Chapter 6 - Debugging

1. Debugging Method
2. Debugging HTML
**Debugging** is a process where a programmer discovers and fixes areas where a program or system is not working properly.

**Bugs or buggy code** refer to the errors in the program or system that is producing the wrong results

- Software updates often fix bugs in the program
- Bugs can be simple or complex and most often a program will run even if there are bugs in it
In a software sense, debugging refers to a troubleshooting process.

**Real Life Problem:** Laundry machine won’t start.

- Plugged in?
- Good setting?
- Lid closed?
There are two main types of software problems:

- **Input Error** is when incorrect data or configuration is introduced to a working system.
- **Logical Design Error** is when the system or program has unpredicted or invalid results due to how it was designed.
Chapter 6 - Debugging Method

Remember, if we can build it, we can fix it!

Debugging Guideline:

1. Reproduce the error
2. Determine the exact problem
3. Eliminate any ‘obvious’ causes
4. Separate working parts from non-working parts
5. If you get stuck, don’t panic, trace back and re-assess
6. While working through the code, predict what should happen and test your hypothesis
Chapter 6 - Debugging HTML

When Debugging HTML, focus on one problem at a time.

- Image and HyperLink issues: make sure references are spelled correctly
- Attributes and CSS issues: check that you have the proper form
- Remember to check that each tag is closed and every < has a closing >