



TEMENOS™

jBASE Debugger



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Technical Publications Department

TEMENOS UK Limited

2 PeopleBuilding

Hemel Hempstead

Hertfordshire

HP2 6NW

England

Tel SB: +44 (0) 1442 431000

Fax: +44 (0) 1442 431001

Please include your name, company, address, and telephone and fax numbers, and email address if applicable. documentation@temenos.com

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Documentation Conventions

This manual uses the following conventions:

Convention	Usage
BOLD	In syntax, bold indicates commands, function names, and options. In text, bold indicates keys to press, function names, menu selections, and MS-DOS commands.
UPPERCASE	In syntax, uppercase indicates JBASE commands, keywords, and options; BASIC statements and functions; and SQL statements and keywords. In text, uppercase also indicates JBASE identifiers such as filenames, account names, schema names, and Windows NT filenames and pathnames.
UPPERCASE <i>Italic</i>	In syntax, italic indicates information that you supply. In text, italic also indicates UNIX commands and options, filenames, and pathnames.
Courier	Courier indicates examples of source code and system output.
Courier Bold	Courier Bold In examples, courier bold indicates characters that the user types or keys (for example, <Return>).
[]	Brackets enclose optional items. Do not type the brackets unless indicated.
{ }	Braces enclose nonoptional items from which you must select at least one. Do not type the braces.
ItemA itemB	A vertical bar separating items indicates that you can choose only one item. Do not type the vertical bar.
...	Three periods indicate that more of the same type of item can optionally follow.
⇒	A right arrow between menu options indicates you should choose each option in sequence. For example, “Choose File ⇒ Exit ” means you should choose File from the menu bar, and then choose Exit from the File pull-down menu.

Syntax definitions and examples are indented for ease in reading.

All punctuation marks included in the syntax—for example, commas, parentheses, or quotation marks—are required unless otherwise indicated.

Syntax lines that do not fit on one line in this manual are continued on subsequent lines. The continuation lines are indented. When entering syntax, type the entire syntax entry, including the continuation lines, on the same input line.

JBASE DEBUGGER

The jBASIC debugger is a fully featured, interactive diagnostic utility that gives the programmer full access to the program variables and files. It will allow examination of source code, save and restore of debug settings and full access to system commands from within the debug shell. As such, it is a powerful tool for detecting and fixing errors within jBASIC source programs. The main features of the debugger are:

- Set and delete breakpoints to halt program execution. These can be simple line number breaks or based upon the result of an evaluated expression.
- Set and delete the tracking and display of variable contents.
- Display any number of lines from within the current source.
- Locate text in the current source.
- Examine and set breakpoints in source files other than the current one.
- Display and modify the contents of any variable.
- Execute a chosen number of source program lines before re-entering debug.
- Redirect debugger interaction to another device or terminal.
- Save debugger status to a file and execute debugger commands held in a file.
- Execute system commands and return to debug.

Entering the Debugger

The jBASIC debugger will be entered a number of ways:

1. After invoking a program with the -Jd or -JD options
2. After the detection of a run-time error
3. After the user sends the *intr* signal to the program from the terminal
4. After the application is sent, kill -16 signals by another process.
5. After the execution of a DEBUG statement in the jBASIC code
6. After coming to a debug breakpoint previously entered from debug
7. Once the debugger is entered, an identification message is displayed and the debug shell prompt is displayed.

8. The message gives the reason for the program entering into debug, the line number about to be executed, and the source file name. The final line is the debug prompt, after which the user is expected to enter a debug command.

The following examples show the display after entering the debugger in various ways.

Using the -Jd Option at Runtime

```
/usr/home/progs > stx -Jd
Option -Jd seen on command line
Source ST.XFER.b,Line 1, Level 2
jBASE debugger—>
```

A DEBUG Statement in the Program

```
/usr/home/progs > stx
DEBUG statement seen
Source ST.XFER.b, Line 39, Level 2
jBASE debugger—>
```

Using <intr> Key from the User Terminal

Signal 2 seen from signal handler

```
Line 157, Source ST.XFER.b
jBASE debugger —>
```

Receiving a kill -16 Command from another Terminal

```
Signal 16 seen from signal handler
Line 73, Source ST.XFER.b
jBASE debugger —>
```

Run Time Error

For example, when using a variable containing a string as if it contained a number, the following is seen:

```
Non-numeric value -- ZERO USED ,
Variable 'XFER.ID', Line 78, Source ST.XFER.b
```

```
jBASE debugger —>
```

Debug Arguments at Run-time

When a jBASIC source program is executed, there are a number of command arguments that can be passed to the run-time libraries, some of which relate to the operation of jBASIC debug. These are as follows:

- -Jd The debugger is entered at the start of the program, immediately prior to executing the first jBASIC command.

