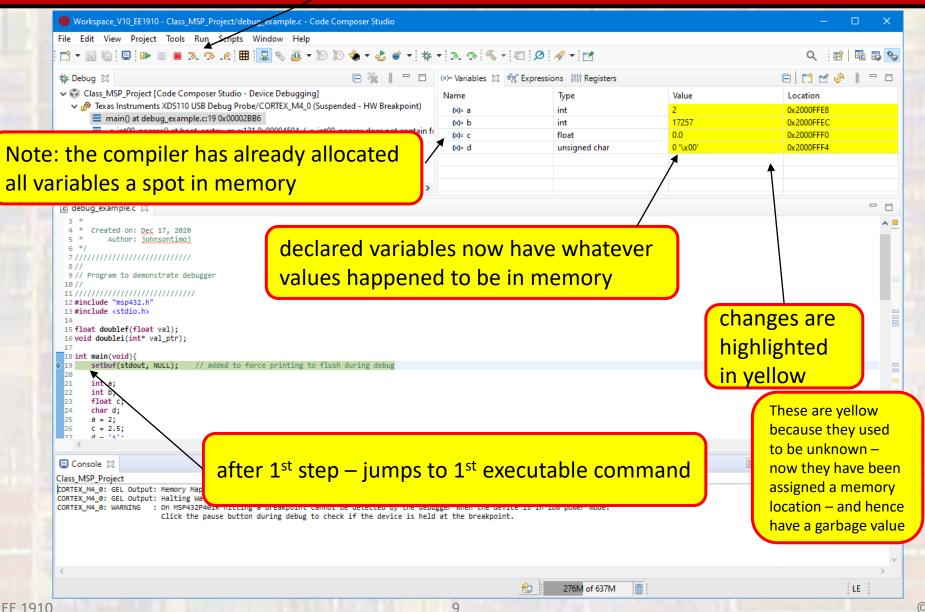
Run - Debug





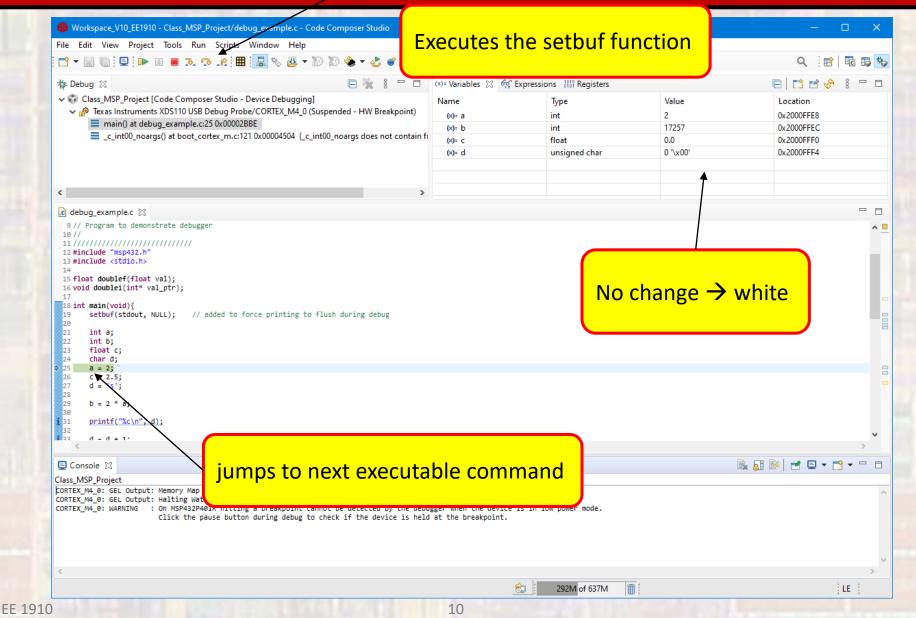


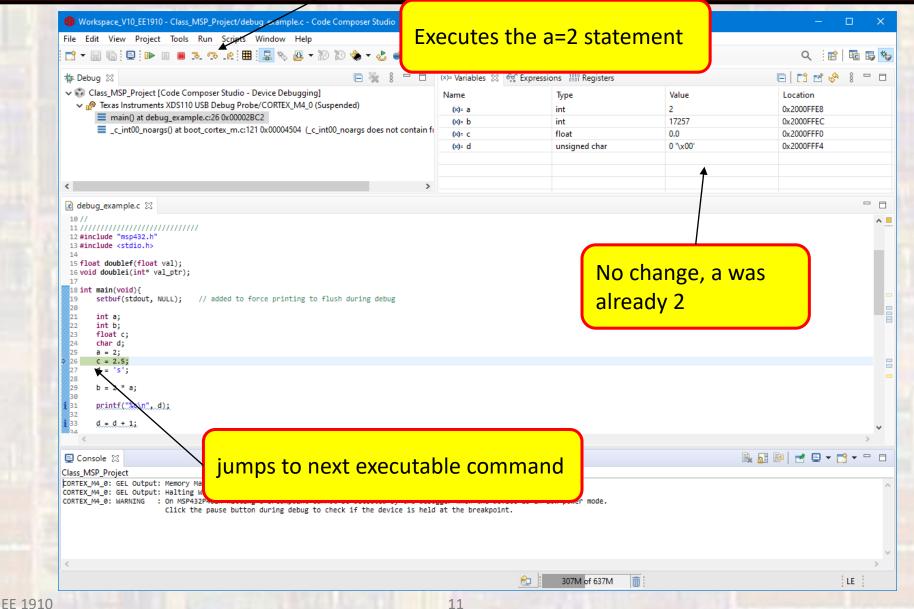
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🎋 Debug 🛙 📄 🦌 🕴 🗖 🗖	🔊 Variables 🛛 🚀 Express	sions 1919 Registers		🖻 📑 🖻 🧇	° □
<ul> <li>Class_MSP_Project [Code Composer Studio - Divice Debugging]</li> <li> <sup>®</sup> Texas Instruments XDS110 USB Debug Probe/CONTEX_M4_0 (Suspended - HW Breakpoint)         <sup>■</sup> main() at debug_example.c:18 0x00002BB0         <sup>■</sup> _cc_int00_noargs() at boot_cortex_m.c:121 0x00004394 (_cc_int00_noargs does not contain f         <sup>●</sup> </li> </ul>		the system	Value Memory map prevented rea Memory map prevented rea Memory map prevented rea	Location	
itep Over: Step over a function – but o	execute it				
Step Return: Complete the current ele	ment and r	eturn			
<pre>setbuf(stdout, NULL); // added to force printing to flush during debug int a; int b; c char d; c c = 2.5; c c = 2.5; c d = 's';</pre>	ment and r	eturn			
<pre>18 int main(void){ 19 setbuf(stdout, NULL); // added to force printing to flush during debug 20 21 int a; 22 int b; 23 float c; 24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's';</pre>	ment and r	eturn			>
<pre>18 int main(void){ 19 setbuf(stdout, NULL); // added to force printing to flush during debug 20 21 int a; 22 int b; 23 float c; 24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's'; 28 </pre>	ugger when the device is in			24	>
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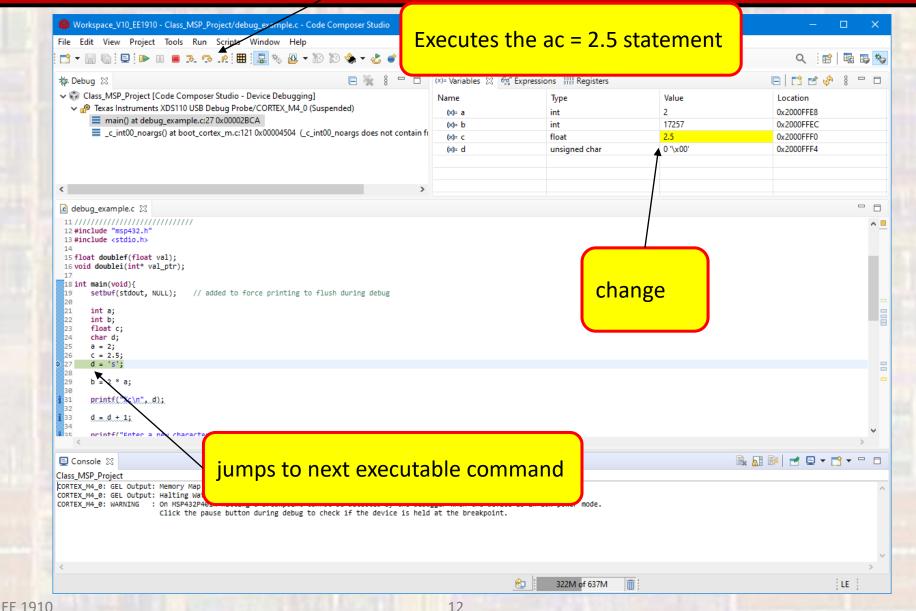


