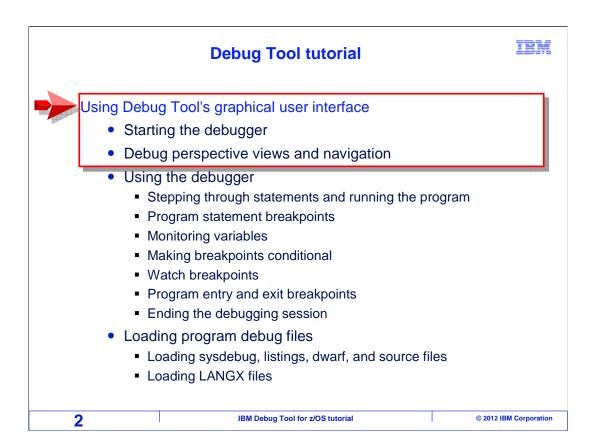


This is the tutorial for IBM Debug Tool for  $z/OS^{@}$ , one of the IBM  $zSeries^{@}$  problem determination tools.



This section introduces you to Debug Tool's graphical user interface. You will see an overview of starting the debugger, learn about the windows shown in the interface, and how to navigate them.

## The Debug Tool GUI can run on CICS Explorer or Rational Developer for System z

- CICS Explorer® is an Eclipse platform, where the IBM problem determination tools plug-ins can run (including Debug Tool)
  - With the PD Tools plug-ins, CICS Explorer is not only for CICS applications
  - CICS Explorer and the PD Tools plug-ins are free to download and run
- Rational® Developer for System z® is an Eclipse-based Integrated Development Environment (IDE)
  - Interactive access to z/OS for application development, job generation, submission, monitoring, **debugging**, command execution, and more
  - The Debug Tool plug-in is included

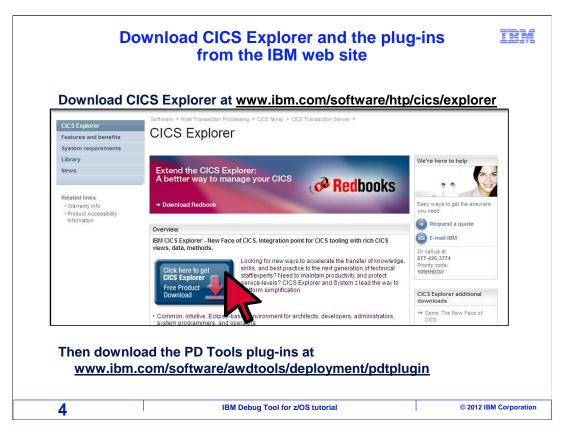
3 IBM Debug Tool for z/OS tutorial © 2012 IBM Corporation

The Debug Tool plug-in for eclipse enables debugging of C, C++, COBOL, PL/I, and assembler programs. The program being debugged runs on the host z/OS system, but the debugger is displayed on your workstation.

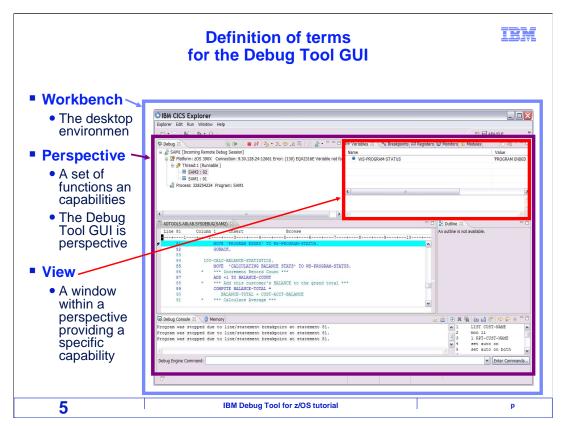
The GUI debugger is an eclipse plug-in, so it needs an eclipse platform to run. Eclipse is a popular integrated development environment standard, and there are several eclipse platforms available. CICS Explorer is an eclipse platform where the Debug Tool plug-in can run. It is a good choice as the eclipse platform, since it can be downloaded from the IBM web site and used at no charge, and is maintained and supported. By the way, do not let the name fool you. It is not just for CICS applications. With the plug-in you can debug any program supported by Debug Tool, including batch, CICS, IMS<sup>™</sup>, DB2<sup>®</sup>, and others.