- `-JD` The debugger is entered at the start of the program, immediately prior to executing the first jBASIC command. The debug session remains active, even if a new program is EXECUTEd or CHAINed to.

`-Jp{:Path...}` this specifies to the debugger where it can find the necessary sources it needs at run time. Path can comprise multiple jBASIC filenames or jBASIC filenames, as long as a colon delimits them each. When the debugger attempts to open the source, it will start looking in the leftmost filename specified. If this argument is not given, the default is the current directory. This option can be overridden from the debug prompt using the `p` command.

`-JrDeviceName` The debugger output is redirected to device *DeviceName* rather than standard output. This allows debug to send its output to a file, pipe or a terminal other than the current one in use by the program. For example, `-Jr/dev/tty8b` will redirect output to device `tty8b`.

NOTE: If the application performs a `CHDIR()` function, and the debugger needs to access a file in the 'current' directory by default, then it will attempt to access it in the directory specified by the `CHDIR()` function and not the one from which the program was executed.

Other debug features are available through the `JBASICDEBUGGER` environment variable. See the Environment Variables chapter for more details.

Examples

`menu -Jd`

This command will start up the menu program and enter the debugger before executing the first command with a message similar to:

Option `-Jd` seen on command line

Source MENU.PROCESSOR.b, Line 1, Level 2

jBASE debugger—>

Normal debugging operations can now be carried out.

`menu -Jd -Jp./invoices:./inv.routines:./src/mainlib`

This command executes the *menu* program and enters debug. Any debug commands requiring reference to the source, such as `w`, will then look for it in a directory other than the current one.

The directories searched are listed after the `-Jp` option, and they are searched in order starting from the leftmost directory given. If a required source for the main program or an external subroutine is not in the `./invoices` directory, then the directories `./inv.routines` followed by `./src/mainlib` will be searched in turn. If the source file is not found, an error message is returned specifying the source required.

As the executable code and libraries are usually held in separate directories from the original sources, this is a very useful option.

Debugger Commands

This section details all the commands available to the user from the jBASIC debug prompt.

References in the Command column to *expr* refer to an evaluated expression. Expressions are detailed after the command table. The current file name and current line number are internal debugger variables. On entry to the debugger, these are set to the current program file name and line number about to be executed.

Many of the commands detailed here are not available when a program has been compiled with the limited debugger. The limited debugger is linked to the program when the -J04 argument is used on the jBASIC command line. The -JO4 options are normally only used on production release applications. The “?” (Help) command will list all commands available. All commands are available when the full debugger is in use.

Restrictions

If you have a Command Level or Break/End Restart feature in effect, or the break key is disabled, the available options are restricted to:

A	Abort program
Q	Quit program
c	Continue (may be allowed, depends on reason debug was entered)
End	Terminate debugger.

NOTE: The break key can be disabled in several ways. Use commands such as:

- INHIBIT-BREAK-KEY
- BREAK-KEY-OFF. In these cases, the debugger is never entered.
- Execute a BREAK OFF statement within the program. In which case, the debugger will still be invoked if a run-time error occurs - such as trying to read a record from a non-file variable.

Command List

?	Display a help screen showing all-available debug commands and the program status.
>filename	Open and truncate the file filename and send it the current breakpoints and trace table entries. This can be used in future to replicate the current environment by the use of the < command. Note that you may write debugger scripts yourself with an editor rather than use the > command.

