

Debugging

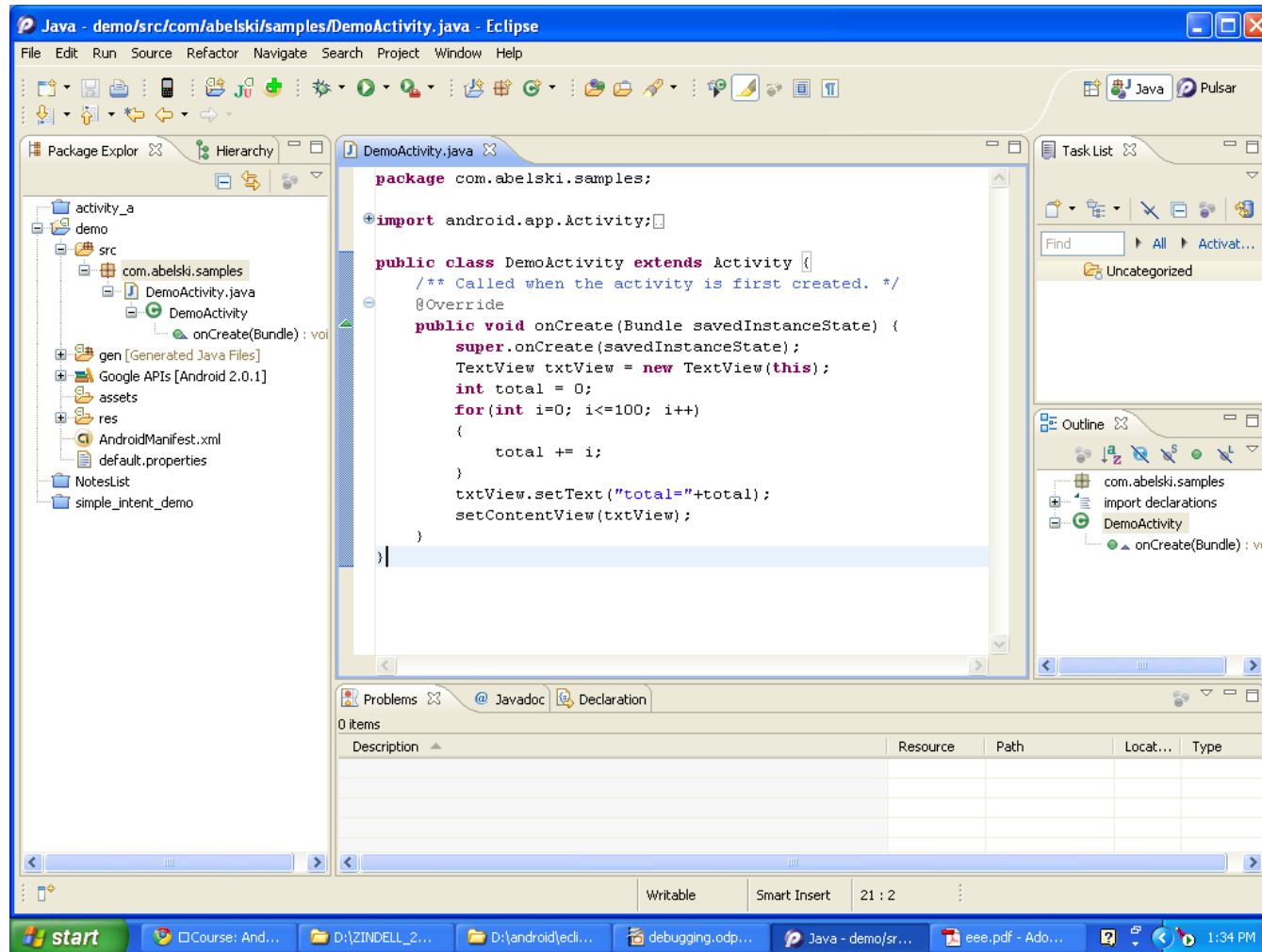
Introduction

- ❖ The Eclipse IDE and the android SDK provide a rich set of tools that assist us with developing our application for the android platform and with debugging it.

Eclipse Java Editor

- ❖ Developing for the android platform we can enjoy the same Eclipse IDE features we know when using the Eclipse IDE for other platforms.

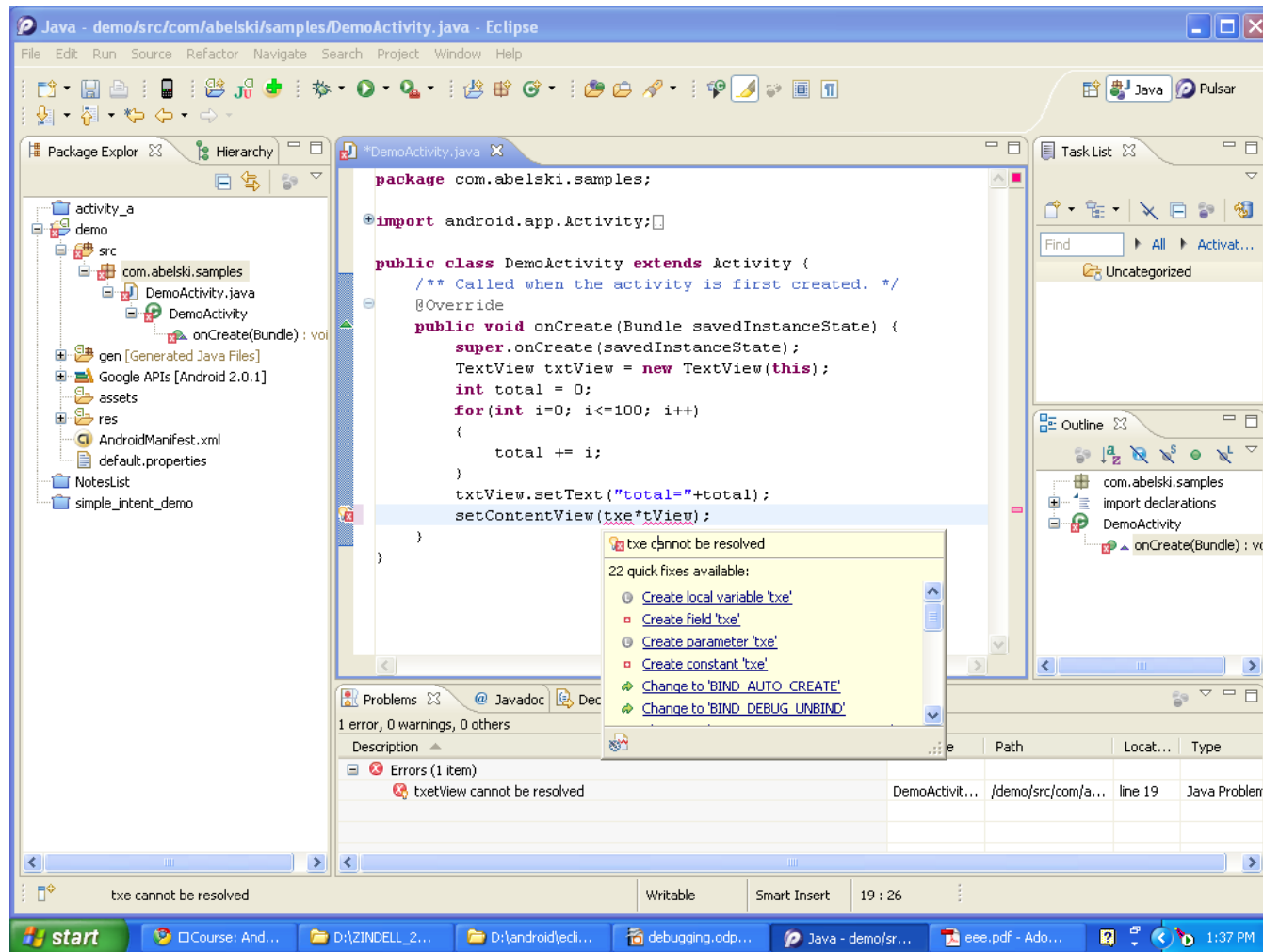
Eclipse Java Editor



Eclipse Java Editor

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- ❖ We even get suggestions for fixing our code.

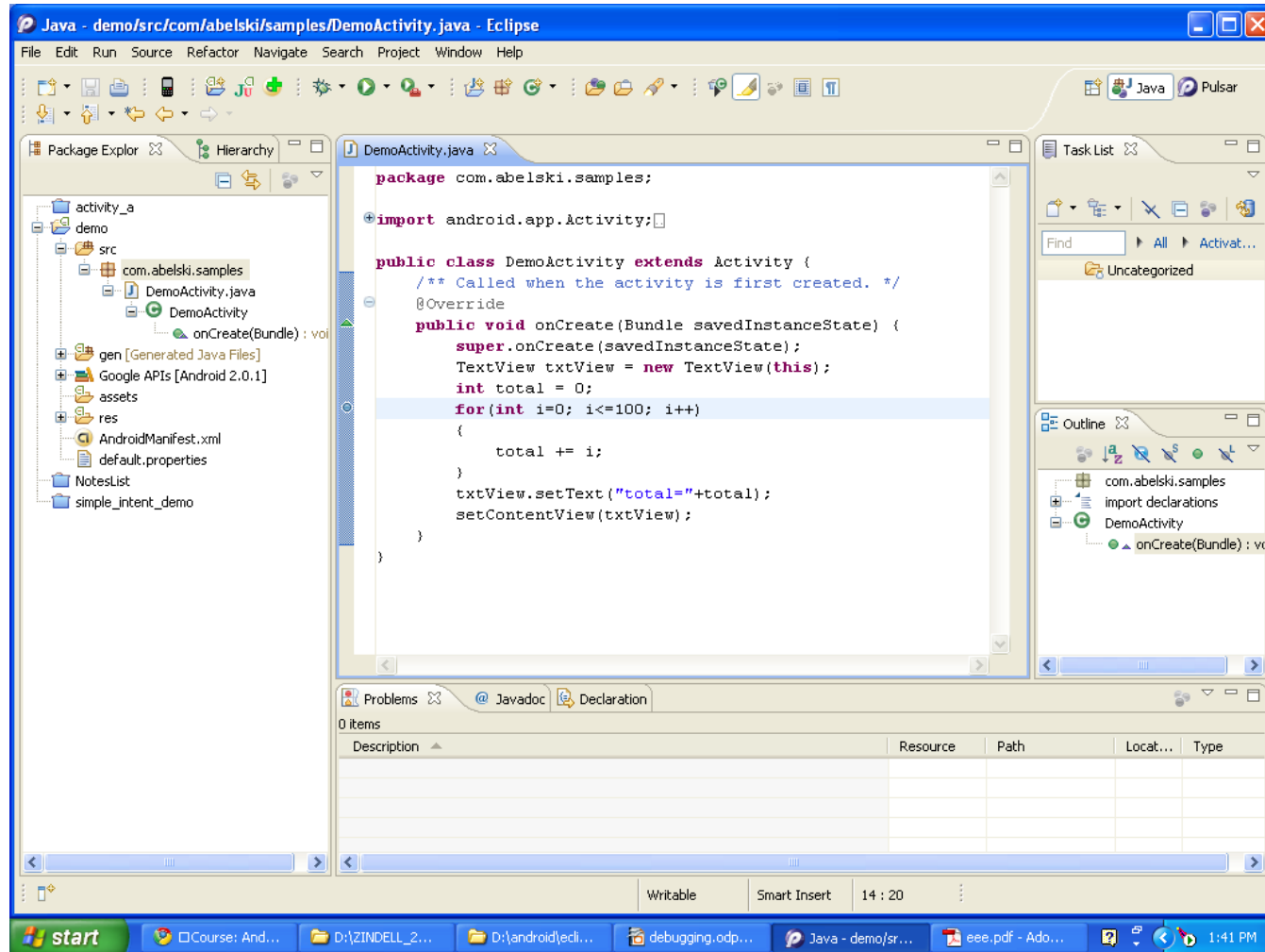
Eclipse Java Editor



Eclipse Java Editor

- ❖ There are three available ways for toggling a break-point.
- ❖ We can select the line and select from the top menu
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- ❖ We can use the keyboard pressing Ctrl+shift+B.

