

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.

Talk: Oct 7th, 2026

The talk will be held on Wednesday, Oct 7th in ESH 304 from 3-4pm. It will be available via zoom at:

<https://tinyurl.com/UMSLGDBFS26>

This talk 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:



CS Computing Club