<filename	Open the file filename then read and execute each line as if it has been entered at the keyboard. Any current trace or breakpoint table entries are deleted then replaced by those recorded in filename.
! command	Spawn another process and execute the UNIX or jBASE command. The previous command thus used can also be recalled and executed by the !! command.
<CTRL D>	Display the next 11 lines of source in the current file.
Nn	Set the current display line-to-line nn in the current file and then display the line. Note that the program execution counter remains unchanged, only the display pointer that is changed. A command such as s (see later) will correctly execute the next line in the programmed sequence, not the newly displayed line.
#text	Ignored, and so can be used as a comment line in debugger scripts later executed with the < command.
a{-nn} {mm}	Kills the jBASIC program and any parent process or program that called it. The program aborts with an exit code of 203, and the kill signal is sent to any parent process. The nn value is used to change the exit code, whilst the mm value changes the signal number sent with the kill command. Setting the Command Level Restart
B	Display all currently active breakpoints.
b {-t} nn {,file}	Set a breakpoint at line nn in the current file or that specified by the file modifier. If the -t option is specified then the breakpoint will cause a display of all the trace variables rather than halting the program.
b {-t} varname	This form of the b command will cause the debugger to be entered whenever the contents of the specified variable are changed.
b {-t} ex1 op ex2 {AND OR}	Set a breakpoint at the line where the value is obtained by performing the operation op on expressions ex1 and ex2. The operator can be one of eq, !=, <=, LE, and so on. A new operator AE (approximately equal) is also available (See later for a full description of expressions). The -t option will cause the debugger to display all the trace points rather than halting program execution.
C	Continue execution of the program.
d {-tbed} {*nn}	Delete breakpoint and/or trace table entries, and will normally prompt for confirmation. The t and b switches refer to trace and breakpoints respectively. The * switch deletes all of the specified entries without prompting. The nn switch deletes the entry nn in the given trace or breakpoint table, also without prompting. The d and e switches respectively disable or enable the given entry without removing it from the table.
e name	Edit the file specified by name. This file is then the file used by other debug commands such as <CTRL>+D.
end	Synonym for 'quit'.

g {-g}	The g command displays a complete history of both GOSUB and external subroutine calls. When issued without options the command will only display information about the current program or subroutine. The -g (global) option will show a breakdown of the entire application.
f {on off}	A debug breakpoint is set for a filename change. Set this break to on or off. If the program is continued (C command) the debugger will be entered the next time the source file changes.
h {-rs{n}} {nn on off}	Displays a history of the source lines executed, and status of the debugger commands used. The on and off switches toggle the recording of lines executed, and when on, the nn value gives the number of executed lines to display (1024 maximum). The -r switch displays in reverse order, and -s{n} shows n source lines.
i	As there may be some stacked data before a PERFORM is executed, using the "i" command enables you to locate this stacked data is coming from and why it hasn't cleared. The "i" command can be used with the optional -v option
l {-acf{nn}} text	Locate the string text in the current file. The switches used are: a to look for every occurrence; c to make the search case insensitive; nn to limit the search to the next nn lines; f to start the search from the start of the file. The command l/ will execute the previous locate.
M	Displays the current memory status. Shows space allocated by the function malloc ().
n {nn}	Displays the next nn lines of source from the current file, which is automatically loaded by the debugger if the p command has been used or it resides in the current working directory.
Off	Enter o or off to log off. If you enter off (or OFF), the effect is immediate. If you enter o (or O), you will be prompted for confirmation. The same restrictions apply as for the OFF command; if there are non-jBASE programs active, OFF will only terminate jBASE programs until it encounters the first non-jBASE program - probably the login shell.
p {pathlist}	Defines the list of directories and pathnames (delimited by :) that the debugger will then search to find source codes. p without a pathlist displays the current Path.
q {nn}	Quit the program. {nn} is the termination status returned to any calling program.
r device	The debugger will take all input from, and send all output to, the specified device. Note that if the device is another terminal (or Xterm shell), that you will need to prevent the target shell from interfering with the input stream by issuing the sleep command to it. A large value should be used or the sleep should be issued repeatedly in a loop.

