

Command line

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| <code>gdb [executable]</code> | begin debugging of [executable] |
| <code>gdb -p [PID]</code> | attach to and debug [PID] |
| <code>gdb -ex [commands...]</code> | execute [commands] on startup |
| <code>gdb --args [executable] [arguments...]</code> | begin debugging of [executable] with [arguments] |

Breakpoints

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|---|---|
| <code>break, b [linenum]</code> | set a breakpoint at [linenum] |
| <code>break if [condition]</code> | set breakpoint here if [condition] is met |
| <code>break [code location] if [condition]</code> | set breakpoint at [code location] if [condition] is met |
| <code>info breakpoints</code> | list all breakpoints and their numbers and location |
| <code>clear</code> | delete all breakpoints |
| <code>delete [breakpoint num]</code> | delete [breakpoint num] |
| <code>enable [breakpoint num]</code> | enable [breakpoint num] |
| <code>disable [breakpoint num]</code> | disable [breakpoint num] |

[code location] can be a number, for a line in the main file being debugged, or *filename:linenum*, *function*, or *filename:function*.

Executing

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|----------------------------|--|
| <code>run</code> | run the loaded program |
| <code>run [args...]</code> | run the loaded program with [args] |
| <code>next</code> | next line of source code |
| <code>step</code> | same as next but will dive into function calls |
| <code>finish</code> | continue until return instruction |
| <code>continue</code> | continue until next breakpoint |

Examining Code

| | |
|--|--|
| <code>backtrace</code> | show a backtrace |
| <code>where</code> | show the current call stack |
| <code>print [variable]</code> | print a representation of variable |
| <code>display [variable]</code> | same as print but will execute after each step instruction |
| <code>print/[format] [variable]</code> | print [variable] as [format] |
| <code>display/[format] [variable]</code> | display [variable] as [format] |

Print and display can also show almost any C style expression.

Format

| | |
|----------------|-----------------------|
| <code>a</code> | pointer |
| <code>c</code> | character |
| <code>d</code> | signed int |
| <code>u</code> | unsigned int |
| <code>f</code> | floating point number |
| <code>o</code> | octal |
| <code>x</code> | hexadecimal |



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