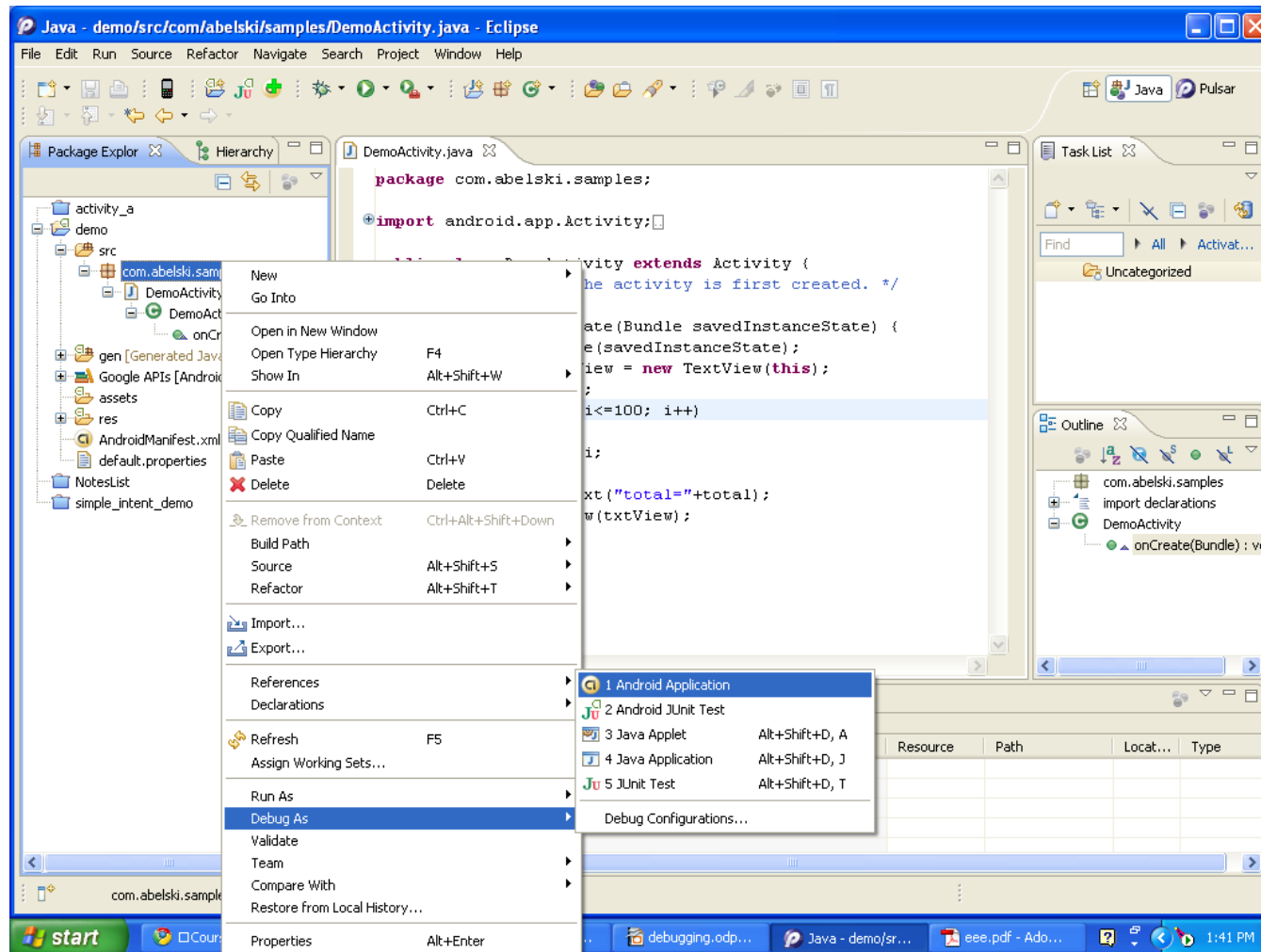
Eclipse Java Editor



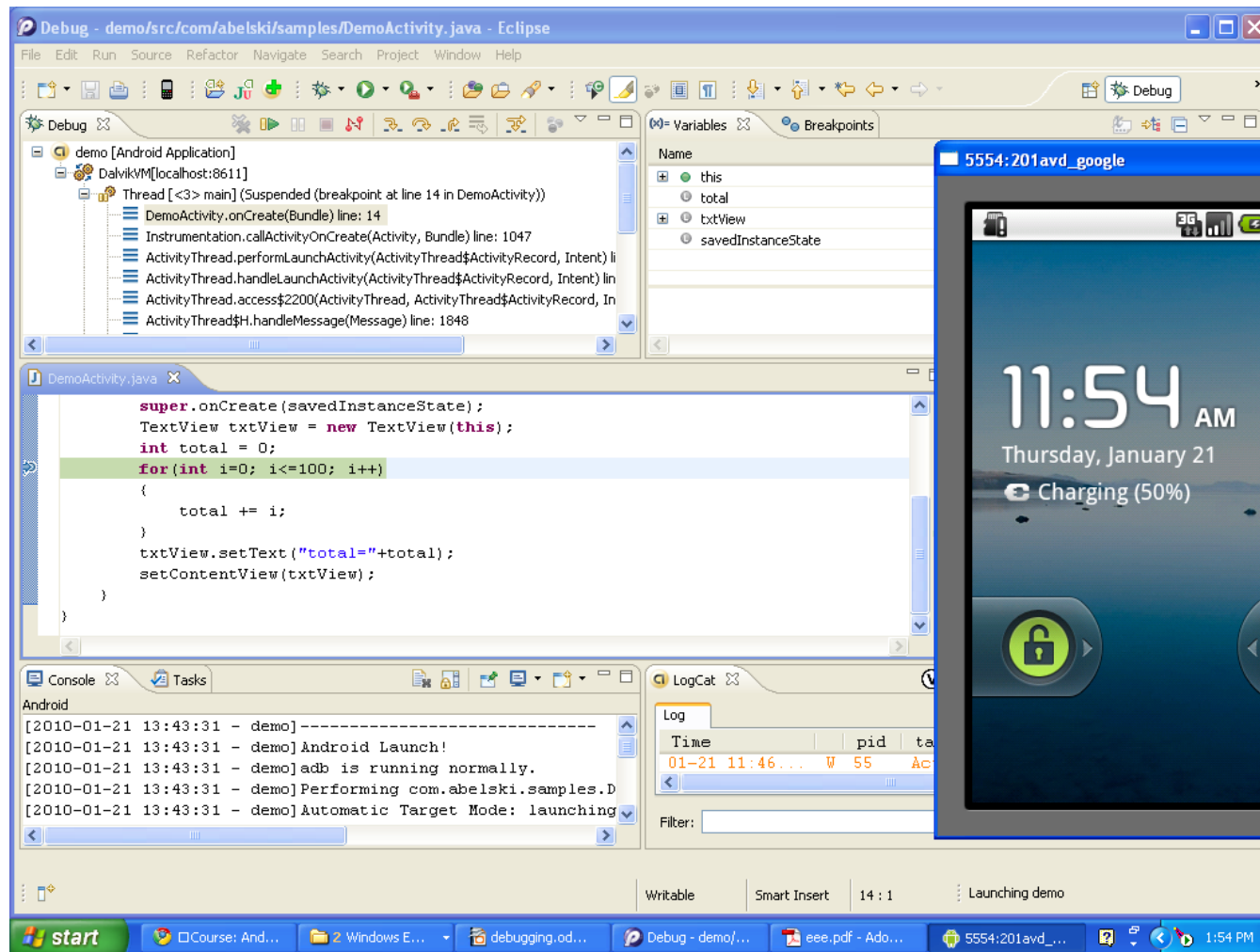
Eclipse Java Debugger

- ❖ There are three available ways for toggling a break-point.
- ❖ We can select the line and select from the top menu `Run->Toggle Break Point`.
- ❖ We can double click in the left margin of the editor at the line we want to toggle.
- ❖ We can use the keyboard pressing `Ctrl+shift+B`.
- ❖ We start debugging by selecting from our top menu the 'Debug As' option.

Eclipse Java Debugger



Eclipse Java Debugger



Logcat

- ❖ Logcat is a general purpose logging facility. The Logcat pane is available as part of the debugger perspective. The Logcat pane includes a log of messages.

Logcat

The screenshot shows the Eclipse IDE in a debug state. The top toolbar includes icons for File, Edit, Run, Source, Refactor, Navigate, Search, Project, Window, and Help. The main editor displays the `DemoActivity.java` file with the following code:

```
package com.abelski.samples;

import android.app.Activity;

public class DemoActivity extends Activity {
    /** Called when the activity is first created. */
    @Override
```

The Debug console on the left shows the execution flow, with a breakpoint at line 14 in `DemoActivity`. The Variables panel on the right shows the state of the `DemoActivity` object:

Name	Value
this	DemoActivity (id=830064787728)
total	0
txtView	TextView (id=830064791808)
savedInstanceState	null

The Logcat window at the bottom shows the system log with the following entries:

Time	pid	tag	Message
01-23 00:20...	D 172	Media...	scan time: 379ms
01-23 00:20...	D 172	Media...	postscan time: 2ms
01-23 00:20...	I 209	Syste...	waiting for debugger to settle...
01-23 00:20...	I 209	Syste...	debugger has settled (1340)
01-23 00:20...	D 172	Media...	total time: 14961ms
01-23 00:20...	W 56	Backu...	dataChanged but no participant pkg='com.android.providers.s...
01-23 00:20...	D 172	Media...	done scanning volume internal
01-23 00:20...	I 56	Activ...	Start proc com.svox.pico for broa...
01-23 00:20...	D 232	ddm-heap	Got feature list request

The bottom status bar shows the current state: Writable, Smart Insert, 14 : 1, and Launching demo.