s	{-t{m}d}	Continue execution of jBASIC code in single line steps before returning to debug. The value nn changes the number of lines executed before returning to debug. The -t switch is used to display the trace table after every line executed, rather than wait for entry to debug. The d switch sets a delay before executing each line of code. Use m to set the delay in seconds (default is 5 deci-seconds).
T		Display the current trace table.
t	{-fg} expr	Add the value specified by expr to the trace table. When debug is entered, all the values in the table are displayed. The f switch is used to fully evaluate expr, whilst the g switch extends the display of expr to all levels.
v	{-gmsrv}	Evaluate expr and display the result. The effects of the switches are: g to extend the display of expr to all data areas: m to allow variable modification within expr. When a variable is modified with the m option binary, characters may be entered using the octal sequence \nnn. CHAR98) would replace the sequence \010 would in the modified variable. The sequence \\ evaluates to the single character \ and a sequence such as \x evaluates to the single character x (i.e. the \ will be lost).
		Note – to set a variable to null, use the construct; v -m \0
		To set a variable to character zero, use the construct; v -m \00
w	nn	Display a window of source code. The default is 9 lines with 3 before and after the current one. The value nn is used to change this parameter.

Debugger Redirection and Pipes

The debugger provides the ability to redirect the results of its internal command set to a UNIX file or through a pipe to a UNIX command. This is a very powerful feature of the debugger. This is done in the standard UNIX manner.

The following commands allow this feature:

v	Display Variable(s)
h	Display History Trace
b	Display Breakpoints
t	Display Trace Table

Here are some examples of this feature:

```
v | pg           # Pipe through the pg filter
v X<3> | hd      # Show field 3 in hex mode
t Varx >> VarxTrace # Set trace for Varx (redirect saved)
```

```
s -t 999          # Assuming trace above, each step will
                  # display the value of Varx and append
                  # the output to file VarxTrace
t > tracetable   # redirect trace points output to file
v Record > file  # Display variable contents to a file
A short practice session with this feature will show you the enormous power of this feature.
```

Simple Command Examples

Example 1

```
jBASE debugger—> t NEXT.ID
t 1 :      NEXT.ID
```

The variable *NEXT.ID* has been put into the trace table and the debugger has verified the entry.

Whenever the program goes into debug during this session, the variable contents will be displayed.

Example 2

```
jBASE debugger—> w1
Source changed to /usr/jim/BP/ST.XFER.b
0001 * STOCK TRANSFER PROGRAM *
```

The source code window is set to show just one line of code. The current program line is highlighted.

Example 3

```
jBASE debugger—> s 5
Single step count exhausted
Source ST.XFER.b ,Line 5, Level 2
NEXT.ID          :      (NULL)
```

This command executes the next five program lines before re-entering debug to display a status message and the traced variable contents. If any instruction is encountered, that prints to the terminal screen, then this will do so as normal, and the above debug output is then written on the following line.

Example 4

```
jBASE debugger—> b 40
0040  20      * MAIN INPUT SCREEN *
b 0 :  40, ST.XFER.b
```

A breakpoint is set so that program execution halts and debug is entered at line 40. The debugger displays the line in the source and shows the number of the breakpoint set; in this case breakpoint zero.

Example 5

```
jBASE debugger—> d
t0 :  fs2    - delete (Y/N)   n
t1 :  NEXT.ID - delete (Y/N)   n
b0 :  40 , ST.XFER.b - delete (Y/N) n
```

This command is used to delete trace and breakpoint table entries. When used in the simplest form as shown, the debugger lists each trace table and breakpoint table entry in turn, and prompts for deletion. If the response entered is no as above, then the next entry is displayed. If the response is *Y* to delete, then the debugger responds with a message similar to:

```
t1 : \NEXT.ID      - deleted
before presenting the next entry for deletion
```

```
jBASE debugger-->d -b 0
b0 : 40 , ST.XFER.b      - deleted
```

The command used in this form has deleted the breakpoint b0 from the table. Note that no prompt is given before deletion.

```
jBASE debugger-->d*
```

The trace table and breakpoint table are deleted, without the user being further prompted.

Example 6

```
jBASE debugger-->>stxfermb.dbg
```

The current trace table and breakpoint table entries together with the execution count set, and any comments are written to the *stxfermb.dbg* file in the current directory. The file is created if it doesn't exist but if it does, the previous contents are overwritten.

Example 7

```
jBASE debugger-->! cat stxfermb.dbg
d *
p .
t fs2
t NEXT.ID
b 40 , ST.XFER.b
h OFF
jBASE debugger-->
```

The command above spawns a shell command to list the contents of the *stxfermb.dbg* file, which was created in the previous example. When completed, control is passed back to the debugger.