Rational Developer for System z is a complete integrated development environment, providing advanced features for z/OS developers. The debug tool plug-in in included.

IRM



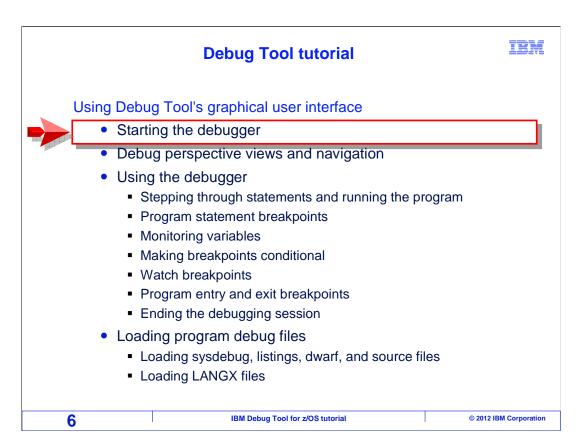
CICS Explorer can be downloaded at no charge from the IBM web site. Go to www.ibm.com/software/htp/cics/explorer, click the download button, and follow the instructions to install it. Then download and install the IBM PD Tools plug-ins, including the Debug Tool plug-in, at www.ibm.com/software/awdtools/deployment/pdtplugins.



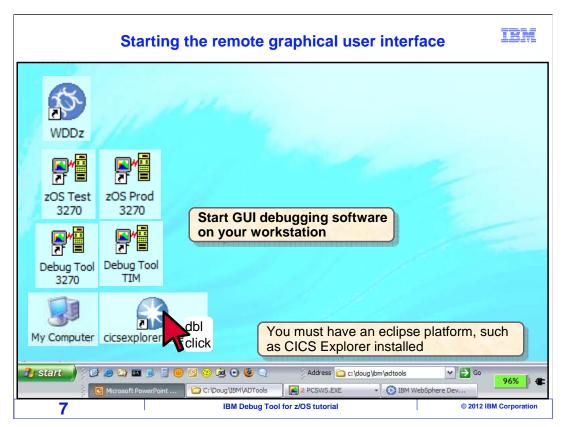
Here are a few eclipse terms you will be hearing in this tutorial. First, the workbench is what you see when you start the eclipse platform. It consists of *perspectives*.

A perspective provides a set of functions and capabilities. The debugging plug-in is an example of a perspective. It contains one or more views.

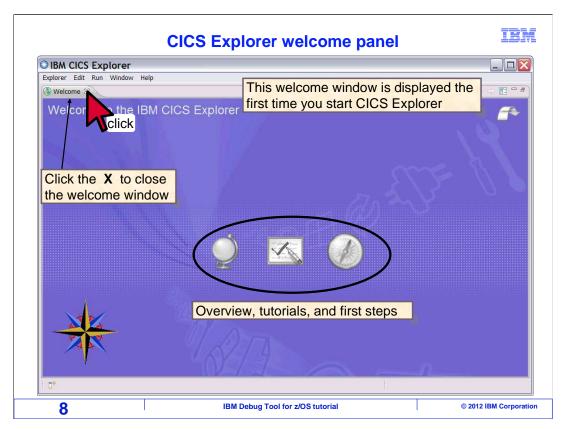
A view is a window in a perspective that provides a particular capability, such as an editor or status window.



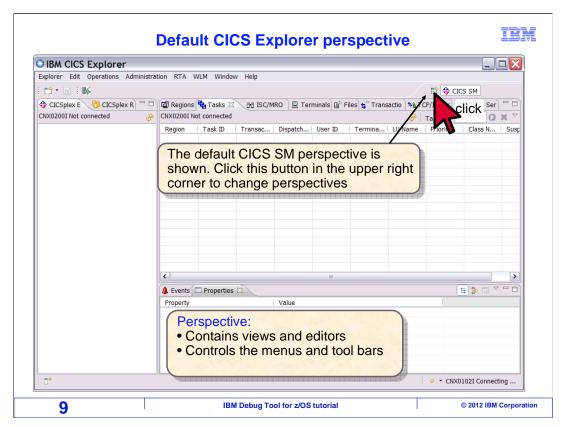
Next, you will see an overview of starting the GUI debugger.



