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.

Zoom talk: 10/16/2020

The talk will be held on Friday, October 16th at https://umsystem.zoom.us/j/93201219137

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:
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