Example 8

```
jBASE debugger-->d -tb*
t0 : fs2                - deleted
b1 : NEXT.ID           - deleted
b0 : 40 , ST.XFER.b    - deleted
jBASE debugger-->b
jBASE debugger-->t
jBASE debugger-->
```

The command deletes the trace table entries (*t*) and the breakpoint entries (*b*). The *** option denotes: that all entries are to be deleted and no prompt is given.

The following *b* and *t* commands just return the debug prompt to show that the breakpoint and trace tables are empty.

Example 9

```
jBASE debugger->< stxfermb.dbg
d *
p .
Source path :.
t fs2
t0 : fs2
t NEXT.ID
t1 : NEXT.ID
b 40 , ST.XFER.b
0040 20 * MAIN INPUT SCREEN *
b0 : 40 , ST.XFER.b
h OFF
History trace turned OFF
jBASE debugger->
```

The above command takes the contents of the *stxfermb.dbg* file and executes each debug command on screen one after the other displaying the result. The outcome is that all of the trace and breakpoint entries previously saved to the file are reinstated.

Example 10

```
jBASE debugger-> b
b0 : 40 , ST.XFER.b
jBASE debugger-> t
t0 : fs2
t1 : NEXT.ID
```

The *b* and *t* commands display the trace and breakpoint table contents.

Example 11

```
jBASE debugger-> d -tb*
t0 : fs2 - deleted
t1 : NEXT.ID - deleted
b0 : 40 , ST.XFER.b - deleted
jBASE debugger-> t FORM
t1 : FORM
jBASE debugger-> b RECORDCODE = 10
b0 : RECORDCODE = 10
```

In the above example the trace and breakpoint tables are cleared using the *d -tb** command. The variable *FORM* is then set as a traced variable and a breakpoint is set, which will trap to debug when the variable *RECORDCODE* has a value of 10.

Example 12

```
jBASE debugger-> s
008 IF A = 45 THEN
009   FORM = "A string"
010   VAR2 = "Another string"
FORM : (NULL)
```

The command is given to execute one line of the program before re-entering debug. The variable *FORM* is in the trace table, so its contents are automatically displayed on re-entry. The line number given is the position of the counter and shows the program line number following the one just executed.

Example 13

```
jBASE debugger—> s
Source ST.XFER.b , Line 10 , Level 2
FORM          : A String
```

Another line of code has just been executed, this time it was line 9 and the program execution counter is now pointing to line 10.

Example 14

```
jBASE debugger—> m
Memory utilisation
Free space :      Small blocks 10400,
                Ordinary blocks 6796,
                Total  17196
Used space  :      Small blocks 400,
                Ordinary blocks 44168,
                Total  44568
```

The system memory allocation is displayed on screen.

Example 15

```
jBASE debugger--> a -9 111
Signal 9 sent to parent process 73
jBASE debugger termination , exit code = 111
Program 'stx' - hangup - line dropped
Welcome to UNIX
login :
```

The "**a**" command is used to halt program execution with an error code of 111. In addition, signal 9 is sent to the parent process. This could be the calling menu driver program, but in this case, as the program was started directly from the shell, the effect is to log the user off.

