



Nemiver: A GNOME Debugger

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Presentation map

- Overview
- A bit of history
- Features
- Architecture
- Future ?
- Questions

Overview

- Debugger for C/C++ programs
- Free time powered volunteered
- GNOME Community
- Simple to use
 - Integrated in GNOME
- Common and simple use cases first
- Reasonable resources usage

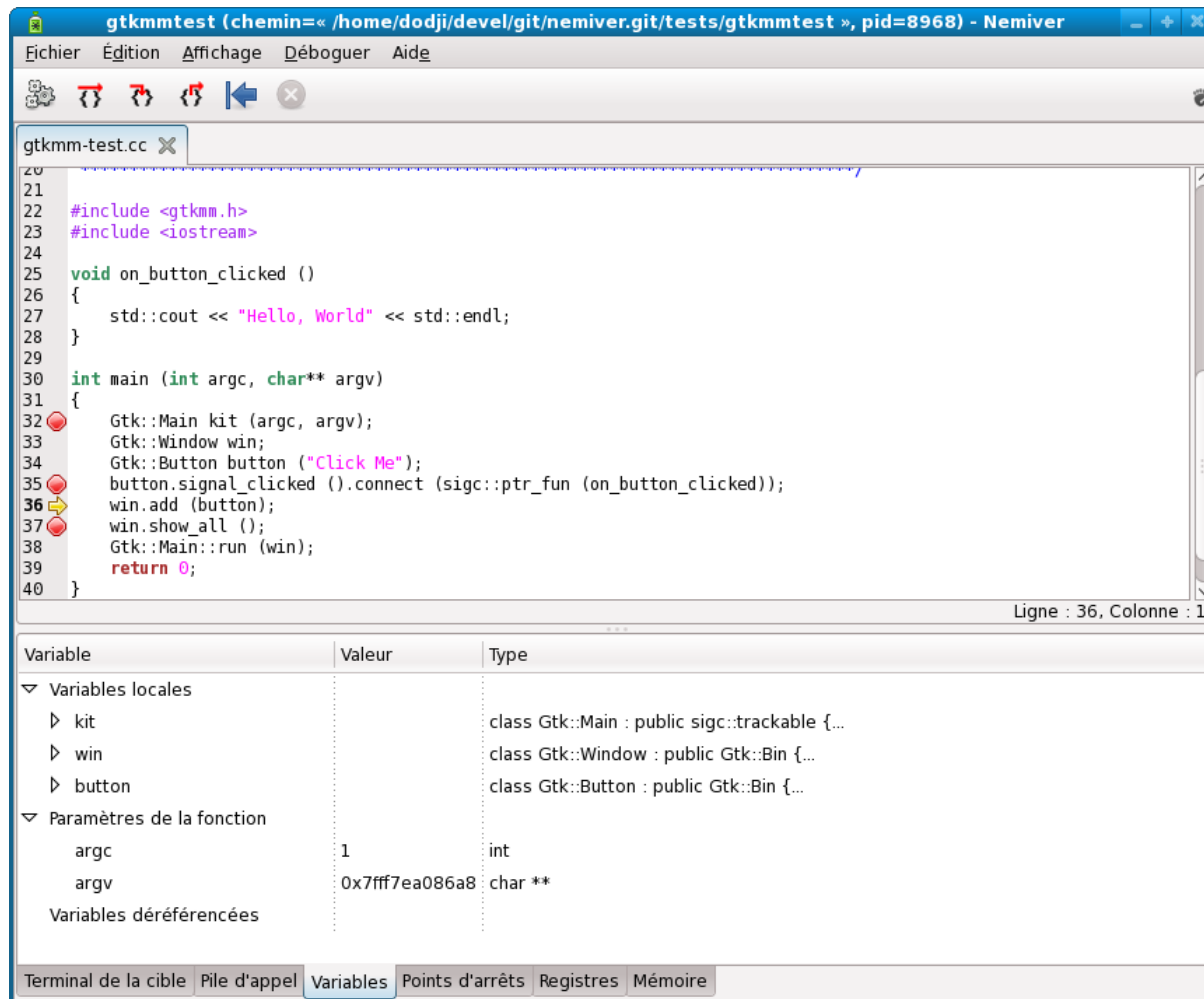
History

- Got aware of the need in 2006
 - Endless GDB questions on IRC
 - Ex Colleagues shouting against GDB
 - DDD being ugly and counter intuitive for simple tasks.
 - ==> abuse of interpreted languages
- Started coding during the summer 2006
- History still going ...