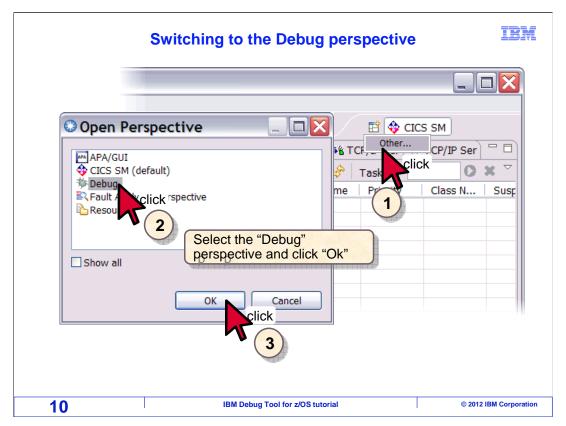
First, an eclipse platform such as CICS Explorer with the Debug Tool plug-in must be installed on your work station. Double click the icon to start it.



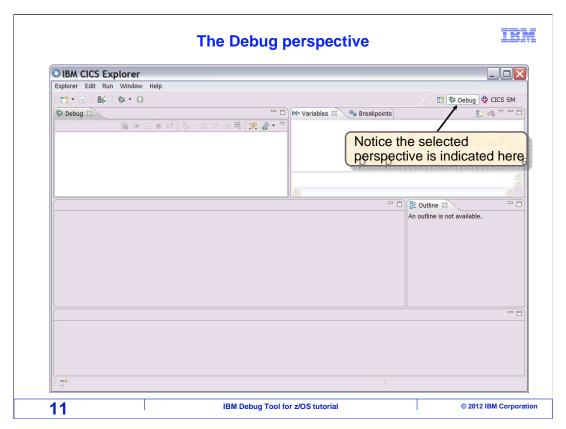
The first time you start CICS Explorer, the workbench opens and the welcome view is displayed. There are icons for items such as the overview, tutorials, and the "first steps" guide. Close the welcome view by clicking the "x" on its tab. You can re-open it later if needed by clicking **Help > Welcome** from the menu.



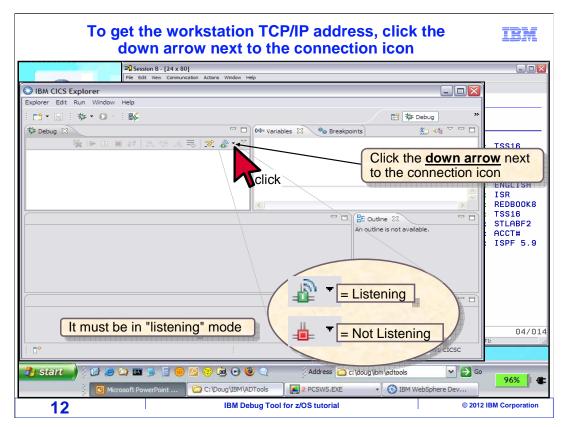
In CICS Explorer, the default perspective is CICS SM. A perspective contains associated views and editors. Switch to the Debug Tool perspective. There are several ways to change perspectives. In this example the "Open Perspective" button is clicked.



After clicking the "Open Perspective" button, click "Other...". A pop-up window lists the available perspectives. Select "Debug" to open the Debug perspective, and click OK.

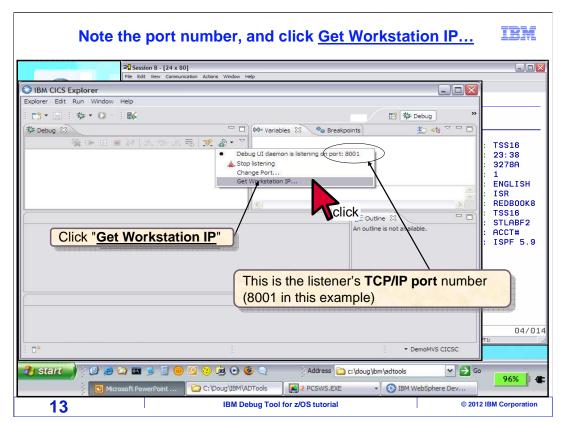


The Debug perspective is opened.