Logcat

- ❖ Each one of the messages has a different entry priority. The Log class includes separated static methods for each one of the available entry priorities.

```
static int d(String tag, String msg, Throwable tr)
```

Send a DEBUG log message and log the exception.

```
static int d(String tag, String msg)
```

Send a DEBUG log message.

Logcat

```
static int  e(String tag, String msg)
```

Send an ERROR log message.

```
static int  e(String tag, String msg, Throwable tr)
```

Send a ERROR log message and log the exception.

```
static int  i(String tag, String msg, Throwable tr)
```

Send a INFO log message and log the exception.

```
static int  i(String tag, String msg)
```

Send an INFO log message.

Logcat

```
static int  v(String tag, String msg, Throwable tr)
```

Send a VERBOSE log message and log the exception.

```
static int  v(String tag, String msg)
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Send a VERBOSE log message.

```
static int  w(String tag, String msg)
```

Send a WARN log message.

```
static int  w(String tag, Throwable tr)
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Send a WARN log message.

Logcat

```
static int  w(String tag, String msg, Throwable tr)
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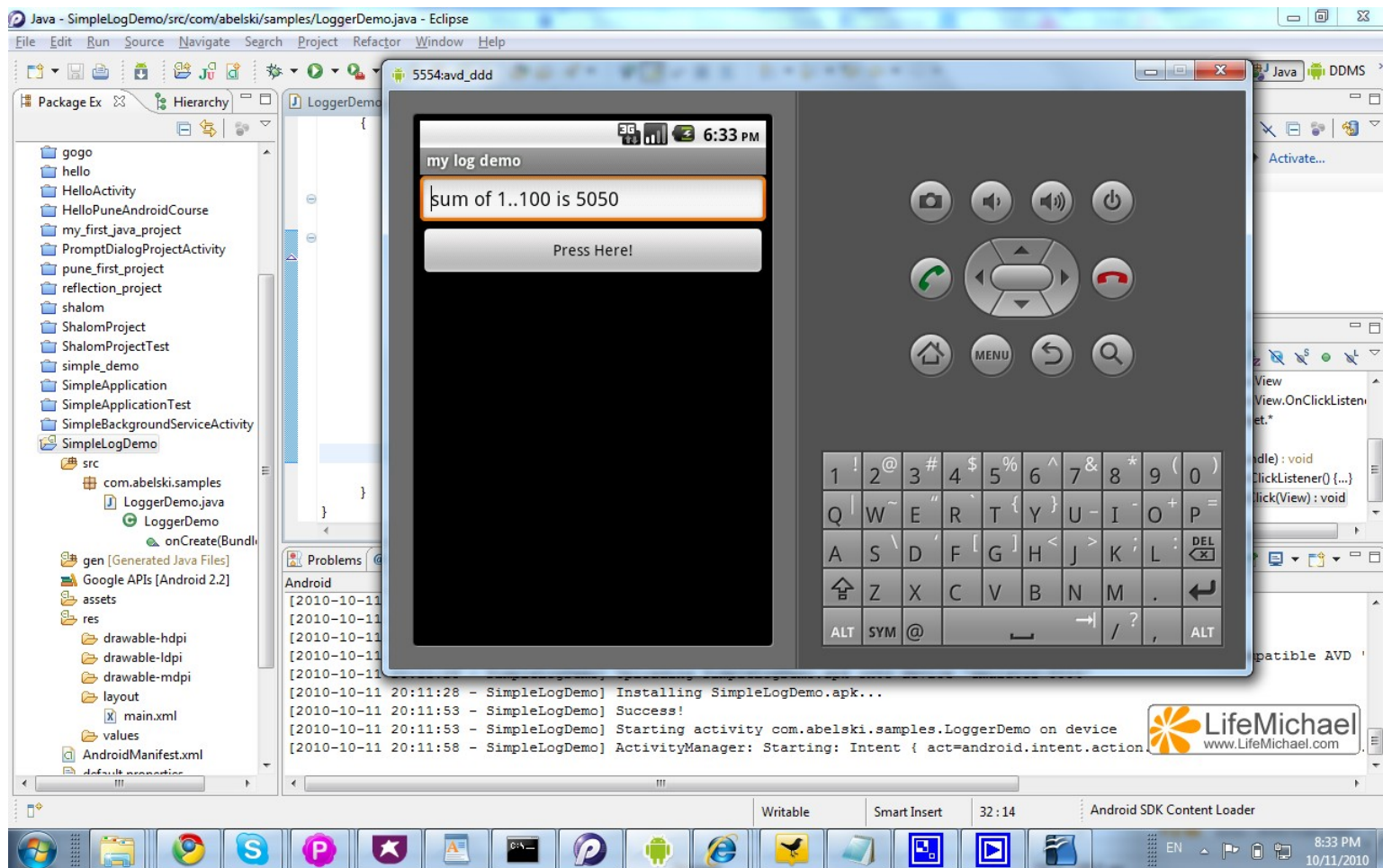
Send a WARN log message and log the exception.

Sample

```
public class LoggerDemo extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        Button bt = (Button)findViewById(R.id.Button01);
        bt.setOnClickListener(new OnClickListener()
        {
            @Override
            public void onClick(View v)
            {
                int sum = 0;
                for(int i=1; i<=100; i++)
                {
                    sum += i;
                    Log.i("loop", "i="+i+" sum="+sum);
                }
                EditText text = (EditText)findViewById(R.id.EditText01);
                text.setText("sum of 1..100 is "+sum);
            }
        });
    }
}
```



Sample



Sample

The screenshot shows the DDMS interface in Eclipse. The main window displays the LogCat window with a list of log messages. The messages are filtered by 'my loop filter' and show a sequence of log entries from a process with PID 355, tagged 'loop'. The messages are as follows:

Time	pid	tag	Message
10-11 18:17...	I 355	loop	i=88 sum=3916
10-11 18:17...	I 355	loop	i=89 sum=4005
10-11 18:17...	I 355	loop	i=90 sum=4095
10-11 18:17...	I 355	loop	i=91 sum=4186
10-11 18:17...	I 355	loop	i=92 sum=4278
10-11 18:17...	I 355	loop	i=93 sum=4371
10-11 18:17...	I 355	loop	i=94 sum=4465
10-11 18:17...	I 355	loop	i=95 sum=4560
10-11 18:17...	I 355	loop	i=96 sum=4656
10-11 18:17...	I 355	loop	i=97 sum=4753
10-11 18:17...	I 355	loop	i=98 sum=4851
10-11 18:17...	I 355	loop	i=99 sum=4950
10-11 18:17...	I 355	loop	i=100 sum=5050

The interface also includes the 'Emulator Control' window, which shows the 'Telephony Status' and 'Telephony Actions' sections. The 'Telephony Status' section includes fields for 'Voice', 'Speed', 'Data', and 'Latency'. The 'Telephony Actions' section includes a field for 'Incoming number'.

The bottom of the screenshot shows the Windows taskbar with various application icons and the system clock indicating 8:34 PM on 10/11/2010.

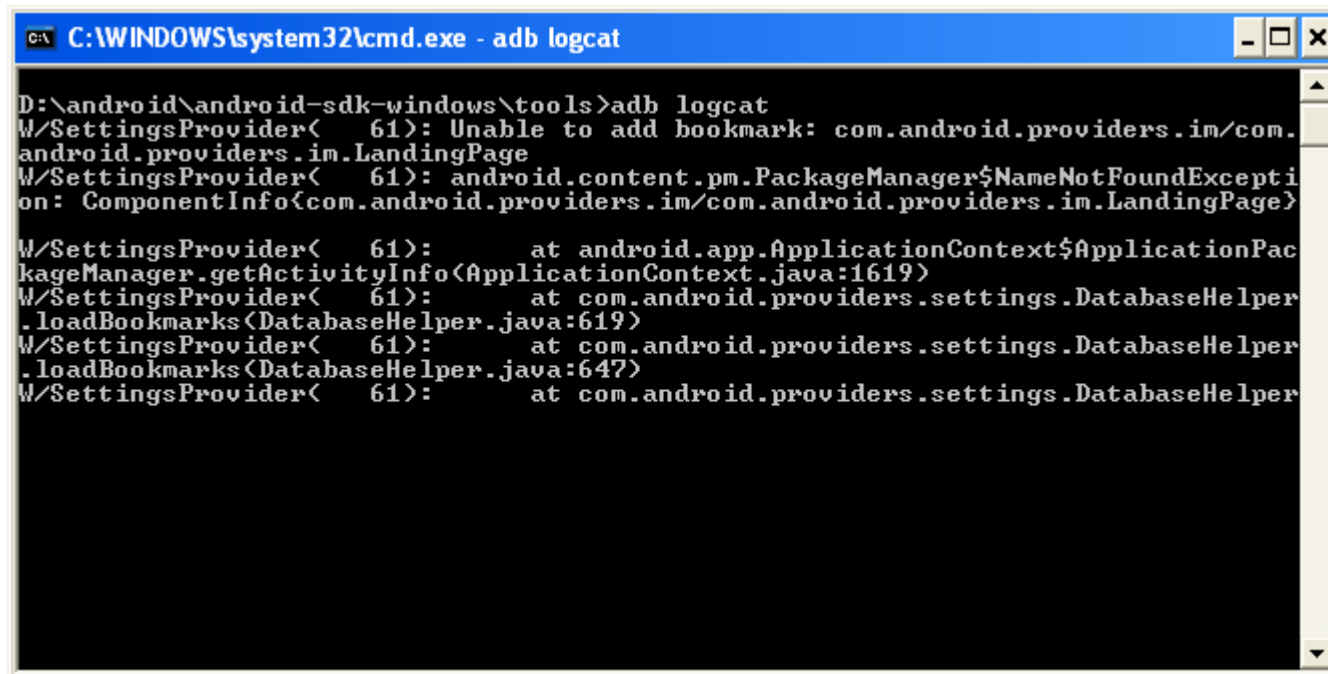
Android Debug Bridge

- ❖ The android debug bridge (adb) is a special command line tool the android platform comes with.
- ❖ Using the android debug bridge we can remotely control the device or the emulator we are working with.
- ❖ We can invoke the android debug bridge client from the command line prompt.

Android Debug Bridge

- ❖ Typing '`adb logcat`' in the command line will get us the detailed logcat messages.

Android Debug Bridge