Features

- Breakpoints setting
- Variables inspection
- Call stack inspection
- Memory inspection
- Context saving
- Integrated with GNOME

A pic of the beast



The screenshot shows a GDB debugger window titled "gtkmmtest (chemin=< /home/dodji/devel/git/nemiver.git/tests/gtkmmtest », pid=8968) - Nemiver". The window displays the source code of "gtkmm-test.cc" with a yellow arrow pointing to line 36. The code includes headers for gtkmm and iostream, defines a function on_button_clicked, and a main function that creates a Gtk::Main object, a window, and a button, and connects the button's signal to the on_button_clicked function.

```
20
21
22 #include <gtkmm.h>
23 #include <iostream>
24
25 void on_button_clicked ()
26 {
27     std::cout << "Hello, World" << std::endl;
28 }
29
30 int main (int argc, char** argv)
31 {
32     Gtk::Main kit (argc, argv);
33     Gtk::Window win;
34     Gtk::Button button ("Click Me");
35     button.signal_clicked ().connect (sigc::ptr_fun (on_button_clicked));
36     win.add (button);
37     win.show_all ();
38     Gtk::Main::run (win);
39     return 0;
40 }
```

The variable window shows the following state:

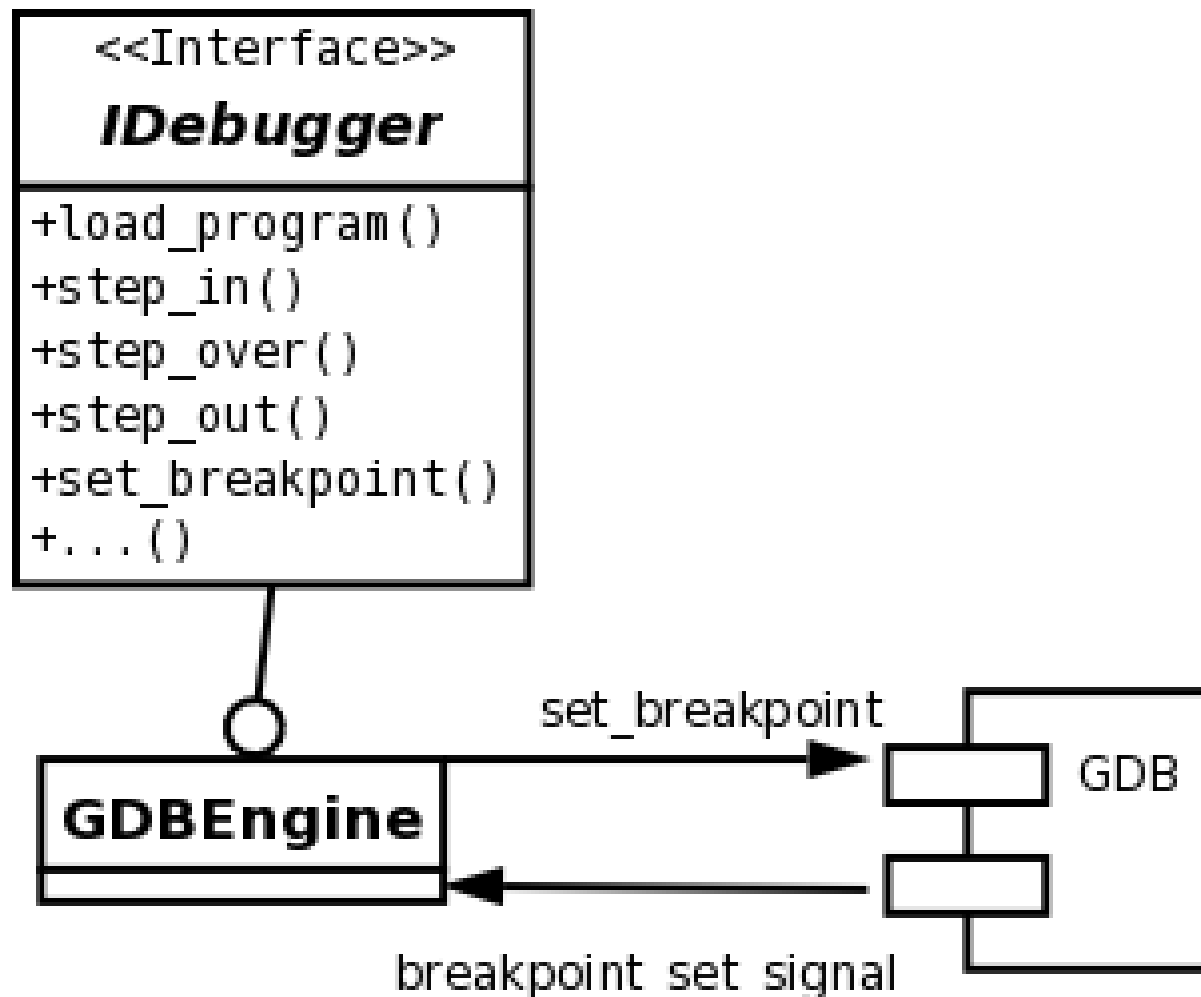
Variable	Valeur	Type
Variables locales		
▶ kit		class Gtk::Main : public sigc::trackable {...
▶ win		class Gtk::Window : public Gtk::Bin {...
▶ button		class Gtk::Button : public Gtk::Bin {...
Paramètres de la fonction		
argc	1	int
argv	0x7fff7ea086a8	char **
Variables déréférencées		