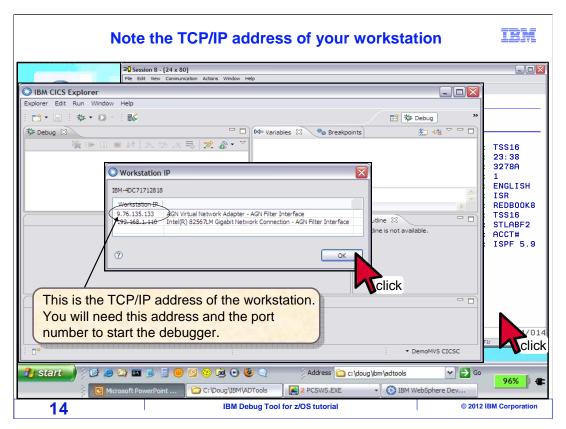


The debugger must be in "listening" mode. There is an icon on the toolbar that shows the listening status. If it is not listening, the listener icon is red, and you can click the icon to switch it on. The icon is green when the listener is on.

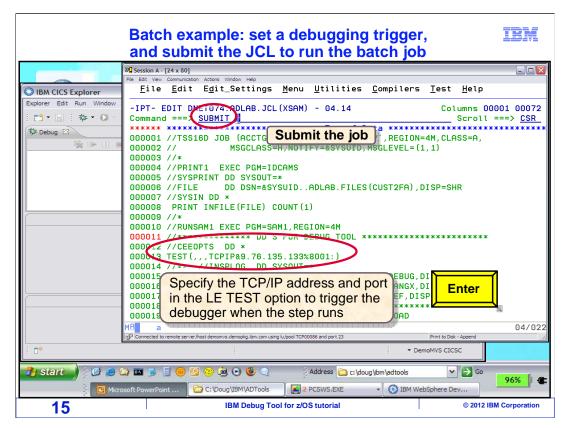
You need to determine your workstation's IP address. Click the small black down arrow next to the listening icon.



That displays a menu. Make a note of the listener's IP port. In this example, it is 8001. Then, click "Get Workstation IP".

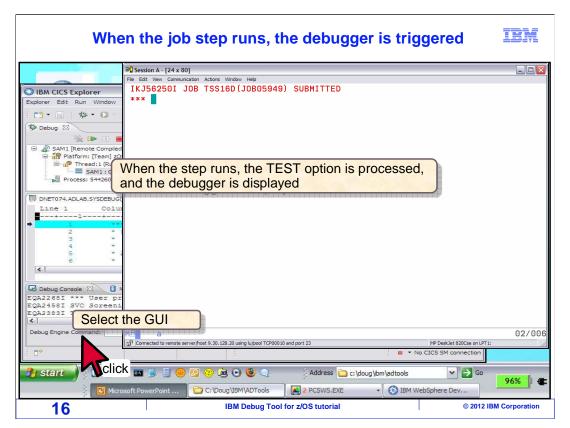


Make a note of your workstation's IP address. At this point, the GUI debugger is ready to receive a debugging session. Click OK to close the pop-up window. Next, a terminal session is displayed.

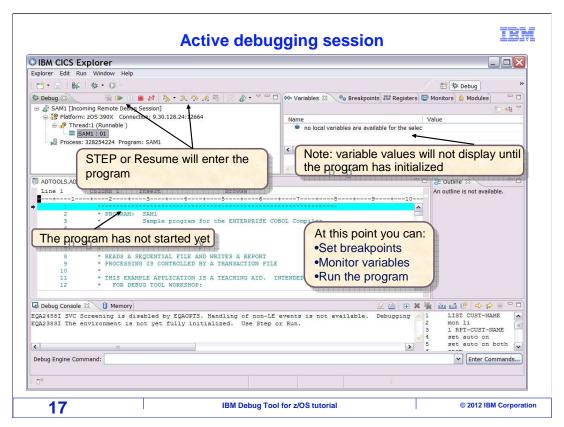


In this example, a batch program will be debugged. In TSO, which is accessed in it's own terminal session, edit the JCL used to run the program. One easy way to debug a batch program is to code a CEEOPTS DD statement. In the CEEOPTS DD, a TEST option is coded. Specify your workstation's TCP address and port number in the TEST option. The JCL is submitted to batch.