Explanation of Complex Commands

Modifying Trace and Breakpoint Tables

<code>d {bdet} {nn *}</code>	
<code>b</code>	refers the command to the breakpoint table only
<code>-d</code>	disable or un-set the table entry referred to
<code>-e</code>	re-enable the table entry referred to
<code>-t</code>	refers the command to the trace-variable table only
<code>nn</code>	the trace or breakpoint entry number to delete, enable or disable
<code>*</code>	refers to all the trace or breakpoint entries This command is used to delete entries in the variable trace table and the breakpoint table. Unless the <code>*</code> switch is used, table entries can only be deleted one at a time. Used on its own, this command lists each variable in the trace table and each entry in the breakpoint table in turn, and prompts the user for deletion.
<code>d -t</code>	The command deletes all the entries in the variable trace table. This is done immediately without asking for confirmation.
<code>d -b</code>	The command deletes all the entries in the breakpoint table. This is done immediately without asking for confirmation.
<code>d -bd</code>	The <code>d</code> switch is used to disable the entries referred to. In this case, all of the breakpoints are disabled. As a result, the execution of the code will continue as if there were no breakpoints set. The complementary <code>e</code> switch can be used to re enable the entries.
<code>d *</code>	This deletes all trace and breakpoint table entries without asking for confirmation. Care should be taken with this, as the system generated <code>t0</code> entry is also deleted.
<code>d t 4</code>	This command deletes the fourth entry, <code>t4</code> , in the variable trace table. No confirmation is asked for, and the later entries do not shuffle up the table, i.e. entry <code>t5</code> will remain as <code>t5</code> .
<code>d b 2</code>	This deletes the second entry in the breakpoint table. No confirmation is asked for.
<code>d b *</code>	This will delete all the breakpoint table entries without asking for confirmation.

Execution History

`h { rs{n} } {nn|on|off}`

- `-r` display lines in reverse order
- `-s{n}` display *n* lines of source (default is 1).
- `nn` limit the history buffer to *nn* lines of source
- `on|off` toggle the saving of source lines executed This command keeps track of the source command lines executed during a debug session. The last 1024 lines are held in a circular buffer, and when full, the most recent command line displaces the oldest. It can be toggled on or off, and it is normally switched off by default. The command and switches have no effect unless activated by switching on. Commands executed from subroutines and CHAINed programs are displayed.
- `h on` This will switch on the command line audit, and every line of code subsequently executed during the debug session will be logged for reference, until the command is switched off or the debug session ends. The following commands assume the command line history is switched on.
- `h 20` This sets the number of lines of code to display at 20 lines. The default and maximum value is 1024.
- `H` Used in its simplest form, the command displays all the entries in the buffer to the maximum number set.
- `h -s3` This displays the last three lines of code executed.
- `h -rs10` The last 10 lines of code executed are displayed in reverse order, i.e. the command last executed is shown first.
- `h off` This switches off the history trace.

Locating Strings

`l{-acf} {nn}text`

- `-a` show all occurrences (defaults to the first occurrence)
- `-c` ignore the case of any text

-f	start the search from the first line of the source
-nn	limit the search to the next <i>nn</i> lines of source
text	<i>text</i> to locate This command locates <i>text</i> in the source file currently being executed and displays the line or lines of code containing it. The file to be searched may be changed by using other debug commands such as <i>e</i> .
l Heading	Used in its simplest form, the command will search the source from the current line position, to the end of the file, for the first occurrence of the text "Heading". If an exact match is found, then the line is displayed.
l -c Heading	The <i>-c</i> switch is used to ignore the case of the text. In this case, the first line found with the "Heading" text in any variety of upper and lower case letters will be displayed.
l -a NAME	The <i>-a</i> switch is used to locate and display ALL the source lines containing the text "NAME" in upper case letters only.
l -ac name	This command will display all lines of source code that contain the text <i>name</i> , with the characters being in any combination of upper or lower case letters.
l -a22 NAME	The characters <i>NAME</i> will be searched for, and if located in the next 22 lines starting from the current one, each line where it is found will be displayed.
l -f /usr/tutor/BP/INVOICE.b NAME	The <i>-f</i> switch is used to search from the beginning and display the first line found containing the characters <i>NAME</i> from the file <i>INVOICE.b</i> held in the <i>/usr/tutor/BP</i> directory.
l -acf ./PAYMENTS.b money	The most complex form of the command as shown will search the <i>PAYMENTS.b</i> source, held in the current directory, and display every line from it that has the text <i>money</i> in any variation of upper or lower case letters.

Execution Single Stepping

s{tcmd{n}} {nn}

t Display trace table after each source line executed

- c Only count the lines of source in the same CALL level

- Only count the lines of source in the same GOSUB level

- d {n} Enter a delay in increments of 100 milliseconds between executing lines of source.
This is incremented by the *n* value entered.

- nn Execute the next *nn* lines of source before re entering debug This command is used to
execute the program in steps and to re-enter debug after the execution of a given
number of lines of code. Traced variables are displayed after debug is re-entered, and
any screen display within the executed code is shown as normal.