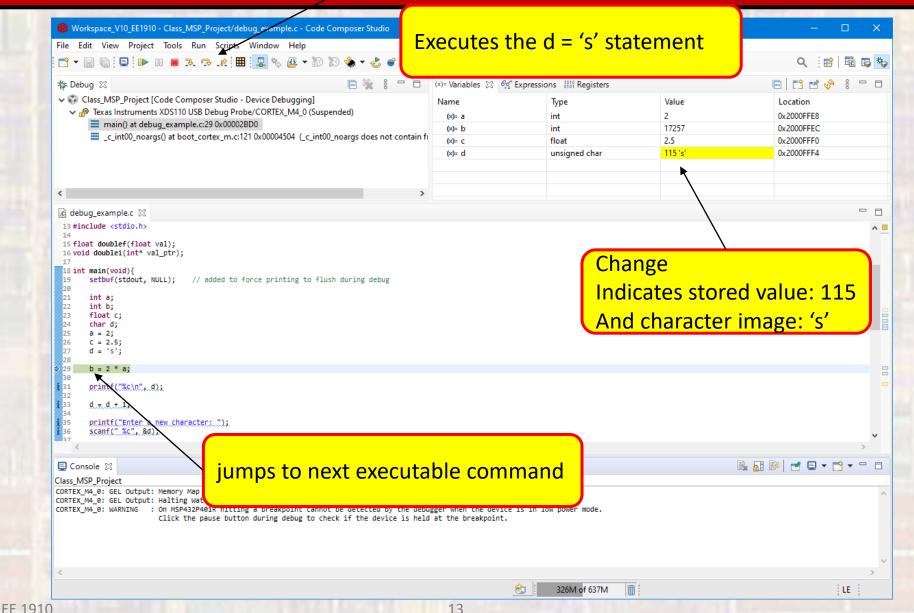
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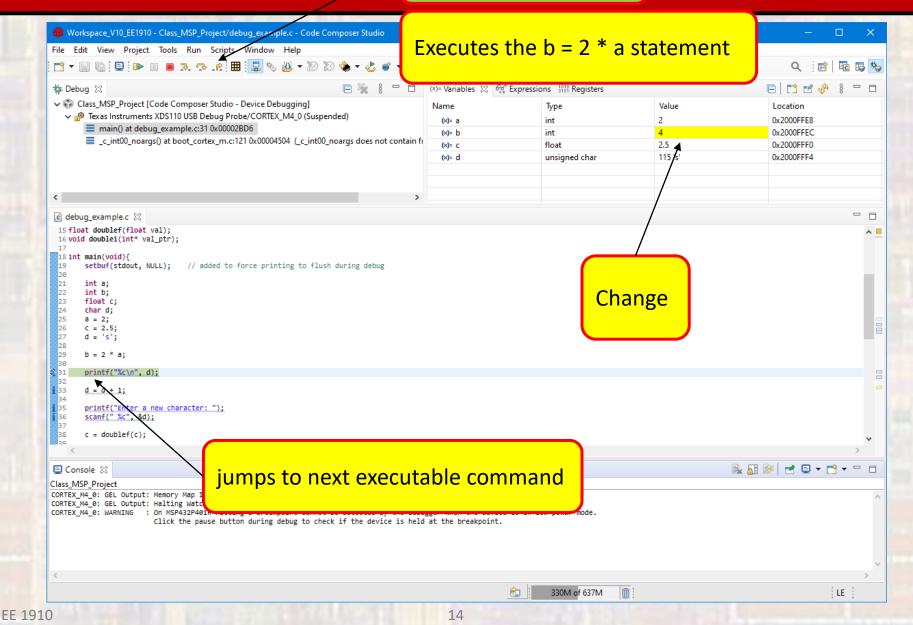
## step over – so we don't go into setbuf function



