Debugging with GDB and CLion

Programmers often spend more time debugging code than writing the code itself. Getting comfortable using a debugger is one way to rectify this problem.

Jamie, a current graduate student and former department tutor, will be giving a talk on how to debug quickly and easily using the GDB debugger. The talk will begin with a presentation of basic debugging in C/C++ using the GDB debugger through the CLion platform. Then, once the basics are covered, more advanced debugging topics will be covered. If you have ever been frustrated by debugging, come on by!

Meeting and Talk: 9/18/2019

The talk and meeting will be held on Wednesday, Sept 18th, 2019 in ESH 304 from 2:00 to 3:00 pm.

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:

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