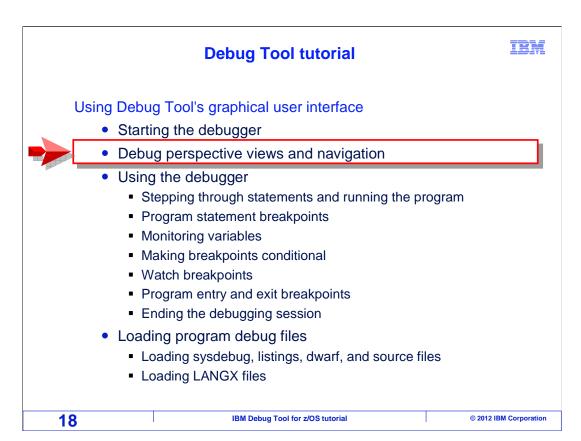
View other sections of the tutorial to learn how to start a remote debugging session. There are different tutorial sections that describe starting the debugger for programs running in various environments such as batch, CICS, and others.



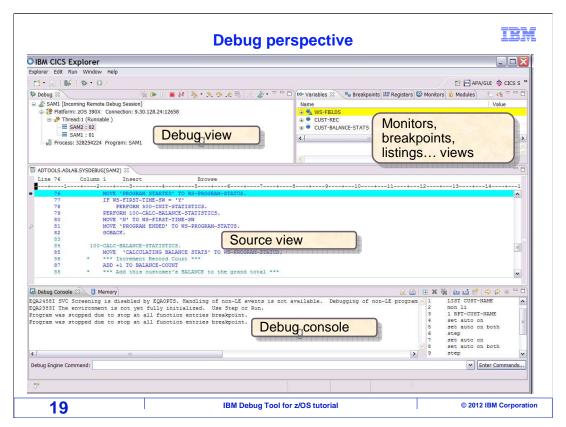
When the job step with the TEST option runs, the debugger starts and is displayed by the GUI debugging software. Select the debugger window.



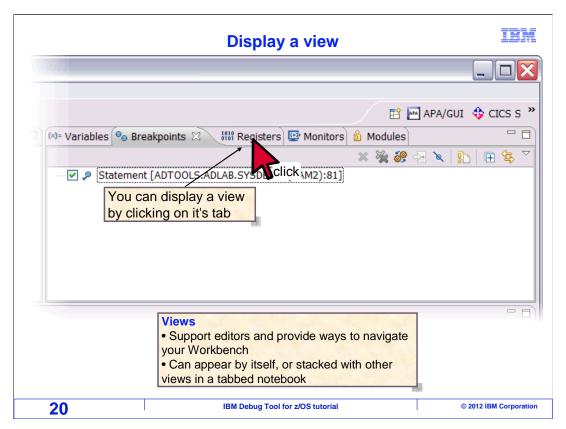
This is an example of a session that just started. Most applications are paused before the initialization of the main program. The main program has not yet started. Be aware that variables do not exist until the program initializes, which happens automatically when you run or step into the program. At this point, you can set breakpoints, add variables to the monitor, change settings, and run the program.



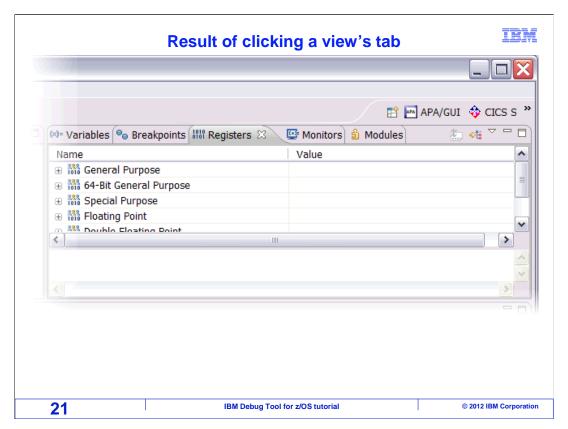
Next you will learn about the various views shown in the debug perspective.



