

Re: How to write a program to track the value of a certain variable at run-time using debug features???

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"classicalmania" <trungthanh78@xxxxxxxxxx> writes:

One possible solution, as suggested by Martin Irman from microsoft.public.vc.debugger is to use C++ wrapper class.

If you are going to restrict your users in certain ways, such as above, a much simpler solution is to tell them:

- when you are solving for a given $f(x)$, you must ensure that $f()$ is a true function of x (i.e. ensure that no external parameter modification happens).
- when you are done with $f(x)$, you can change what $f(x)$ does in arbitrary ways, but you must call `solver_reset()` routine.

As I see, some debuggers (ddd for example) can show the list of global variables and their value at run-time, so I wonder whether it is possible for me to re-use some API from the debugger.

The only API Linux debuggers use is `ptrace()`. In order to "reuse" it, your program must have detailed understanding of the ELF file format, which isn't too difficult, but isn't trivial either.

Besides, this approach doesn't solve **anything**: if some globals are pointers, then you must track not only that the pointer itself didn't change, but the "pointed to" thing didn't change either.

Cheers,

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In order to understand recursion you must first understand recursion.
Remove /-nsp/ for email.

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