- s The simplest form of the command executes the next line of the code and then re-
enters debug.

- s -t The next line of code is executed and the contents of all entries in the trace table are
shown.

- s t4 The next four lines of code are executed displaying the trace table entries before re-
entering debug.

- s 20 This command executes the next 20 lines of code before re entering debug.

- s td5 200 The command executes the next 200 lines of code. The *d* switch sets a delay in
increments of 100 milliseconds between each executed line. The 5 denotes that a 500
millisecond or half-second delay is set before executing the next line. The default
value is 1, or 100 milliseconds. The *t* switch ensures that the trace commands are
shown after the execution of every line.

While this process is continuing, enter debug by breaking into the program as normal. This is a very useful command to use when a run-time error occurs in a program, and the area of code responsible needs to be found quickly.

With the *-d* switch set, it is also possible to speed up or slow down the execution of the code if the initial value chosen is too fast or slow. This is done by entering a number from the keyboard in the range 0-9, which alters the delay to the given number of 100 milliseconds increments.

s d3t 500 The command will execute the next 500 lines of code with a delay factor of 300 milliseconds between each line. This speed of execution can be increased or decreased by pressing the numbers 09 on the keyboard during execution. In addition to this, the t switch means that the contents of the variables trace table will be displayed after EVERY line of code executed.

Display Variable

V{ gvmrs}V ANS The simplest form of the command will display the contents of the variable next to the variable name, in this case ANS. This will only produce a display if the source is at level 1, or in the home directory. If the variable has not been assigned, the value (NULL) is displayed. If the value assigned happens to be null, however, then a blank (null) will be displayed next to the variable name.

v g ANS If the variable in question resides in a different data area to the local level (COMMON or NAMED COMMON), then the g switch should be used to display the variable contents. This extends the display of the variable to data levels, and is particularly useful when executing a subroutine in a subdirectory or library.

v m ANS The m switch displays the variable and contents, but in addition allows the user to modify the contents. An equal sign is shown after the variable contents, and any characters or numbers entered followed by a carriage return are taken to be the new value of the variable. Entering a carriage return leaves the variable contents unchanged. The binary character defined by the octal number nnn replaces the character sequence \nnn. Therefore, the sequence \376 would be replaced by a field mark.

v gv ANS This command displays the value held in variable ANS no matter what the current level of the source. In addition, the v switch shows the type of variable (string or numeric), its memory location, and size.

v -r NAME This command displays the contents of the variable NAME at the start of the next line. The -r switch provides a raw character view of the variable name and value.

v -s NAME The -s switch shows a short view of the variable being the first 128 bytes.
Use the Asterisk (*) and Help (?) characters within the variable name as
wild card characters. The (?) denotes: a single occurrence of any character,
and the (*) denotes: any number of occurrences of any character.

Examples:

v A* Displays all variables beginning with the letter *A*.

v A??? Displays all four letter variables beginning with the letter *A*.

v *inv Displays all variables ending with the characters *INV*.

v *ENP* Displays all variables with the characters *ENP* within their name.

v LIS (2,*) Displays every element in the second row of the dimensioned array *LIS*.

v RCD(*,*) Displays every element of the two-dimensional array *RCD*.

Debugger Symbol Tables

The jBASIC compiler produces debugging symbol tables for use by the debugger at runtime. These symbol tables are produced for each data area in the program. Issuing the command `v -g` will display the value of every symbol at every data level within the program. There are three types of data area within a jBASIC program:

Local Data Areas

Local data areas have scope only within the current source file you are debugging. This will be either the variables used within the main (calling) program or the variables assigned in the current subroutine. By default, the `v` command will only operate on the current local data area. The `g` option will cause the scope of the `v` command to be extended across all known data areas.

Global Common Area

The Global Common area contains all the variables that were declared to the compiler using the `COMMON` statement without naming the common area.

Named Common Areas

There may be many instances of Named Common Data areas within a single executable. Each area maps directly to the named common definitions within your programs. Therefore, a statement such as that below will produce a named common data area called `JIM` for the debugger to use.

```
COMMON /JIM/ A,B,C
```

NOTE: If your program contains the same variable name in both local and global common areas the debugger will operate on each instance of the name in turn.

Comment Sheet

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