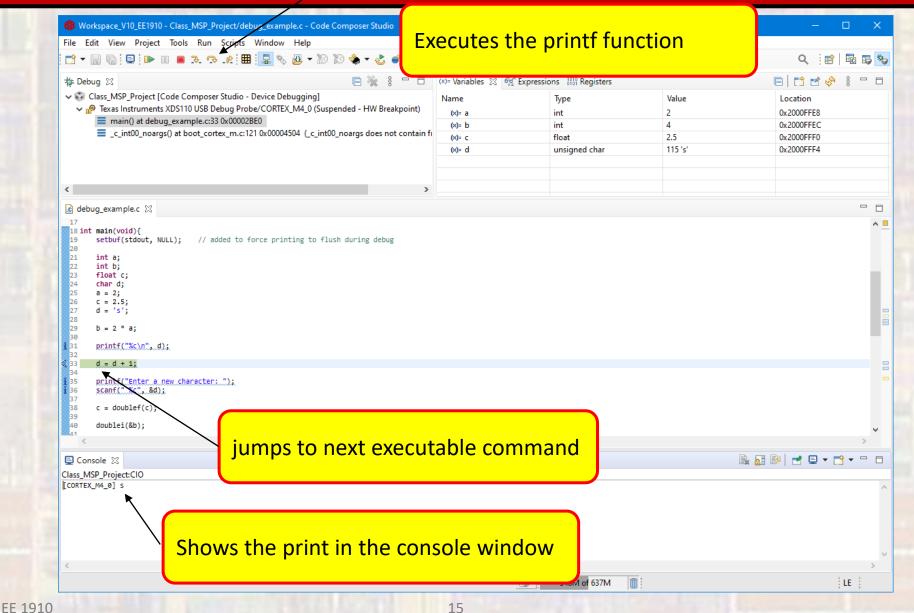


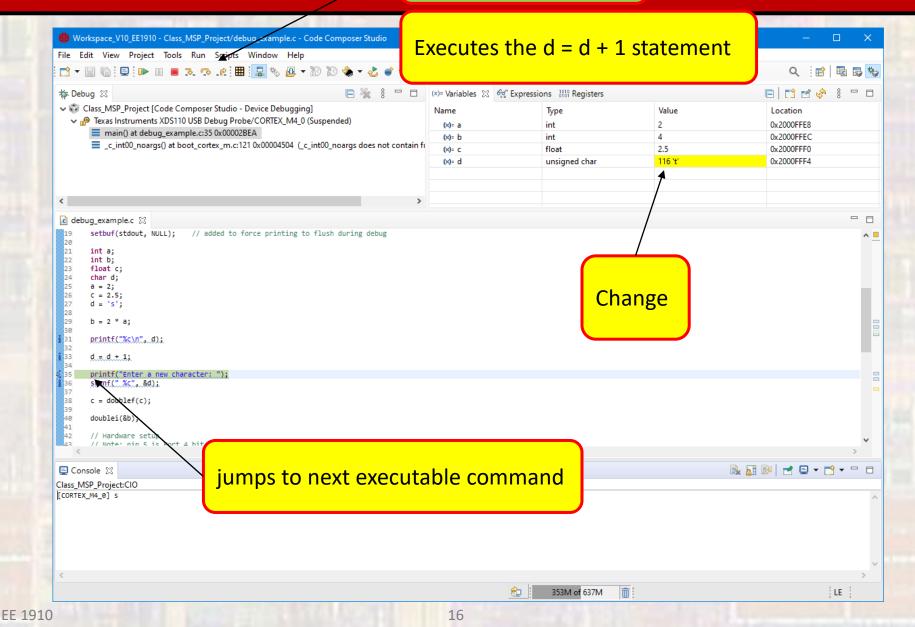




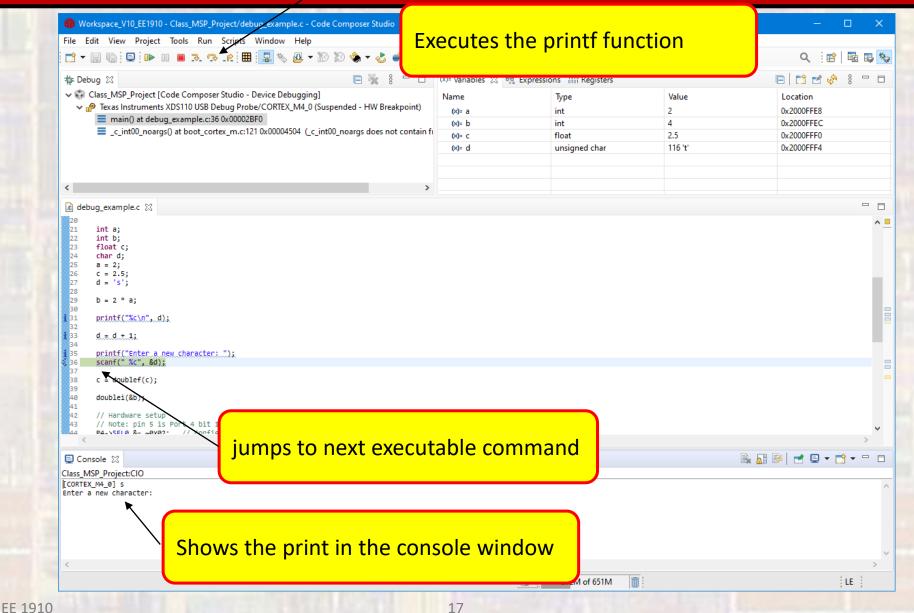


#### step over – we do not want to go into the print function





#### step over – we do not want to go into the print function

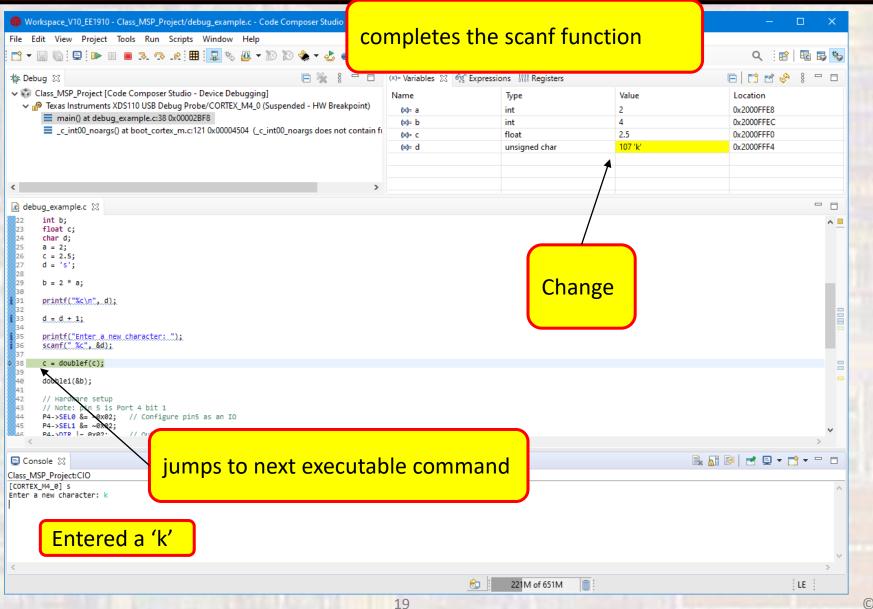


#### step over – we do not want to go into the scanf function

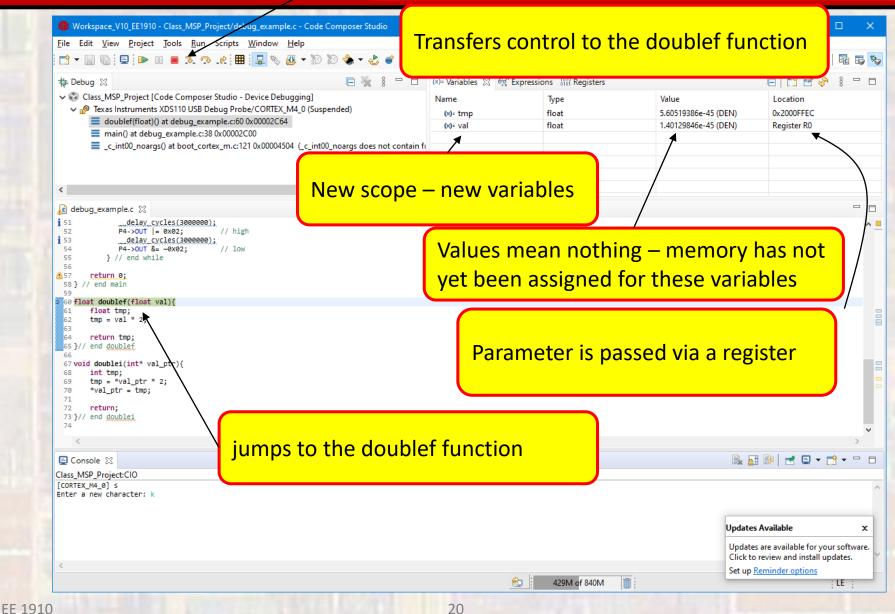
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debug_example.c ∑				-	' 🗆
20 21 int a; 22 int b; 23 float c;					^ =
24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's';					
28 29 b = 2 * a; 30					
<pre>1 31 printf("%c\n"d); 32 1 33 d.=.d.+.1;</pre>					
<pre>133 d.e.d.t.l; 34 35 printf("Enter a new character: ");</pre>					
