

## Re: Disobeying jet engines – why?

---

*Source:* <http://sci.tech-archive.net/Archive/sci.electronics.design/2008-01/msg04854.html>

---

- *From:* Jan Panteltje <[pNaonStpealmtje@xxxxxxxxxx](mailto:pNaonStpealmtje@xxxxxxxxxx)>
  - *Date:* Wed, 30 Jan 2008 18:05:35 GMT
- 

On a sunny day (Wed, 30 Jan 2008 09:16:30 -0800 (PST)) it happened Didi <[diditgi@xxxxxxxxxx](mailto:diditgi@xxxxxxxxxx)> wrote in <[601837e4-0e79-44ea-8066-42fa6642270e@xx](mailto:601837e4-0e79-44ea-8066-42fa6642270e@xx)>:

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 do not see this, honestly.

I do the complicated stuff in Linux, not sure if I did hit the 1M lines of code, way over 100000 I am in some programs though.

I mean gdb is just 3 characters away, but in C printf() always helps me out.

There are some basic rules, and libc.info is my friend, gives me all the help I need, and prevents me from doing things better not done.

And I try to avoid exotic constructs.

In C: keep your pointers in range, check for null pointers in every function.

.