```
C:\WINDOWS\system32\cmd.exe - adb logcat

D:\android\android-sdk-windows\tools>adb logcat
W/SettingsProvider< 61>: Unable to add bookmark: com.android.providers.im/com.
android.providers.im.LandingPage
W/SettingsProvider< 61>: android.content.pm.PackageManager$NameNotFoundException: ComponentInfo{com.android.providers.im/com.android.providers.im.LandingPage}
W/SettingsProvider< 61>:     at android.app.ApplicationContext$ApplicationPac
kageManager.getActivityInfo(ApplicationContext.java:1619)
W/SettingsProvider< 61>:     at com.android.providers.settings.DatabaseHelper
.loadBookmarks(DatabaseHelper.java:619)
W/SettingsProvider< 61>:     at com.android.providers.settings.DatabaseHelper
.loadBookmarks(DatabaseHelper.java:647)
W/SettingsProvider< 61>:     at com.android.providers.settings.DatabaseHelper
```

Android Debug Bridge

- ❖ Typing 'adb' in the command line will get us a detailed list of all available adb's commands.

Android Debug Bridge

```
C:\WINDOWS\system32\cmd.exe

D:\android\android-sdk-windows\tools>adb
Android Debug Bridge version 1.0.25

-d                - directs command to the only connected USB device
                  returns an error if more than one USB device is
                  present.
-e                - directs command to the only running emulator.
                  returns an error if more than one emulator is r
                  unning.
-s <serial number> - directs command to the USB device or emulator w
                  ith
                  the given serial number. Overrides ANDROID_SERI
                  AL
                  environment variable.
-p <product name or path> - simple product name like 'sooner', or
                  a relative/absolute path to a product
                  out directory like 'out/target/product/sooner'.
                  If -p is not specified, the ANDROID_PRODUCT_OUT
                  environment variable is used, which must
                  be an absolute path.
devices          - list all connected devices
connect <host>:<port> - connect to a device via TCP/IP disconnect <host
>:<port>          - disconnect from a TCP/IP device
device commands:
adb push <local> <remote> - copy file/dir to device
adb pull <remote> <local> - copy file/dir from device
adb sync [ <directory> ] - copy host->device only if changed
                        (see 'adb help all')
adb shell          - run remote shell interactively
adb shell <command> - run remote shell command
adb emu <command>   - run emulator console command
adb logcat [ <filter-spec> ] - View device log
adb forward <local> <remote> - forward socket connections
                        forward specs are one of:
                        tcp:<port>
                        localabstract:<unix domain socket name>
```

Android Debug Bridge

```
C:\WINDOWS\system32\cmd.exe

adb version                - show version num

DATAOPTS:
(no option)                - don't touch the data partition
-w                          - wipe the data partition
-d                          - flash the data partition

scripting:
adb wait-for-device        - block until device is online
adb start-server           - ensure that there is a server running
adb kill-server            - kill the server if it is running
adb get-state              - prints: offline ! bootloader ! device
adb get-serialno           - prints: <serial-number>
adb status-window          - continuously print device status for a specific
device
adb remount                - remounts the /system partition on the device re
ad-write
adb reboot [bootloader|recovery] - reboots the device, optionally into the boo
tloader or recovery program
adb root                   - restarts the adbd daemon with root permissions
adb usb                    - restarts the adbd daemon listening on USB
adb tcpip <port>           - restarts the adbd daemon listening on TCP on the spec
ified port
networking:
adb ppp <tty> [parameters] - Run PPP over USB.
Note: you should not automatically start a PPP connection.
<tty> refers to the tty for PPP stream. Eg. dev:/dev/omap_csmi_tty1
[parameters] - Eg. defaultroute debug dump local notty usepeerdns

adb sync notes: adb sync [ <directory> ]
<localdir> can be interpreted in several ways:

- If <directory> is not specified, both /system and /data partitions will be u
pdated.

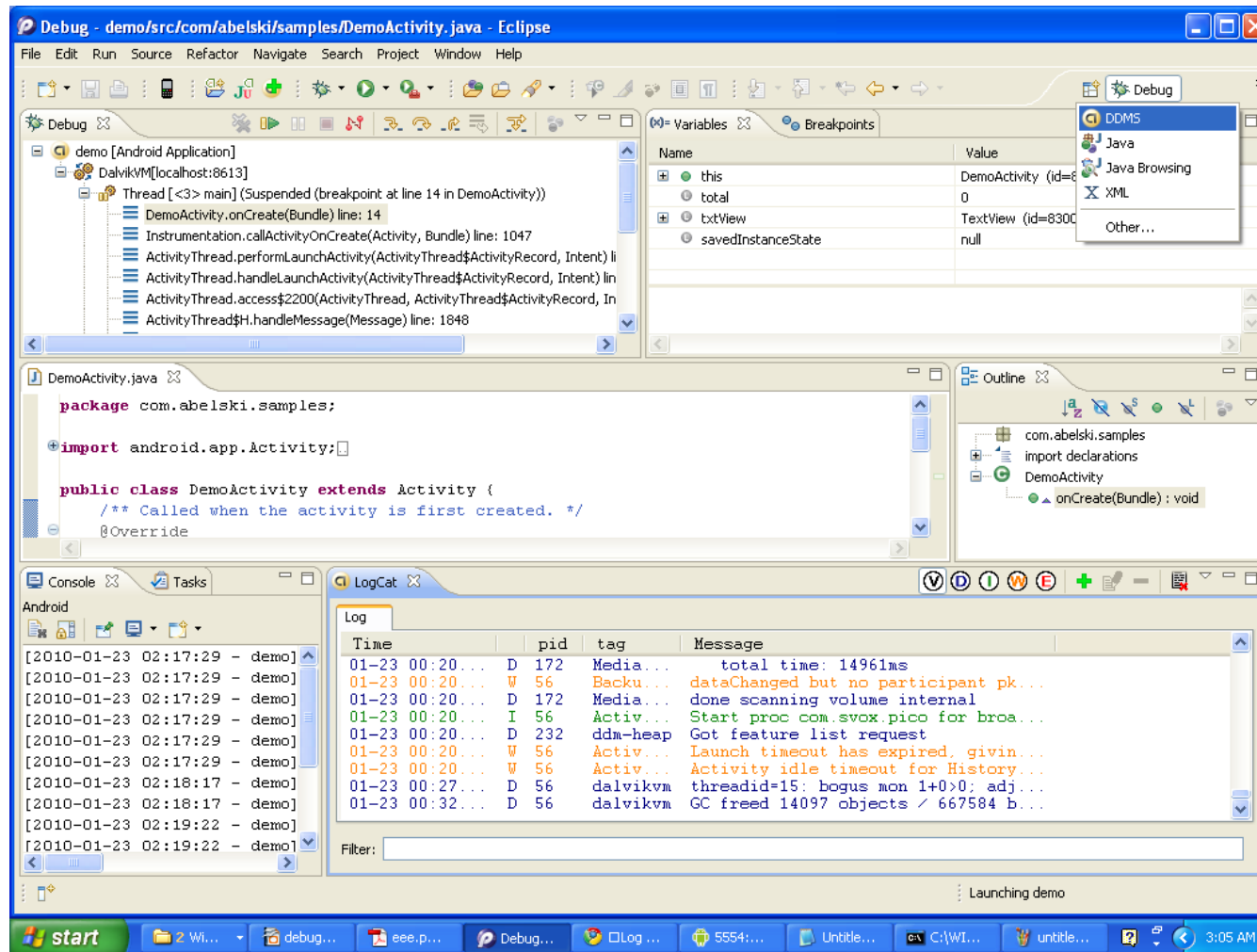
- If it is "system" or "data", only the corresponding partition
  is updated.

D:\android\android-sdk-windows\tools>_
```

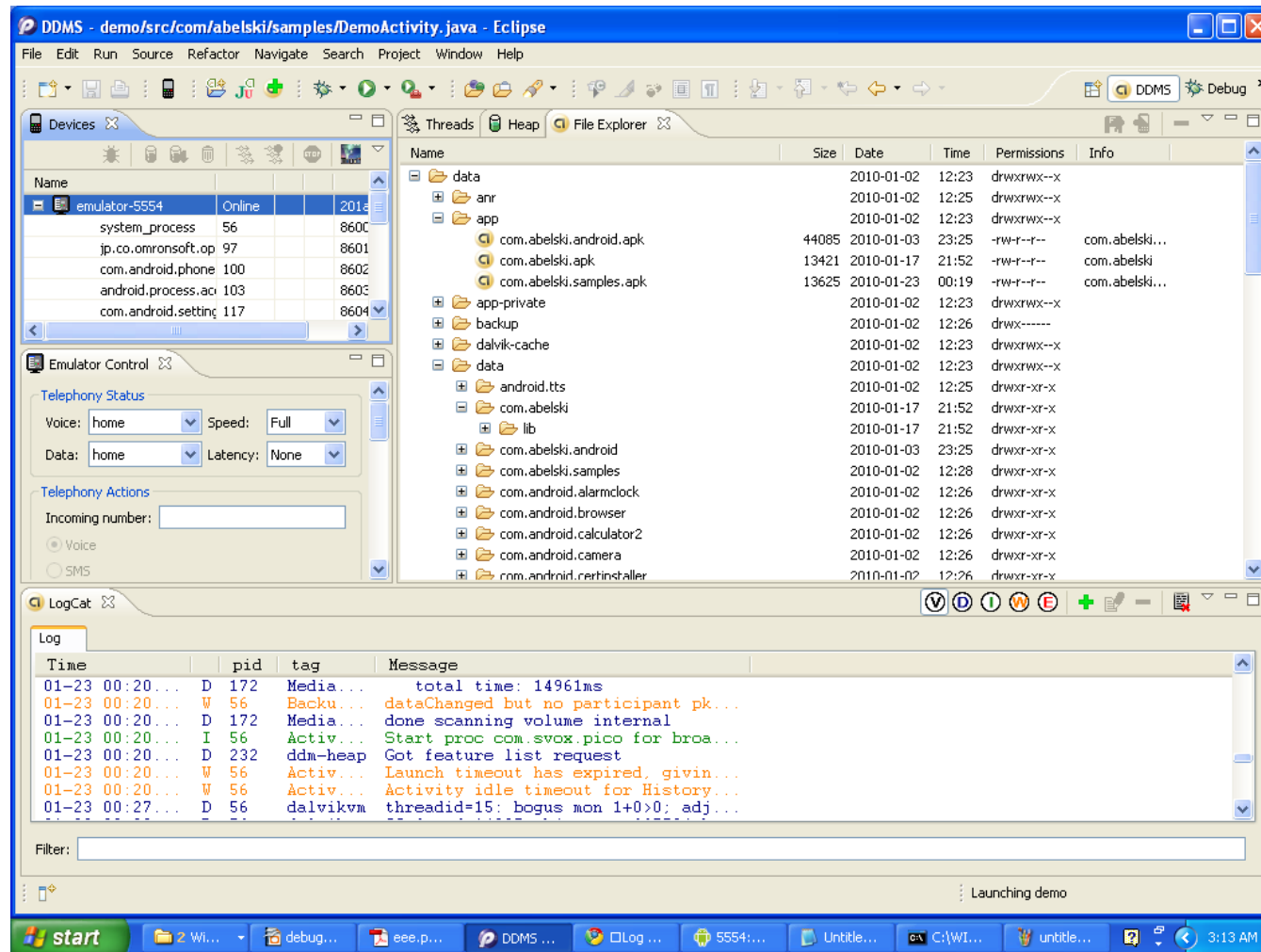
Delvik Debug Monitor Service

- ❖ Once the android SDK plug-in for the Eclipse IDE is installed, we can start using the Delvik Debug Monitor Service (DDMS).
- ❖ The DDMS perspective provides a window based interface for android specific debug information on the emulator (or the real handset).

Delvik Debug Monitor Service



Delvik Debug Monitor Service



Traceview

- ❖ The Traceview utility allows tracking the exact methods that are been called as well as the exact time each one of these methods executions takes.

Traceview

- ❖ The Traceview utility includes two parts. The first is a small utility that creates a log file that includes detailed data about each and every method invocation. The second is a graphics based application you can execute passing over the log file and get a detailed graphics representation of all methods calls.

Traceview

- ❖ In order to use the Traceview utility we should first import the `android.os` package and add to our code the following lines.