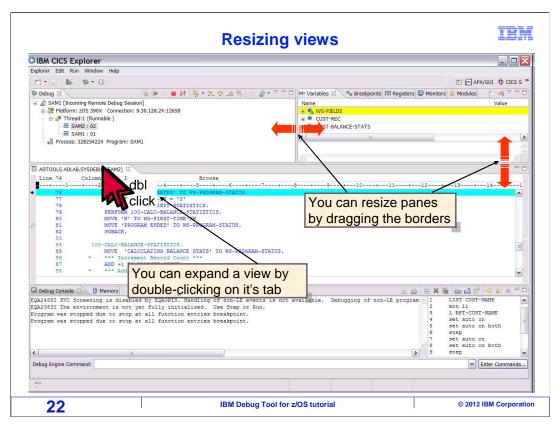
Notice that the debug perspective has several panes. Each pane can have one or more "views" in it, and each view has a tab.



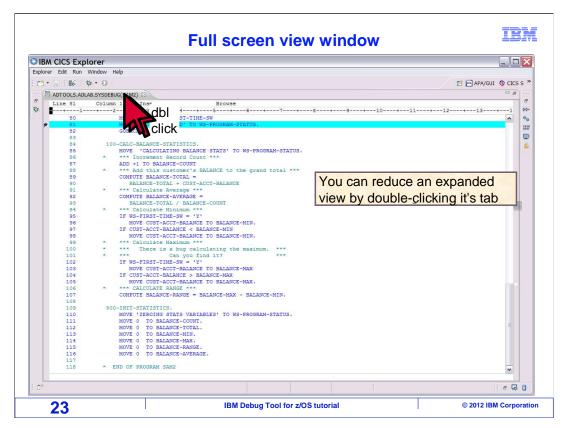
The pane in the upper right contains five views: variables, breakpoints, registers, monitors, and modules. Select a view by clicking it's tab. Here, the breakpoints view is in the forefront, and the registers tab is clicked.



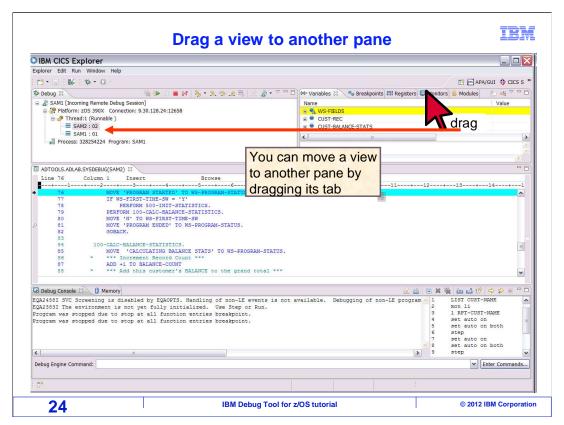
That brought the registers view to the front.



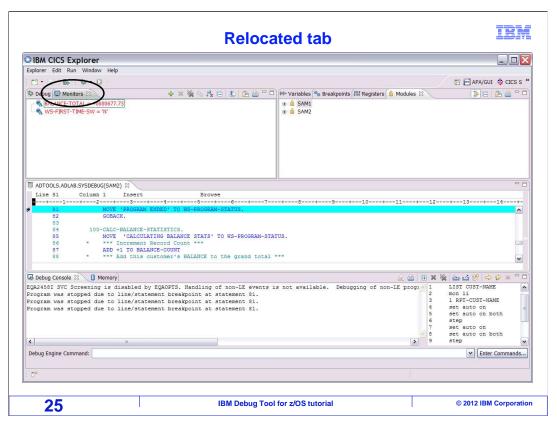
It is easy to change the size of a pane, just drag-and-drop it's borders. You can expand a view by double-clicking it's tab. The tab of the source view is double-clicked.