<pre>i 36 scanf(".%c", &amp;d); 37 38 c</pre>					
<pre>34 35 36 37 38 c * Soublef(c); 39 40 40 41 41 34 34 37 38 39 40 39 40 40 40 40 40 40 40 40 40 40 40 40 40</pre>					
42 // Hardware setup					
PALSCEI & La Varia // Note: pin 5 15 Port 4 pit 1 PALSCEI & La Varia // It has not moved t	o the next line	of code		>	Ť
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[CORTEX_M4_0] s Enter a new character:					^
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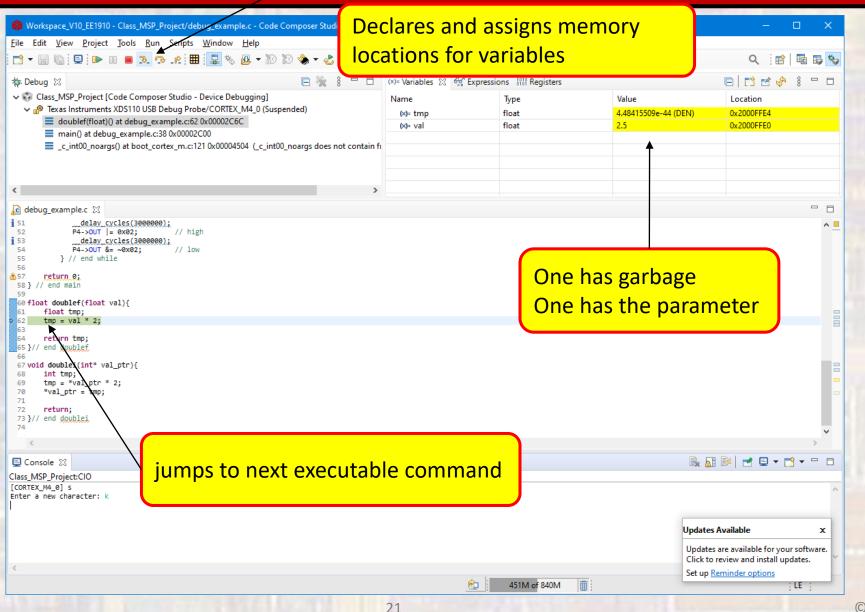
#### Enter the character - k

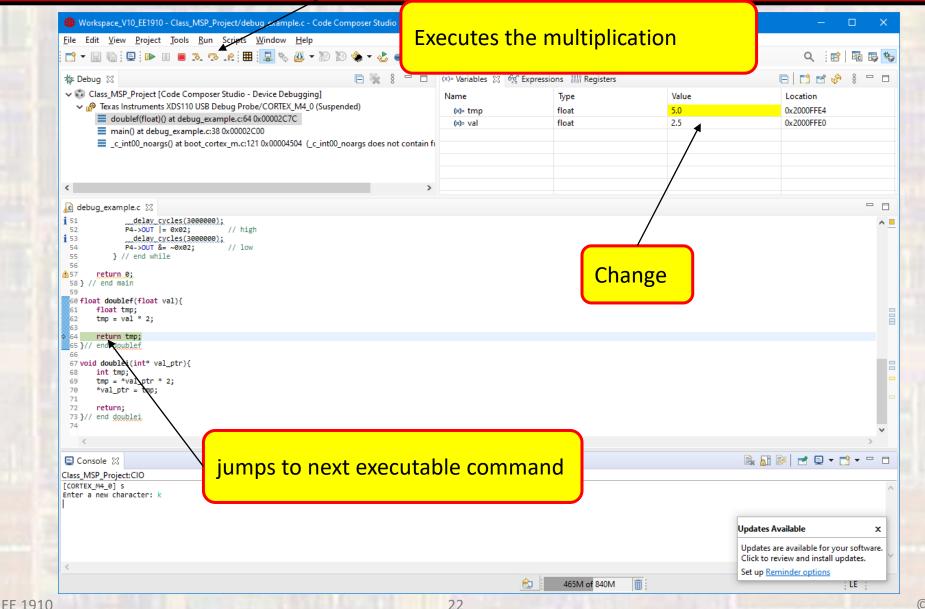


#### step into - we want to go into the doublef function



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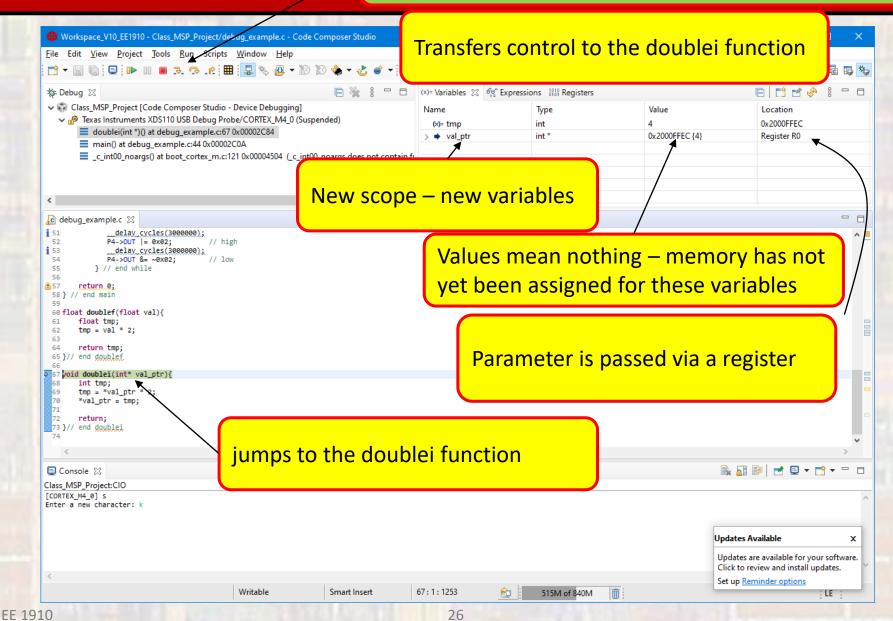


