
Subject: Re: Debugging console app?

Posted by [mr_ped](#) on Sat, 02 Oct 2010 23:05:43 GMT

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kattle87: I would suggest firstly to try Bazaar/UnitTest++, so you can forget about debugging with cin/cout.

For console applications it should be perfect fit on low (unit testing) and medium (basic components integration) level, and even at highest level some tests may make sense (although last time I did console app this way, I simply put all the components together in final main, compiled it, run, and everything worked, so I didn't bother to do high level tests).

If you are unsure what I'm talking about, try to read something about TDD (Test Driven Development).

That way you can debug the code inside test, where you have already input defined, so you don't need cin, but usually if you build the code this way you don't debug. It either does pass the test soon, or when you are stuck, you revert it and start from scratch. Debugging can be much slower.
