

# Debugging : one of the joys of Smalltalk!

*To encourage fearless programming, the 'debugger' shouldn't be called a 'debugger'. It's not that you're cleaning up mistakes, but most of the time you're just exploring how something works. A name as for example 'flowInspector', 'liveInspector' more reflects and encourages the actual process. When I started programming in Smalltalk I didn't use the power of the debugger, after reading the first lines of the debug message I went back to my code and tried to fix the bug. I almost never pushed the debug button. Now, 'debugging' my code is actually more than half the part of 'making the solution'. I'm not fearing the debugger anymore. I just program/prototype my unclear ideas, I let come alive in the 'liveInspector', and refine them to a better solution.*

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# Standard guidelines to minimize bugs' proliferation

Do not assume that a method answers what you expect it to answer

Use parentheses when sending several keyword messages in one expression

Avoid modifying a collection while iterating over it

Avoid altering the behaviour of well-known messages

# Standard error messages

**« message not understood self »**

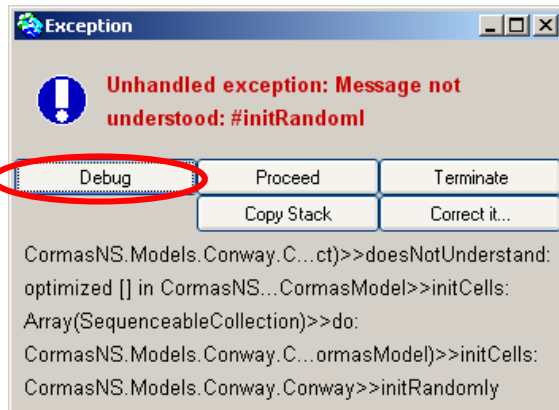
usually means that a period (to separate two consecutive expressions) is missing

**« does not understand messageName »**

usually means the receiver is not of the right kind

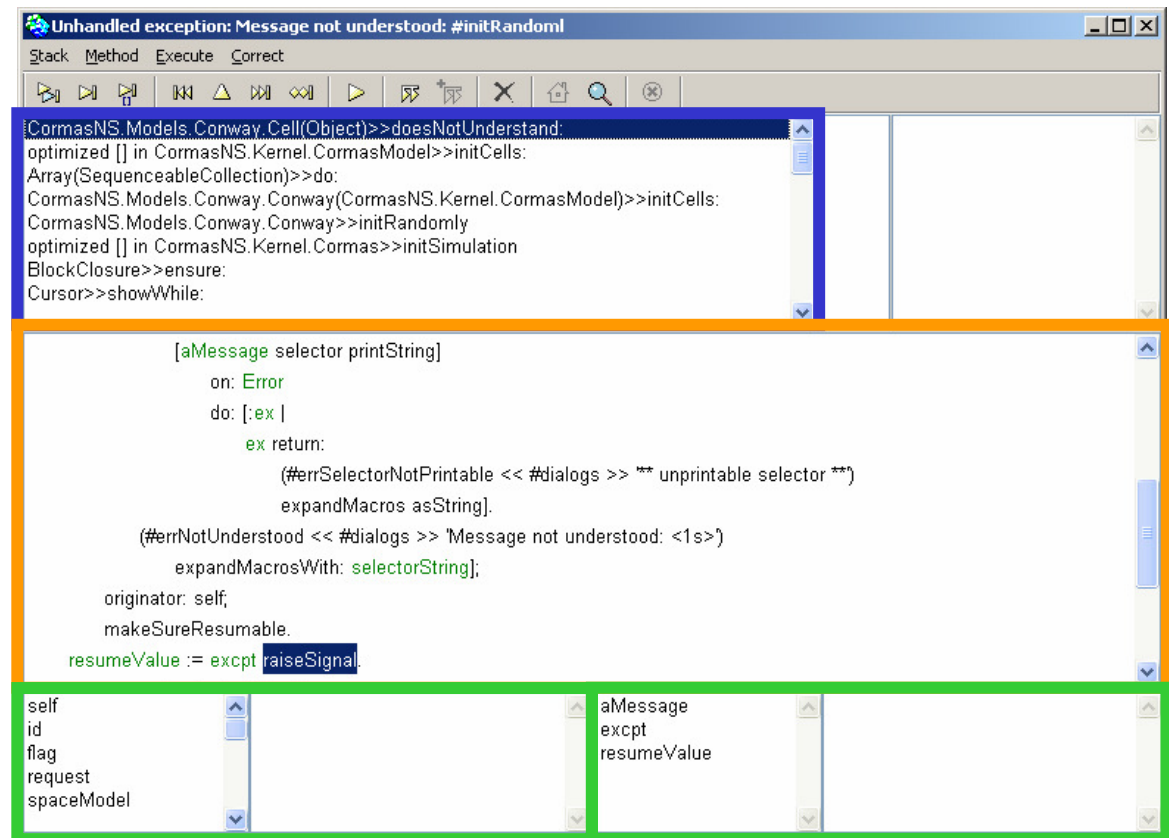
- it may be undefined (`nil`)
- « does not understand `whileTrue:` » means the receiver is not a block (enclosed by `[]`)

# The « Debugger » window



« Stack » of messages sending

Code editor



Inspector for instance variables

Inspector for temporary variables