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t≱ Debug ⊠ 📄 🔆 🖗 🗖	(x)= Variables 🔀 😚	Expressions 1919 Registers		
<ul> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>Image: Texas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)</li> <li>doublef(float)() at debug_example.c:65 0x00002C80</li> <li>main() at debug_example.c:38 0x00002C00</li> <li>_c_int00_noargs() at boot_cortex_m.c:121 0x00004504 (_c_int00_noargs does not contain file)</li> </ul>	Name (x)= tmp (x)= val	Type float float	Value 5.0 2.5	Location 0x2000FFE4 0x2000FFE0
٢				
€ debug_example.c ⊠				
<pre>55 } // end while 56 57 return.0; 58 } // end main 59 60 float doublef(float val){ 51 float tmp; 52 tmp = val * 2; 53 cm = val * 2; 53 end doublef 66 rvoid doublef 66 rvoid doublef 68 int tmp; 69 tmp = val_ptr * 2; 70 *val_ptr = tmp; 71 72 return; 73 }// end doublei.</pre>				
Class_MSP_Project:CIO [CORTEX_M4_0] s Enter a new character: k	nction			
				Updates Available
<				Updates are available for your softwa Click to review and install updates. Set up <u>Reminder options</u>
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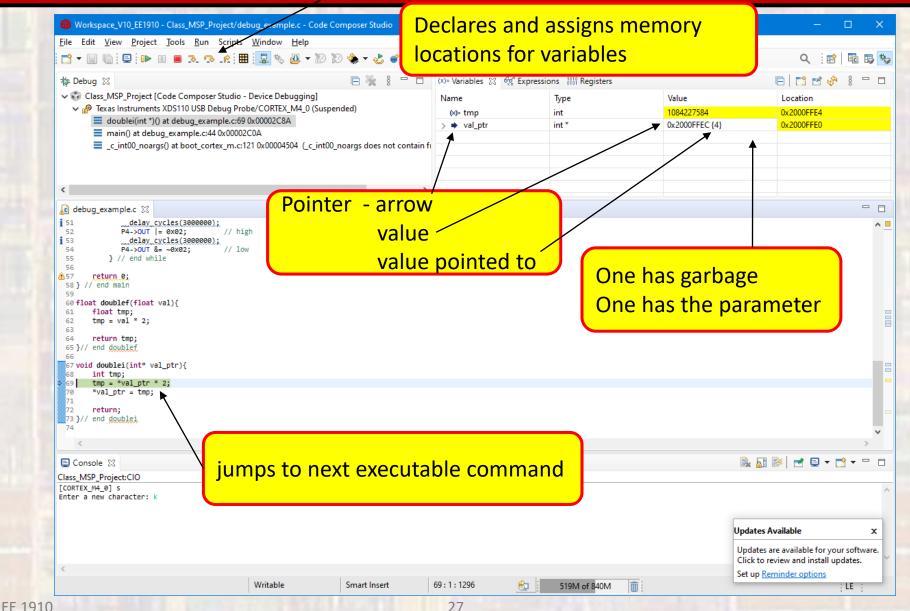
✓ Class_MSP_Project [Code Composer Studio - Device Debugging]        Name            ✓ <sup>M</sup> <sup>M</sup> <sup>T</sup> Texas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)        Name <sup>M</sup> <sup>M</sup> <sup>T</sup> <sup>T</sup> <sup>M</sup> <sup>M</sup> <sup>T</sup> <sup>T</sup> <sup>M</sup> <sup>M</sup> <sup>T</sup> <sup>T</sup> <sup>T</sup> <sup>M</sup> <sup></sup>	Type     Value       int     2       int     4       float     2.5       unsigned char     107 'k'	Location 0x2000FFE8 0x2000FFF0 0x2000FFF0 0x2000FFF4
< >>		
<pre>30 31 32 33 4 = d + 1; 34 35 37 c = doublef(C); 37 40 30 50 51 52 52 54 54 55 55 55 55 55 55 55 55</pre>	Highlights them al are different than Note: c has not ch	the last screen
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<ul> <li>Debug S</li> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>Pexas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)</li> <li>main() at debug_example.c:40 0x00002C04</li> <li></li></ul>	(x)= Variables ∷ 6½° Expression Name (x)= a (x)= b (x)= c (x)= c (x)= d	ons WW Registers Type int int float unsigned char	Value 2 4 5.0 107 'k'	Locat 0x200 0x200 0x200	Image: Second system         Second system         Image: Second sy
( )					
<pre>debug_example.c % 30 31 printf("%c\n"d); 32</pre>					 ^ -
<pre>33 d.=.d.+.1; 24 35 printf("Enter.a.new.character:."); 36 scanf(".%c"%d); 37 38 c = doublef(c); 39</pre>		0	only show	vs c has o	changed
doublei(2b);           1           2         // Hardware setup           3         // Note: pi 5 is Port 4 bit 1           4         P4->SEL0 &= -0x02; // Configure pin5 as an IO					
<ul> <li>5 P4→SEL1 &amp;= ~0x02;</li> <li>6 P4→DIR  = 0x02;</li> <li>7 P4→SOIT &amp;= ~0x02;</li> <li>7 P4→SOIT &amp;= ~0x022;</li> <li>7 P4→SOIT &amp;= ~0x022;</li> </ul>					
45 P4->SEL1 &= ~0x02; // Output 46 P4->DIR  = 0x02, // Output 47 P4->OUT &= ~0x02; // Default to low 48 49 // Create squarceway: (0.5Hz) 50 while(1){ 51					
15       P4->SEL1 &= ~0(02;       // Output         16       P4->OIR  = 0x02;       // Output         17       P4->OUT &= ~0x02;       // Default to low         18       // Create squareways (0.5Hz)       while(1){         19       // Create squareways (0.5Hz)       while(1){         11	itable comn	nand		È	
<pre>15 P4-&gt;SEL1 &amp;= ~002; // Output 6 P4-&gt;DIR  = 0x02; // Output 7 P4-&gt;OUT &amp;= ~0x02; // Default to low 9 // Create squareway: (0.5Hz) 0 while(1){ 1</pre>	itable comn	nand		Dupdates Available	^
<pre>45 P4-&gt;SEL1 &amp;= ~0.02; 46 P4-&gt;DIR  = 0x02; // Output 47 P4-&gt;OUT &amp;= ~0x02; // Default to low 48 49 // Create squareways (0.5Hz) 50 while(1){ 51</pre>	itable comn	nand		Updates Available	e x able for your software.