```
...
```

```
Debug.startMethodTracing("mytrace");
```

```
...
```

```
...
```

```
Debug.stopMethodTracing();
```

```
...
```


Traceview

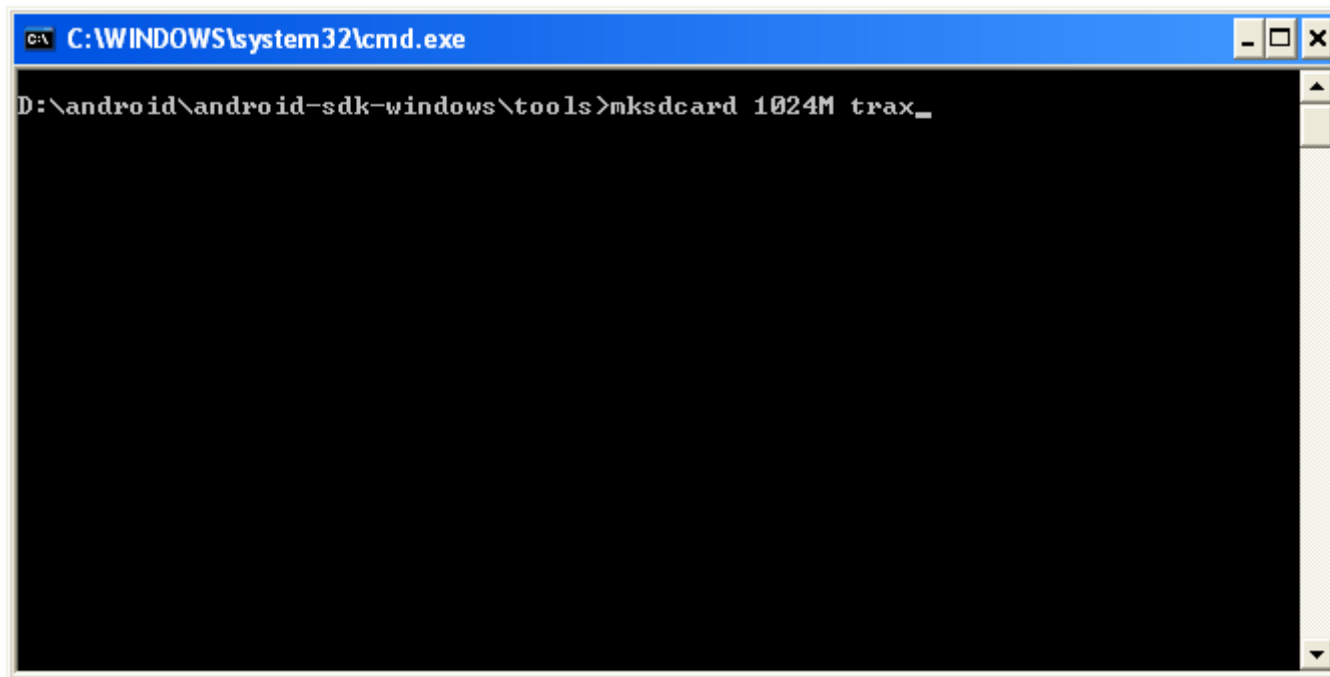
- ❖ The Traceview utility will fill in the log file on the android SD card with data generated during the code execution.
- ❖ If we work with the emulator then we should create an AVD with a virtual SD card.

Traceview

❖ The first step should be creating the file on the SD card:

```
mksdcard 10M traco
```

Traceview

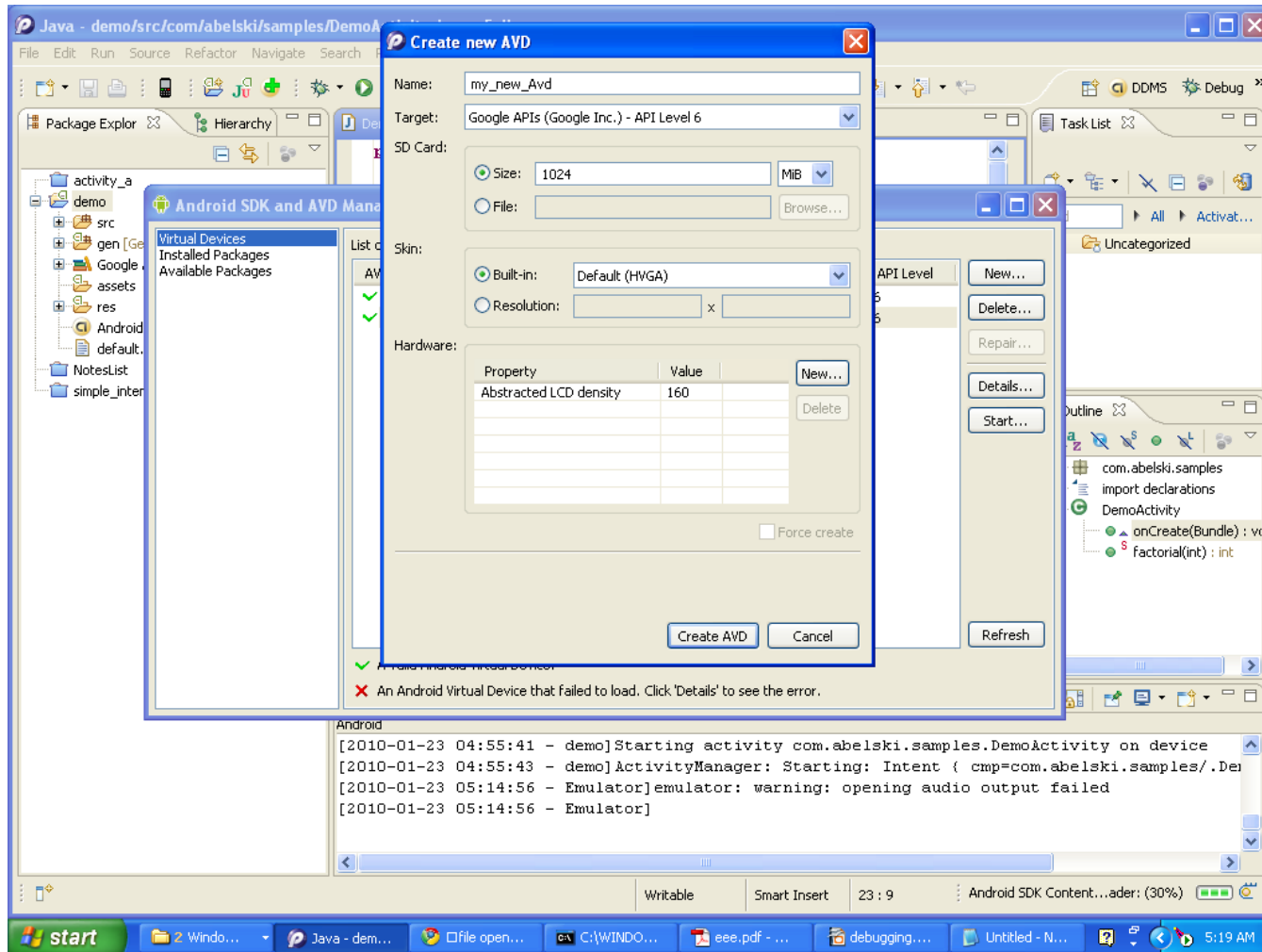


```
C:\WINDOWS\system32\cmd.exe
D:\android\android-sdk-windows\tools>mksdcard 1024M trax_
```

Traceview

- ❖ The second step should be creating the AVD we want to use specifying the size of the requested SD card.

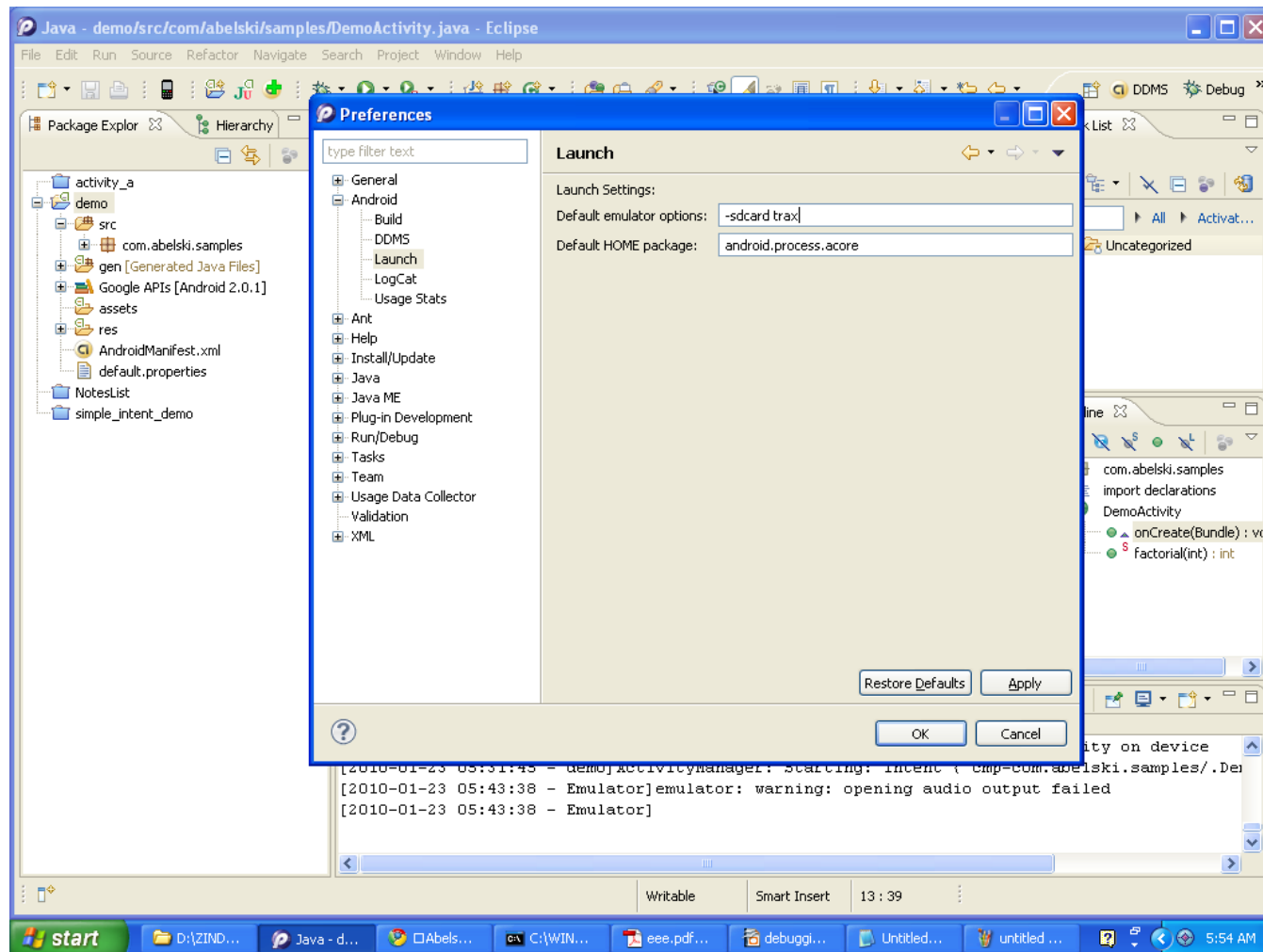
Traceview



Traceview

- ❖ The third step should be telling the emulator we want to use a virtual SC card. In the Eclipse IDE you should choose `Window > Preferences > Android > Launch`. Within the box for the emulator options you should add the following code
`-sdcard ./traco`
- ❖ Make sure to specify the complete path to the file, so the emulator can always find it.

Traceview



Traceview

- ❖ The fourth step would be executing our code. Our code should include the call to start tracing the methods.

