

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.

Meeting and Talk: 9/27/2022

The talk and meeting will be held on Tuesday September 27th in ESH 304 from 4:00-5:00pm.

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++.

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

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CS Computing Club