#### step into - we want to go into the doublef function

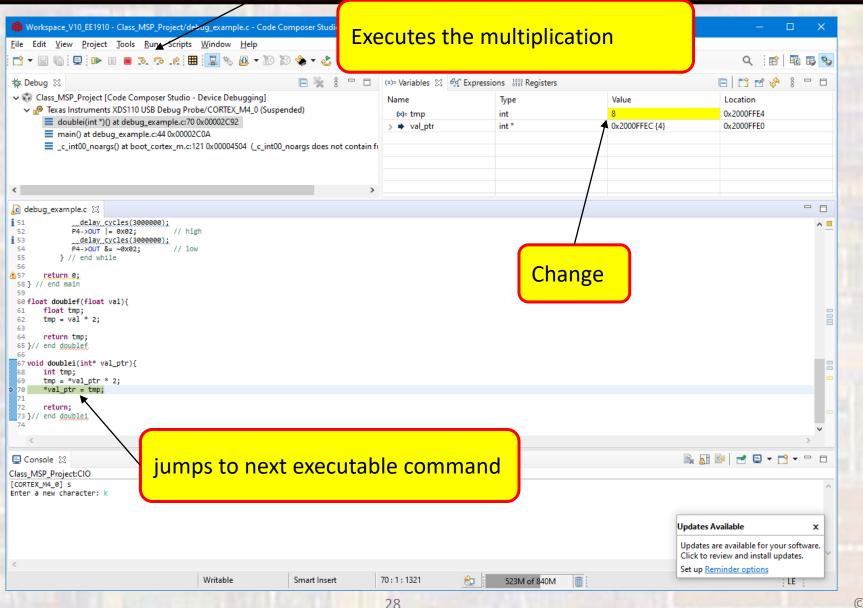


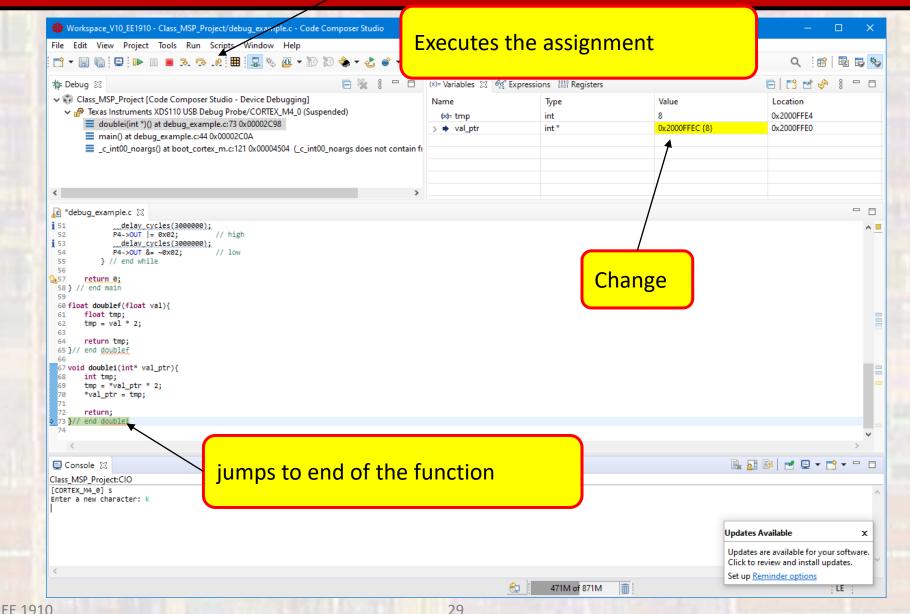
#### Step into or step over

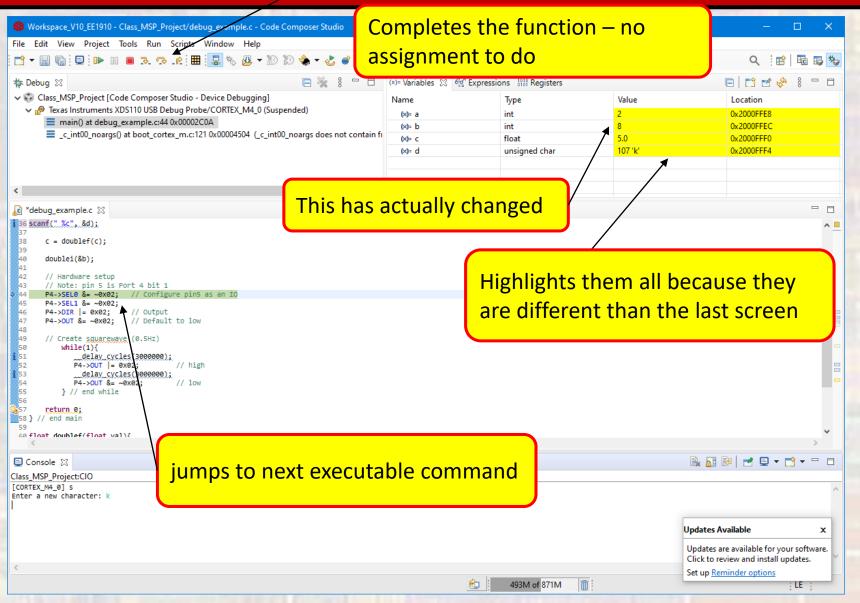


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#### Open the Registers Tab

#### Scroll down and expand P4

😚 Workspace_V10_EE1910 - Class_MSP_Project/debug_example.c - Code Composer Studio			×
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<ul> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li></li></ul>	Name ✓ ∰ P4 > 1000 P4IV	Value 0x0000 0xFF 0x7C 0x00 0x00	Description         Port 4 Interrupt Vector Register [Memor         Port 4 Input [Memory Mapped]         Port 4 Output [Memory Mapped]         Port 4 Direction [Memory Mapped]         Port 4 Resistor Enable [Memory Mapped]
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e) *debug_example.c 🔀		/	
37	ues in the P pitrary)	ort 4 registers	
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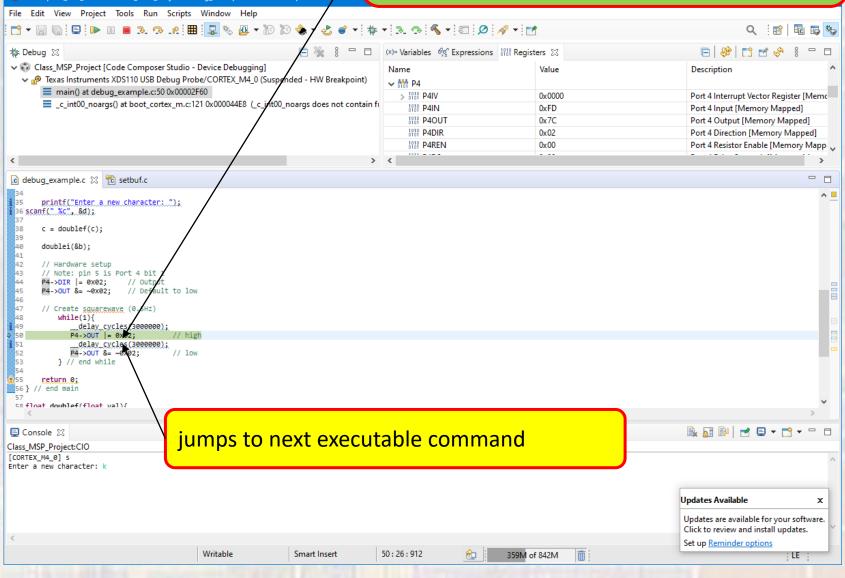
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<ul> <li>Debug X</li> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>Paras Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)</li> <li>main() at debug_example.c:45 0x00002F48</li> <li></li></ul>	(x)= Variables         60° Expressions         80°           Name	Registers ⊠           Value           0x0000           0xFD           0x7C           0x02           0x00	Image: Constraint of the second se
<pre>     *debug_example.c %     29</pre>	Inpu	Ŭ	changes (just bit 1) anges because bit 1
<pre>\$ 45 P4-&gt;OUT &amp;= ~0x82; // Default to low 46 47 // Create squarcyayg (0.5H2) 48 while(1){ 49</pre>			
Class_MSP_Project:CIO [CORTEX_M4_0] s Enter a new character: k	ole command		