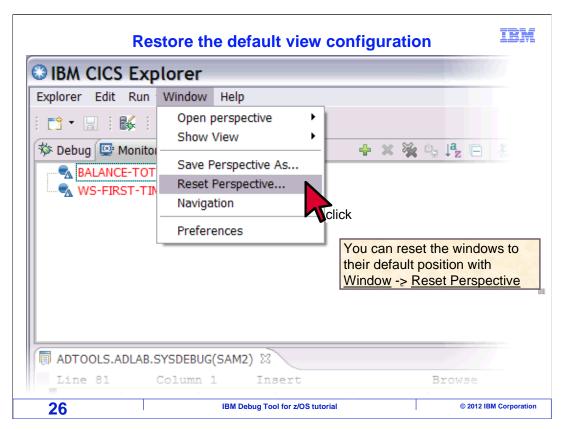
That expanded it to fill the entire workbench. Sometimes it is helpful to expand a view so you can see more information. Reduce it to it's original size by double-clicking it's tab again.



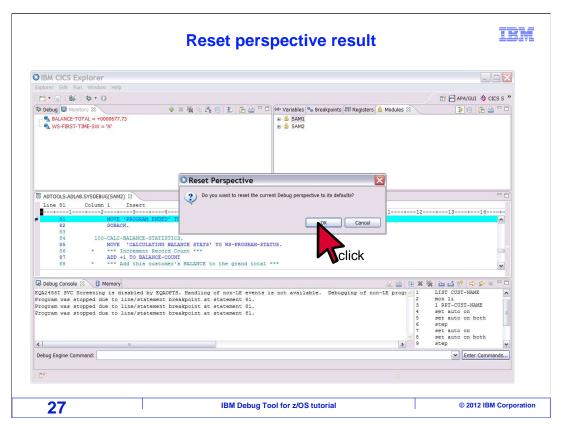
You can move a view by dragging and dropping it's tab into a different pane. Here, the monitors view is moved.



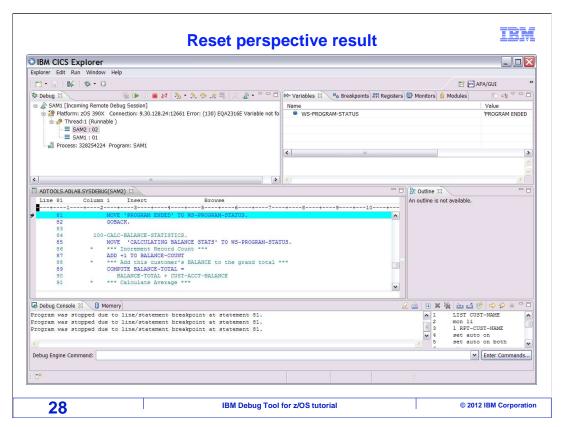
Now the monitors view is located in the same pane as the debug view. This lets you control which views are visible at the same time.



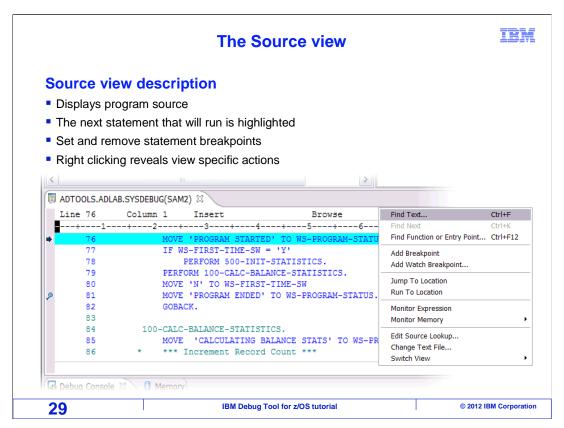
Do not be too concerned about moving, resizing, or closing views. It is easy to get them back to their original places. To reset the views click the "window" menu, and select "reset perspective".