```
Debug.startMethodTracing("traco"); //traco is the filename
```

In addition, our code should include a call to stop it.

```
Debug.stopMethodTracing();
```

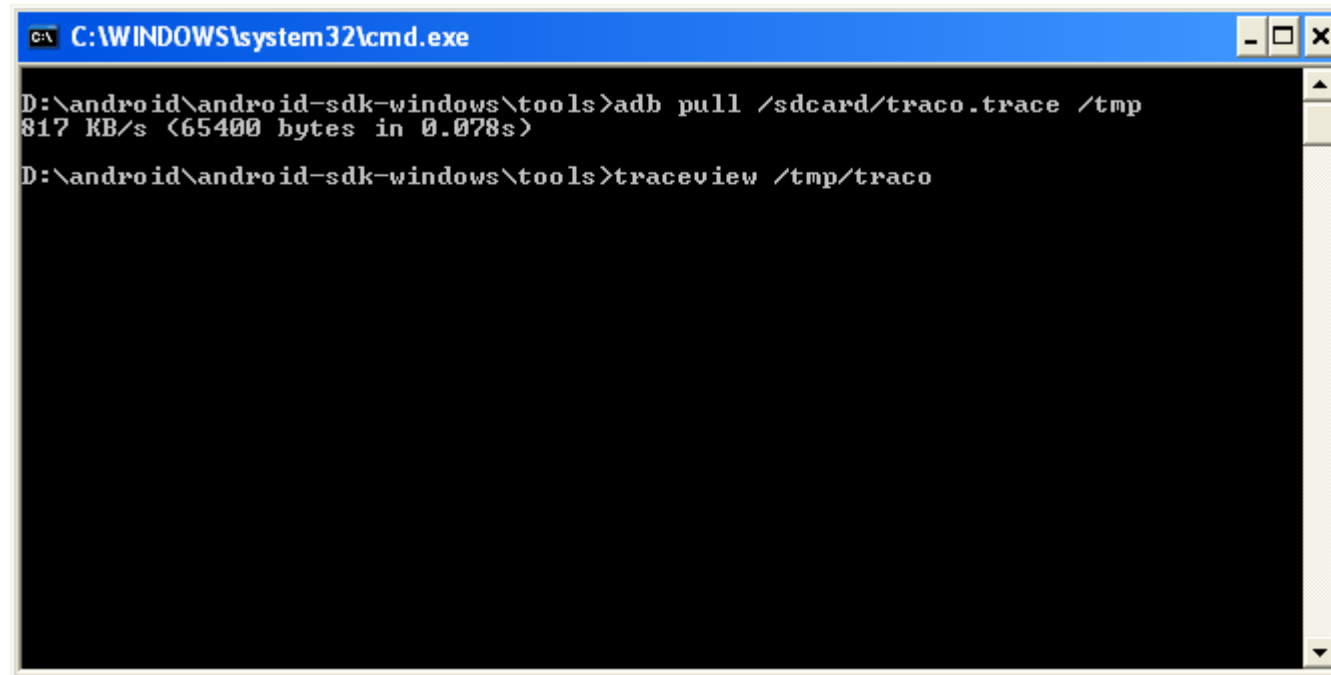
- ❖ When the application calls `startMethodTracing()`, the system creates a file called `____.trace` (e.g. `traco.trace`). This file contains the binary method trace data and its mapping table with thread and method names.

Traceview

- ❖ When using the Traceview utility the execution times are significantly slower. Therefore, we shouldn't refer these times as the accurate one. We can only compare them with each other.
- ❖ Once the execution completes we can get the log data displayed in a graphics way.

```
adb pull /sdcard/traco.trace /tmp  
traceview /tmp/traco
```

Traceview

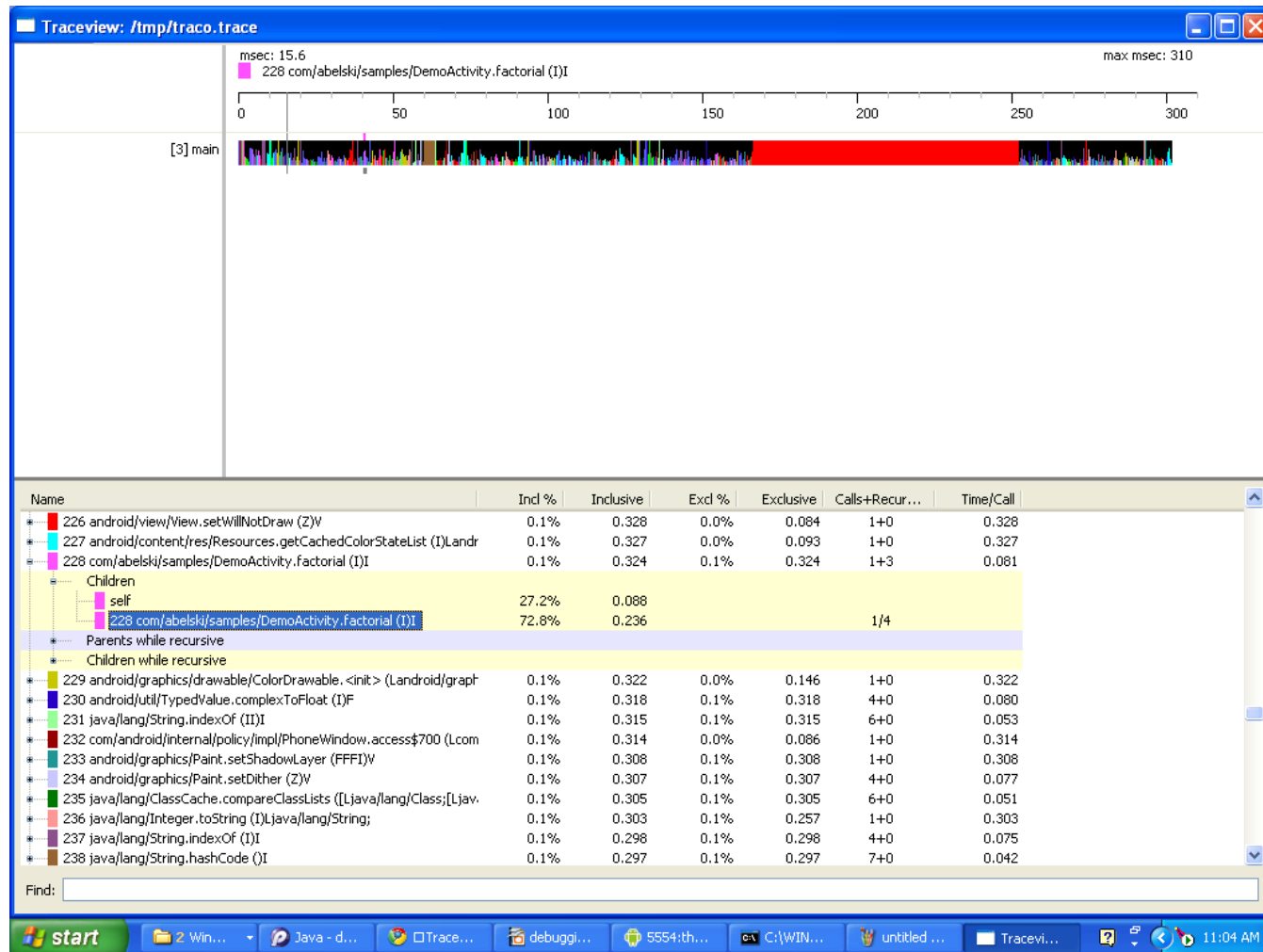


```
C:\WINDOWS\system32\cmd.exe

D:\android\android-sdk-windows\tools>adb pull /sdcard/traco.trace /tmp
817 KB/s (65400 bytes in 0.078s)