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<ul> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>m<sup>®</sup> Texas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)</li> </ul>	Name	Value	Description	
main() at debug_example.c:49 0x00002F52	> 1010 P4IV	0x0000	Port 4 Interrupt Vecto	
_c_int00_noargs() at boot_cortex_m.c:121 0x000044E8 (_c_int00_noargs does not contain file	1 1010 P4IN	0x0000	Port 4 Interrupt Vecto Port 4 Input [Memory	
	1010 P4OUT	0x7C	Port 4 Output [Memo	
	1010 P4DIR	0x02	Port 4 Direction [Men	mory Mapp
	1010 P4REN	0x00	Port 4 Resistor Enable	e [Memory
< >>	<			
🖻 *debug_example.c 🛛				
33 d.=.d.+.1;				
<pre>34 35 printf("Enter a new character: ");</pre>				
36 scanf(".%c", &d);				
<pre>38 c = doublef(c);</pre>				
				1
39 40 doublei(&b);		lo change i	n output register	– bit
40 doublei(&b); 41			n output register	– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1</pre>			n output register a 0 (arbitrary)	– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= ~0x02; // Default to low 46</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){ 49</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){ 50 P4-&gt;OUT  = N02; // high 51delay_cycles(3000000); 51delay_cycles(3000000);</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarcewaye</u> (0.5Hz) 48 while(1){ 49 delay_cycles(3000000); 50 P4-&gt;OUT  = -02; // high 51delay_cycles(3000000); 52 P4-&gt;OUT  = -02; // low 53 } // end while</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){ 49 delay_cycles(3000000); 50 P4-&gt;OUT &amp;= -02; // high 51delay_cycles(3000000); 52 P4-&gt;OUT &amp;= -02; // low 53 } // end while 54 55 return 0; 55</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){ 49</pre>				– bit
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create squarcewaye (0.5Hz) 48 while(1){ 49 delay_cycles(3000000); 50 P4-&gt;OUT  = -02; // high 51delay_cycles(3000000); 52 P4-&gt;OUT  = -02; // low 53 }// end while 54 55 return 0; 56 }// end main 57 </pre>	V	vas already	a 0 (arbitrary)	
<pre>40 doublei(&amp;b); 41 42 // Hardware setup 43 // Note: pin 5 is Port 4 bit 1 44 P4-&gt;DIR  = 0x02; // Output 45 P4-&gt;OUT &amp;= -0x02; // Default to low 46 47 // Create <u>squarewaye</u> (0.5Hz) 48 while(1){ 49 delay_cycles(3000000); 50 P4-&gt;OUT &amp;= -02; // high 51delay_cycles(3000000); 52 P4-&gt;OUT &amp;= -02; // low 53 } // end while 54 55 return 0; 55</pre>	V	vas already		
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😚 Workspace\_V10\_EE1910 - Class\_MSP\_Project/debug\_example.c - Code Composer Stud

#### For <u>delay\_cycles</u> must do something special

#### Right click on the next line -> select run to line

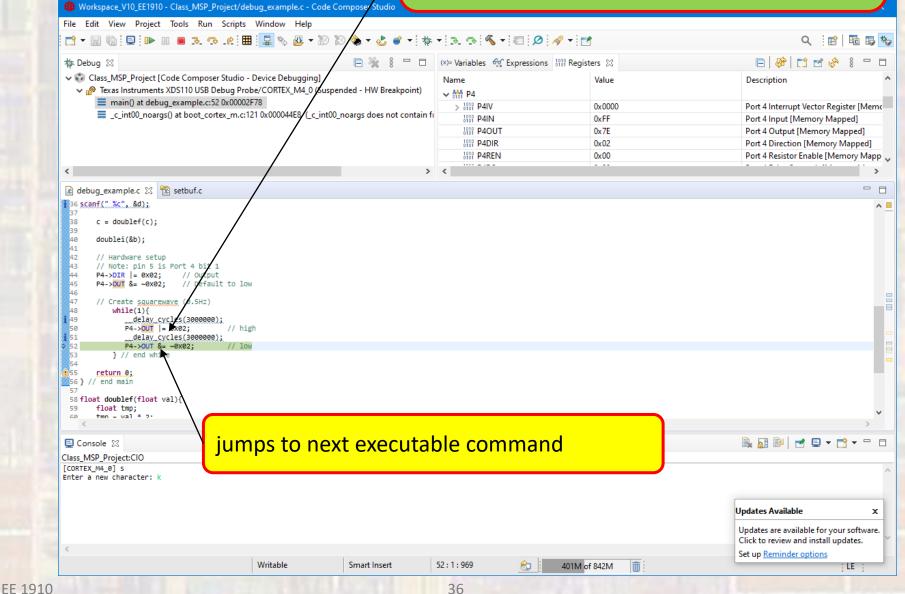


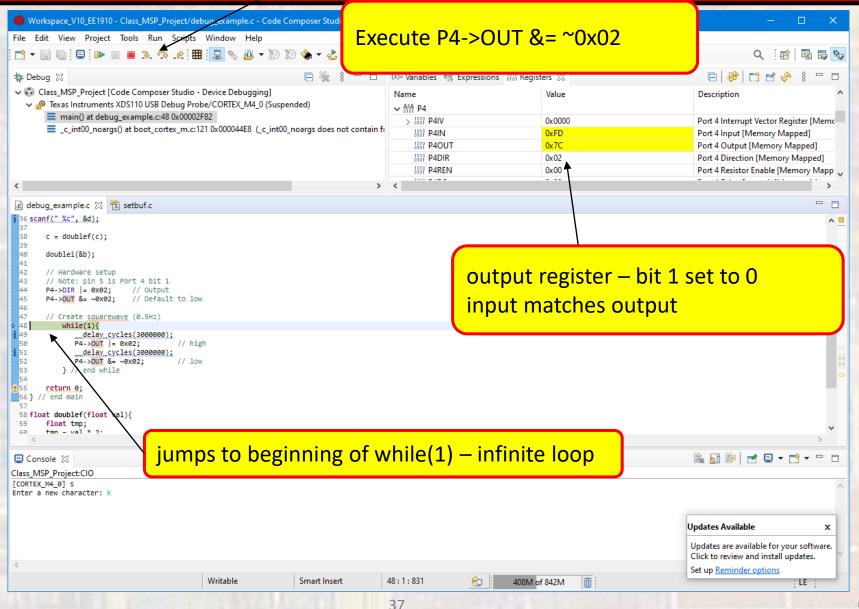
34

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✓ n <sup>®</sup> Texas Instruments XDS110 USB Debug Prob main() at debug_example.c:51 0x00002F c_int00_noargs() at boot_cortex_m.c:12	F6A	•	1010 P40U 1010 P40U 1010 P4DIF 1010 P4REI	2	0x0000 0xFF 0x7E 0x02 0x00		Port 4 Interrupt Vector R Port 4 Input [Memory N Port 4 Output [Memory Port 4 Direction [Memo Port 4 Resistor Enable [N	Mapped] Mapped] ry Mapped]
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#### For <u>delay\_cycles</u> must do something special

