Debugging in Eclipse and GDB

Programmers often spend more time debugging code than writing the code itself. Yet we often spend relatively little time discussing how to go about debugging code. In this talk we will try and remedy that!

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

Meeting and Talk: 3/21/2019

The talk and meeting will be held on Thursday, March 21st, 2019 in ESH 304 from 3:30-4:30pm.

This meeting 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++. Refreshments will be provided.

If you have any questions, please contact Mark Hauschild at:

hauschildm@umsl.com