At the bottom of the window, there are tabs for "Terminal de la cible", "Pile d'appel", "Variables", "Points d'arrêts", "Registres", and "Mémoire".

Architecture (I)

- Nemiver uses GDB (surprise!)
 - But but, how to control GDB ?
 - No libgdb available
 - ==> GDB/MI
 - New interface: IDebugger
 - Event driven model
 - Implementation: Fork/Exec/Pipes
 - Glib event loop

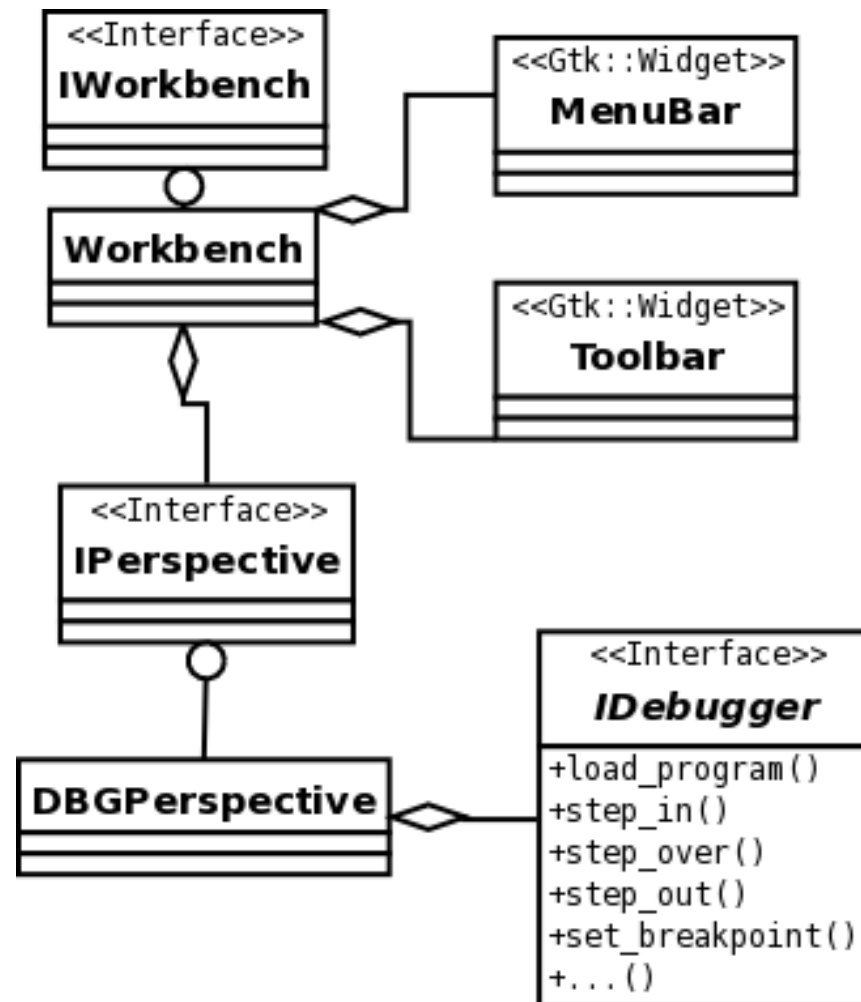
Architecture (I): Quick view



Architecture (II): Visible stuff

- Interfaces/implementations separation
- IWorkbench
 - Main window container
 - Tool and menu bar
 - perspective
- IPerspective
 - Widgets collaborating for a task
 - IDBGPerspective
 - Uses IDebugger

Architecture (II): Big picture



Perspectives

- Cover more use cases (obviously)
- Scripting (Javascript ? Ruby ? Anyone ?)
 - More complex use cases
 - Cmd line interface on top of it ?
- Direct access to ELF binaries ?
 - Portability issue ?
 - More power
- External debugging library ?



Questions?

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