

## Re: Disobeying jet engines – why?

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*Source:* <http://sci.tech–archive.net/Archive/sci.electronics.design/2008–01/msg04849.html>

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- *From:* Didi <[didi@xxxxxxxx](mailto:didi@xxxxxxxx)>
  - *Date:* Wed, 30 Jan 2008 09:16:30 –0800 (PST)
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If you know your code, then you need no debugger! HIGH LEVEL LANGUAGES LIKE HEX or ASM need no debugger (I ain't kidding).

Well you do need a debugger above a certain code complexity allright. I am well past my 1M lines of code (no C junk), and even though I "live" in an environment 100% my doing – debuggers, assemblers/compilers, OS, you name it – I do need a debugger pretty often. One makes mistakes, there are unknown/unexpected things in the behaviour of this or that etc.

Here is a typical picture (I did it only to show what it looks like, recently I was debugging this, it is ready now :-):

<http://tgi–sci.com/misc/debug.gif>

The debugger seen through the "terminal" window is running on the same CPU in this case. Sometimes it is a remote device.

I also usually keep a number of shell (DPS shell, that is) windows open and mess around with whatever has to be messed around from some of them...

Dimiter

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Dimiter Popoff Transgalactic Instruments

<http://www.tgi–sci.com>

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[http://www.flickr.com/photos/didi\\_tgi/sets/72157600228621276/](http://www.flickr.com/photos/didi_tgi/sets/72157600228621276/)

On Jan 30, 6:21 pm, Jan Panteltje <[pNaonStpealm...@xxxxxxxx](mailto:pNaonStpealm...@xxxxxxxx)> wrote:

On a sunny day (Wed, 30 Jan 2008 07:08:01 –0800) it happened John Larkin <[jjlar...@xx](mailto:jjlar...@xx)> wrote in <[4f41q3hq25ra51d18dfa5jvlnkge8k...@xxxxxxx](mailto:4f41q3hq25ra51d18dfa5jvlnkge8k...@xxxxxxx)>:

Re: Disobeying jet engines – why?

Sometimes the right thing to do is to buy the correct development tool for the job. Anyone who attempts to write a database from scratch for a PC wants their head examining (and that was true almost from the early days of CPM). Same with anyone who attempts to debug embedded code in a hard RT environment without using the right tools.

Umm, I should have my head examined. Twice.

John

Hey, John, I agree.

Did not want to comment at first, and that is especially about debug.

If you know your code, then you need no debugger! HIGH LEVEL LANGUAGES LIKE HEX or ASM need no debugger (I ain't kidding).

Most I will do in huge programs in C (C++ is not really a language but a disability, Stroustrup did not know how to program, and that is why he created C++), is add some printf() statements.

In ASM, or programming in binary, you should know what happens from what you get. Honestly last time I used a debugger was in 1983? They tried to sell me all sorts of stuff, ICE, hell, you should be able to understand what is going on from what happens.

Many people seem to have an attention span of about ehheh 7 minutes?

So they cannot follow any code, especially as the spaghetti they wrote probably has that knot after 7 minutes, then they spend hours looking in a debugger, to find that bit that flipped, which it should have, as they programmed the knot.

<space for flames>

<water>

<petrol>

LOL

So lets see , somebody is going to byte.