D:\android\android-sdk-windows\tools>traceview /tmp/traco
```

Traceview



Debugging

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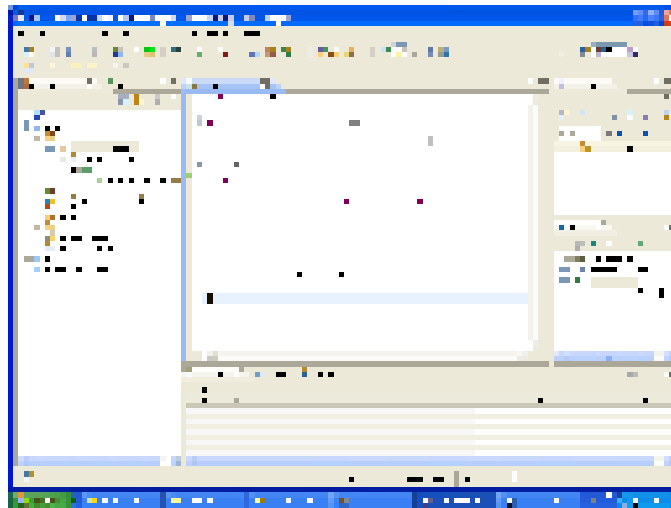
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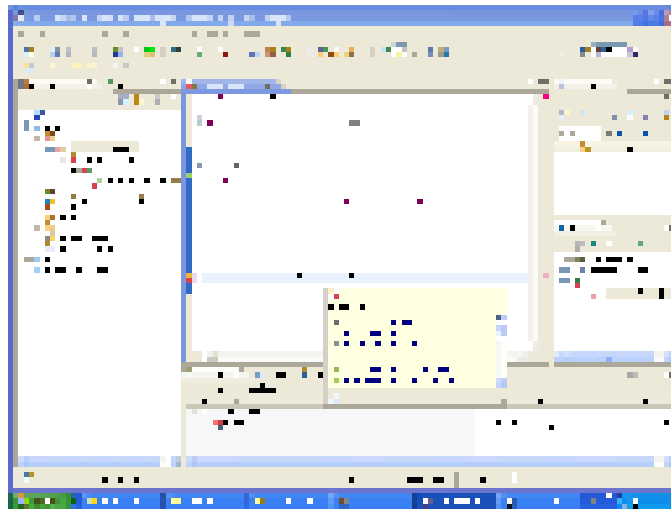
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Eclipse Java Editor



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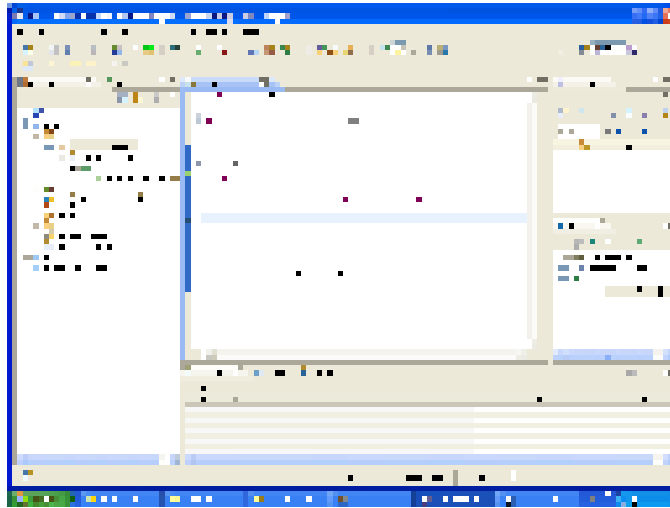
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Eclipse Java Editor



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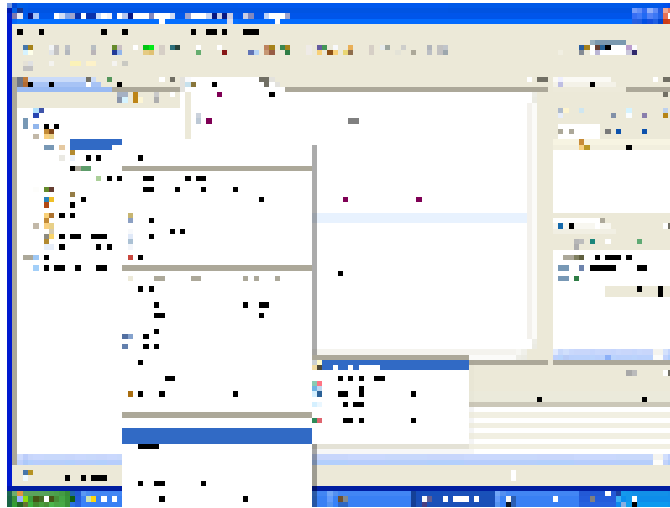
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- ❖ We start debugging by selecting from our top menu the
'Debug As' option.

Eclipse Java Debugger

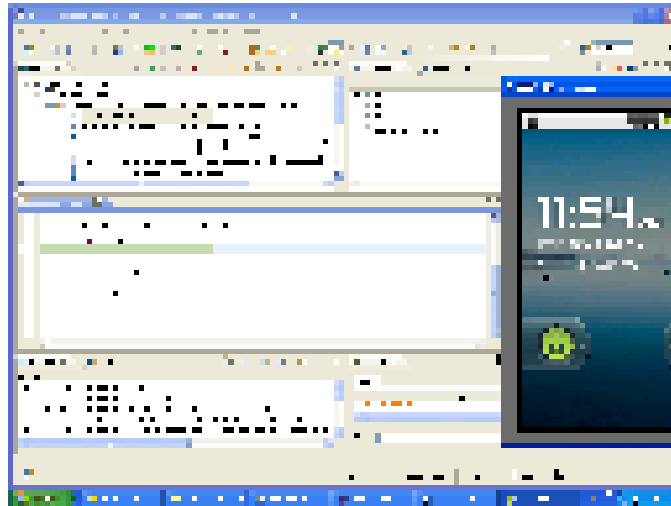


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Eclipse Java Debugger



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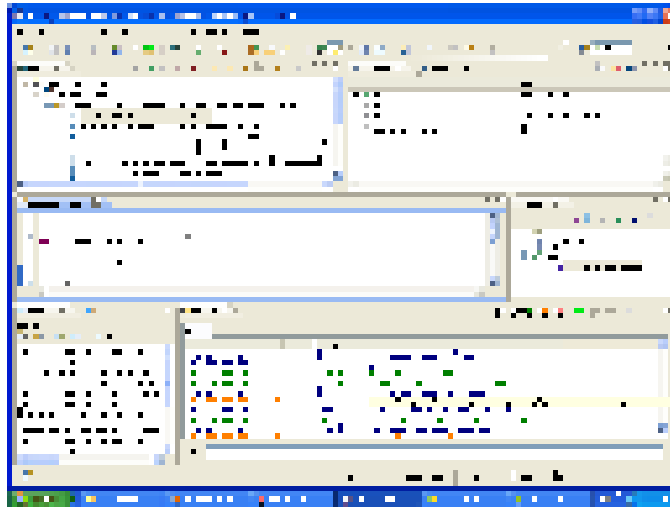
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Logcat

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Logcat



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Logcat

- ❖ Each one of the messages has a different entry priority. The Log class includes separated static methods for each one of the available entry priorities.

```
static int d(String tag, String msg, Throwable tr)
```

Send a DEBUG log message and log the exception.

```
static int d(String tag, String msg)
```

Send a DEBUG log message.

Logcat

```
static int e(String tag, String msg)
```

Send an ERROR log message.

```
static int e(String tag, String msg, Throwable tr)
```

Send a ERROR log message and log the exception.

```
static int i(String tag, String msg, Throwable tr)
```

Send a INFO log message and log the exception.

```
static int i(String tag, String msg)
```

Send an INFO log message.

Logcat

```
static int  v(String tag, String msg, Throwable tr)
```

Send a VERBOSE log message and log the exception.

```
static int  v(String tag, String msg)
```

Send a VERBOSE log message.

```
static int  w(String tag, String msg)
```

Send a WARN log message.

```
static int  w(String tag, Throwable tr)
```

Send a WARN log message.

Logcat

```
static int  w(String tag, String msg, Throwable tr)
```

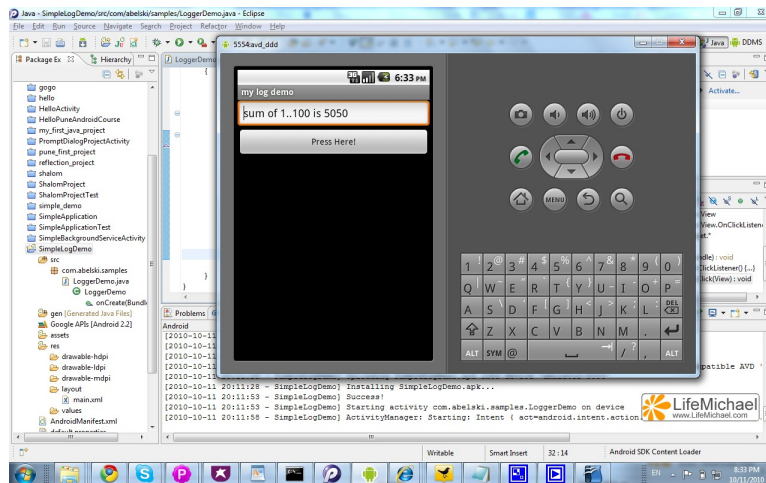
Send a WARN log message and log the exception.

Sample