#### Right click on the next line -> select run to line

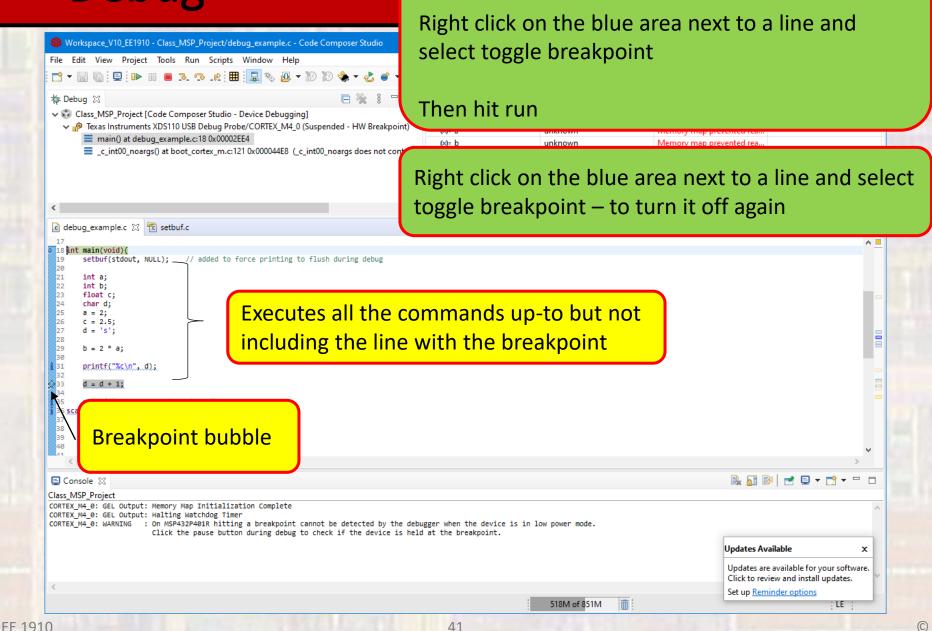




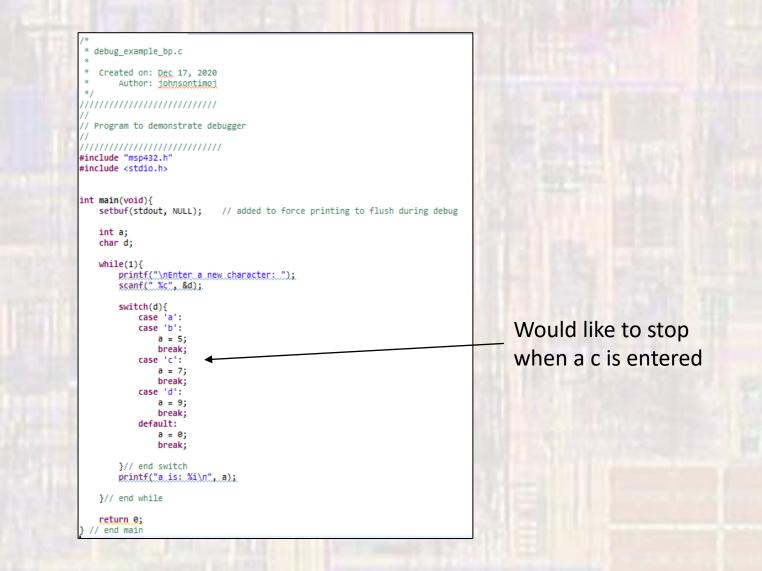
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Class_MSP_Project [Code Composer Studio - Device Debugging]     Class_MSP_Project [Code Composer Studio - Device Debugging]     P Texas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (Suspended)     main() at debug_example.c:49 0x00002F52	Name           ✓ ●●●● P4           > ●●●● P4           ●●●●● P4           ●●●●● P4           ●●●●● P4           ●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●●	Value 0x0000 0xFD 0x7C 0x02 0x00 	Image: Construction         Port 4 Interrupt Vector Register [Memory Mapped]         Port 4 Output [Memory Mapped]         Port 4 Direction [Memory Mapped]         Port 4 Resistor Enable [Memory Mapped]
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99 80 doublei(&b); 12 // Hardware setup			
<pre>P4-&gt;DIR  = 0x82; // Output P4-&gt;DUT &amp;= ~0x82; // Default to low // Create squarewaye (0.5Hz) while(1){    </pre>			
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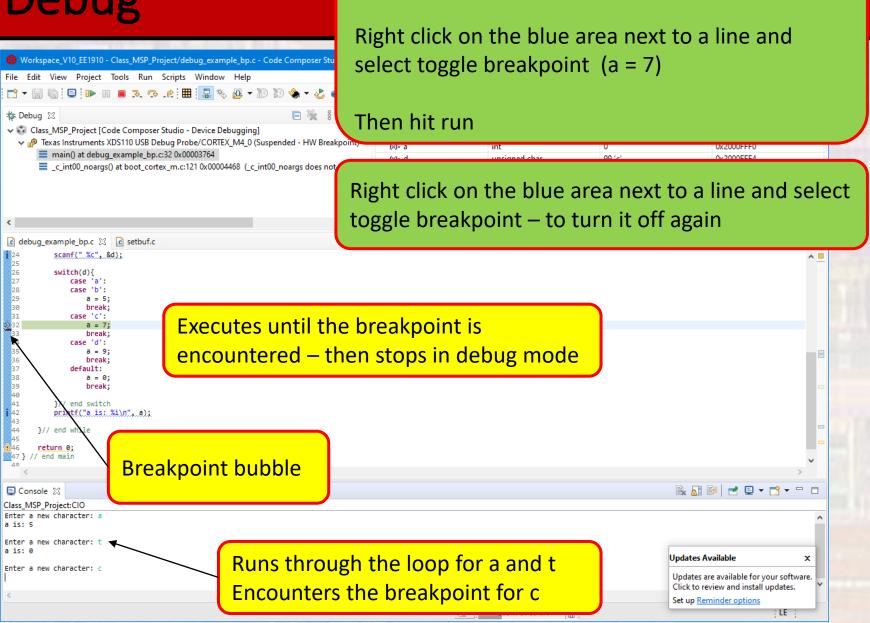
Additional Things we can do in the debugger

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🎄 Debug 🕴	🖻 💥 🕴 🗖 🗖	(x)= Variables 🔀 🚱 🗄	xpressions 1010 Registers		🕞 🗖 🔂 🕞
<ul> <li>Class_MSP_Project [Code Composer Studio - Device Debugging]</li> <li>Texas Instruments XDS110 USB Debug Probe/CORTEX_M4_0 (S</li> <li>main() at debug_example.c:33 0x00002F14</li> <li>_c_int00_noargs() at boot_cortex_m.c:121 0x000044E8 (_c_int)</li> </ul>	uspended - HW Breakpoint)	Name (⋈= a (⋈= b (⋈= c (⋈= d	Type int float unsigned char	Value 2 4 2.5 115 's'	Location 0x2000FFE8 0x2000FFEC 0x2000FFF0 0x2000FFF4
<	>				
🖻 debug_example.c 🛛 🔞 setbuf.c					
26 C = 2.5;	s all the con Iding the lin		· · · ·		
24 char d; 25 a = 2; 26 c = 2.5; Executes	s all the con uding the lir		· · · ·		
24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's'; 29 b = 2 * a; 30 printf("%c\n", d); 31 d = d + 1; 32 d = d + 1; 35 printf("Enter, a new character; ");			· · · ·		
<pre>24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's'; 28 29 b = 2 * a; 30 printf("%c\n", d); 33 d = d + 1; 35 printf("Enter a new character: "); 36 scanf(".%c", &amp;d); 37 c = doublef(c); 39</pre>			· · · ·		
<pre>24 char d; 25 a = 2; 26 c = 2.5; 27 d = 's'; 28 9 b = 2 * a; 30 printf("%c\n", d); 34 135 printf("Enter a new character: "); 35 scanf(" %c", &amp;d); 37 38 c = doublef(c); 39 40 doublei(&amp;b); 41 Console %2</pre>			· · · ·		
<pre>24</pre>			· · · ·		Image: Second system         Image: Second system         Updates Available         Updates are available for your soft



Instead of single stepping





Instead of single stepping