```
public class LoggerDemo extends Activity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        Button bt = (Button) findViewById(R.id.Button01);
        bt.setOnClickListener(new OnClickListener()
        {
            @Override
            public void onClick(View v)
            {
                int sum = 0;
                for(int i=1; i<=100; i++)
                {
                    sum += i;
                    Log.i("loop", "i="+i+" sum="+sum);
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                EditText text = (EditText) findViewById(R.id.EditText01);
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            }
        });
    }
}
```



Sample

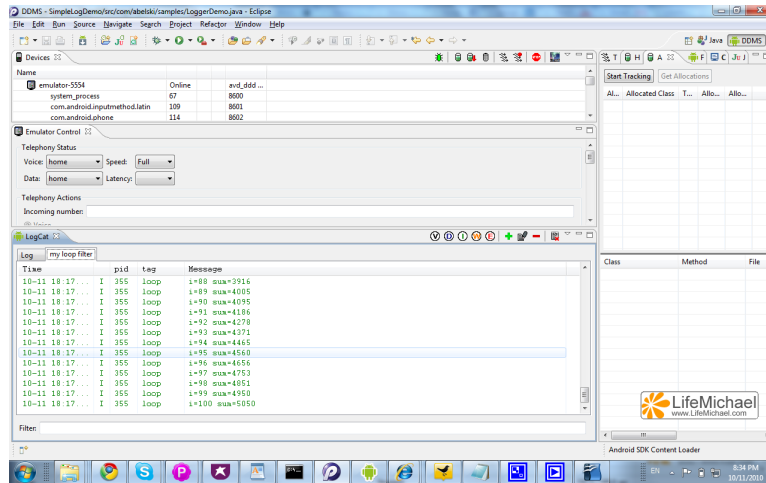


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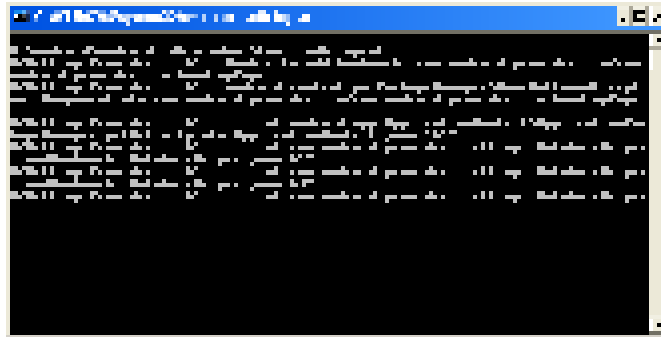
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The server runs in the background. The server communicates either with the emulator or the handset it self. The communication itself is carried out using the TCP/IP protocol.

Android Debug Bridge

- ❖ Typing '`adb logcat`' in the command line will get us the detailed logcat messages.

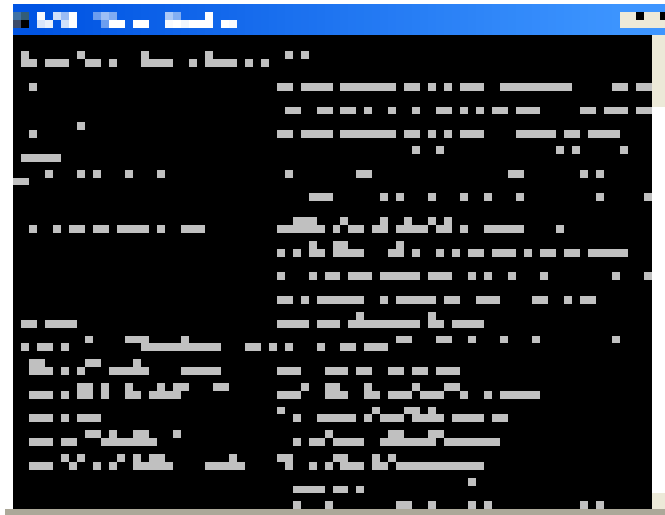
Android Debug Bridge



Android Debug Bridge

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Android Debug Bridge



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Android Debug Bridge



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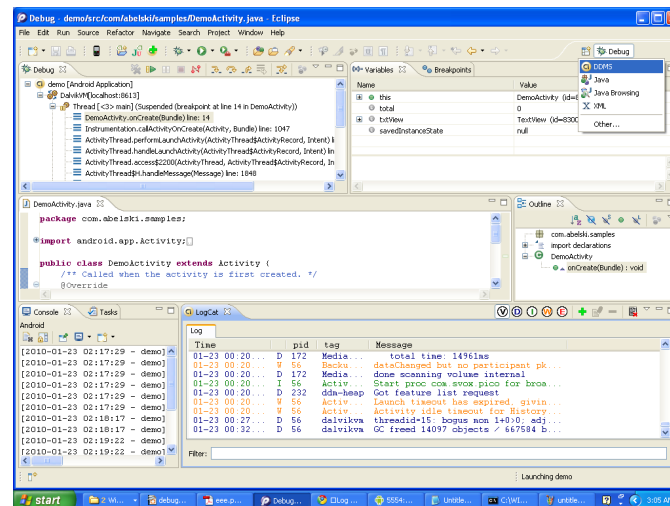
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Delvik Debug Monitor Service

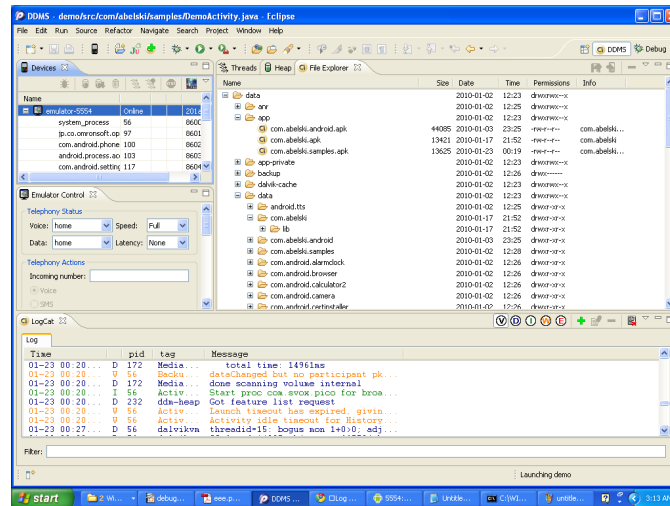


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Delvik Debug Monitor Service



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...  
  
...  
Debug.stopMethodTracing();  
...
```

Traceview

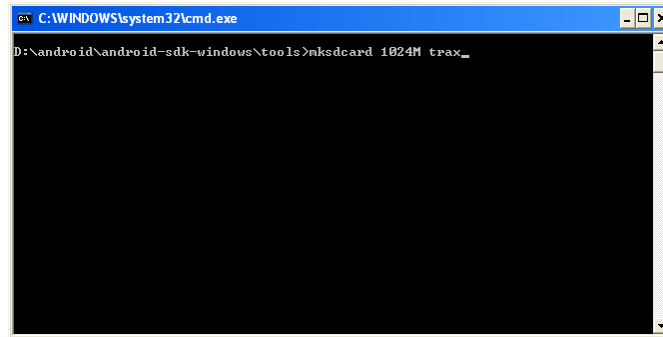
- ❖ The Traceview utility will fill in the log file on the android SD card with data generated during the code execution.
- ❖ If we work with the emulator then we should create an AVD with a virtual SD card.

Traceview

- ❖ The first step should be creating the file on the SD card:

```
mksdcard 10M traco
```

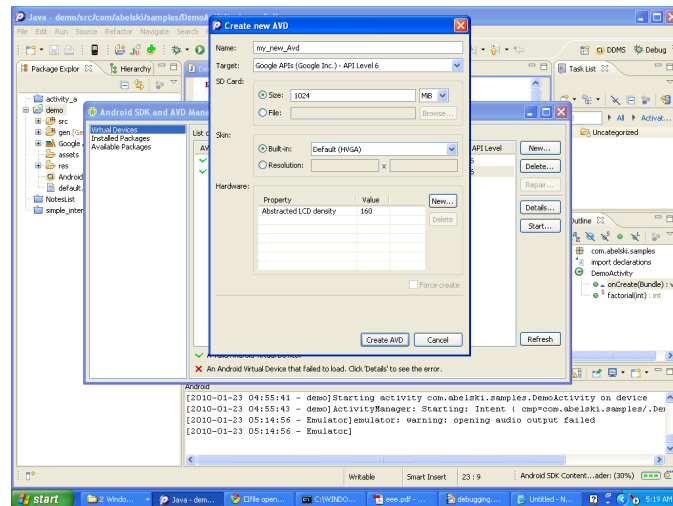
Traceview



Traceview

- ❖ The second step should be creating the AVD we want to use specifying the size of the requested SD card.

Traceview



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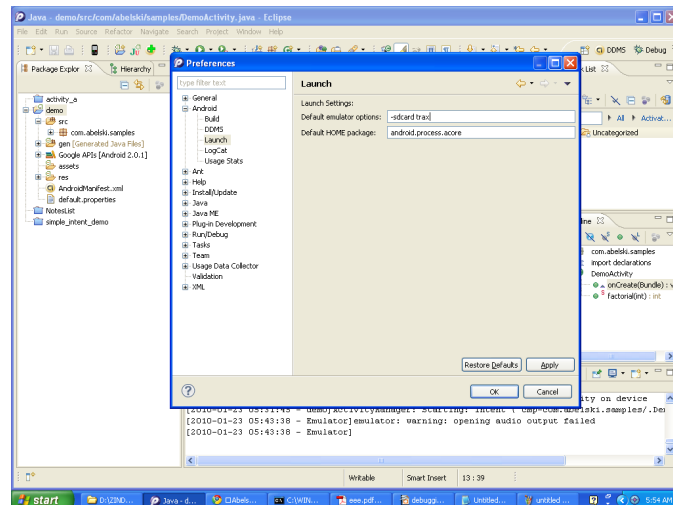
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Traceview

- ❖ The third step should be telling the emulator we want to use a virtual SC card. In the Eclipse IDE you should choose `Window > Preferences > Android > Launch`. Within the box for the emulator options you should add the following code
`-sdcard ./traco`
- ❖ Make sure to specify the complete path to the file, so the emulator can always find it.

Traceview



Traceview

- ❖ The fourth step would be executing our code. Our code should include the call to start tracing the methods.

```
Debug.startMethodTracing("traco"); //traco is the filename
```

In addition, our code should include a call to stop it.

```
Debug.stopMethodTracing();
```

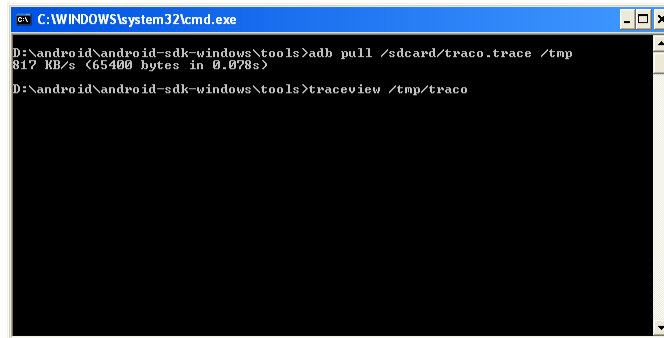
- ❖ When the application calls `startMethodTracing()`, the system creates a file called `____.trace` (e.g. `traco.trace`). This file contains the binary method trace data and its mapping table with thread and method names.

Traceview

- ❖ When using the Traceview utility the execution times are significantly slower. Therefore, we shouldn't refer these times as the accurate one. We can only compare them with each other.
- ❖ Once the execution completes we can get the log data displayed in a graphics way.

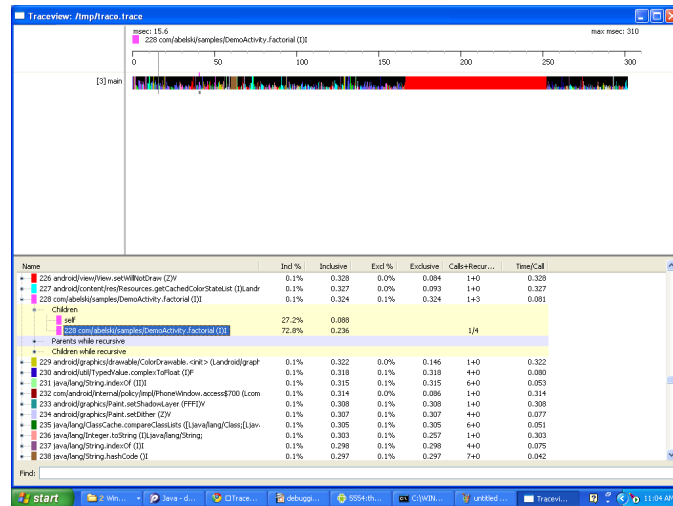
```
adb pull /sdcard/traco.trace /tmp  
traceview /tmp/traco
```

Traceview



```
C:\WINDOWS\system32\cmd.exe
D:\android\android-sdk-windows\tools>adb pull /sdcard/traco.trace /tmp
817 KB/s (65400 bytes in 0.078s)
D:\android\android-sdk-windows\tools>traceview /tmp/traco
```

Traceview



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