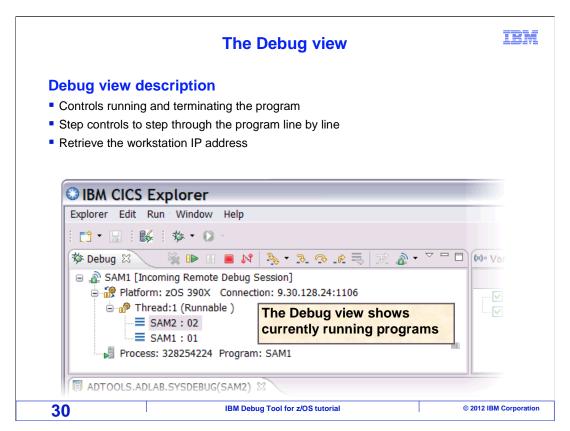
Then click "Ok" in the "reset perspective" pop-up.



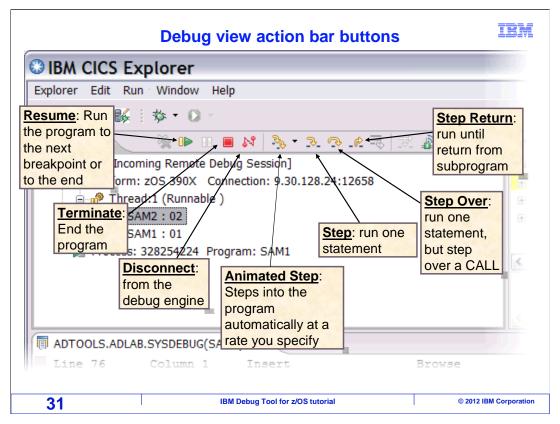
The debug perspective was reset, with the default views shown and put back in their original positions.



The source view displays the program. Notice that one of the statements is highlighted. That is the current statement, which is the next statement that will run. The grey area to the left of the program statements can be used to set or remove statement breakpoints. Right clicking in the source view displays an action menu, which can be used to add breakpoints, jump or run to a statement, and take other actions.



The debug view displays the current call chain, or program stack.



Notice the icons in the debug view. Click them to make the program take certain actions.

The green triangle is resume. It causes the program to run until it encounters a breakpoint. If no breakpoints are set, or if the program does not reach a breakpoints as it runs, it runs all the way to the termination of the application.

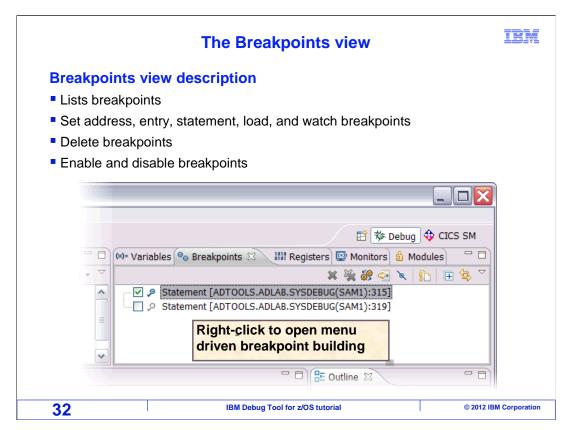
The red box is terminate. It forces the immediate termination of the application with a zero return code. If you click it, no more statements will run.

The disconnect icon disconnects the debugger from the application, but allows the application to continue running.

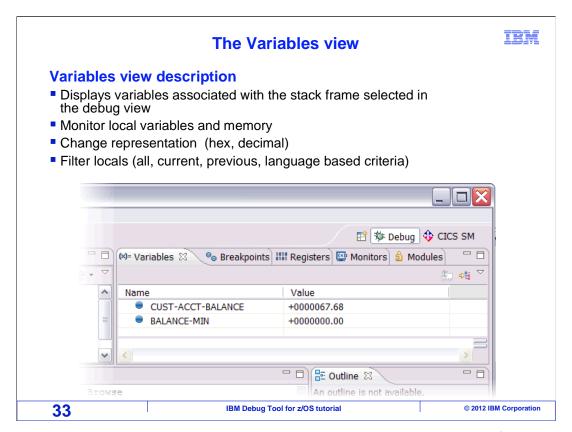
The yellow down arrow is "step", or "step into", which runs a single program statement. You can watch a program run statement by statement by clicking the step icon repeatedly. If the current statement calls a sub-program, in many cases it will step directly into the subroutine or procedure.

The step over icon allows you to step over a sub-program. Use this when you are on a statement that calls a sub-program, and you want the subroutine to run, but do want to see it in the debugger.

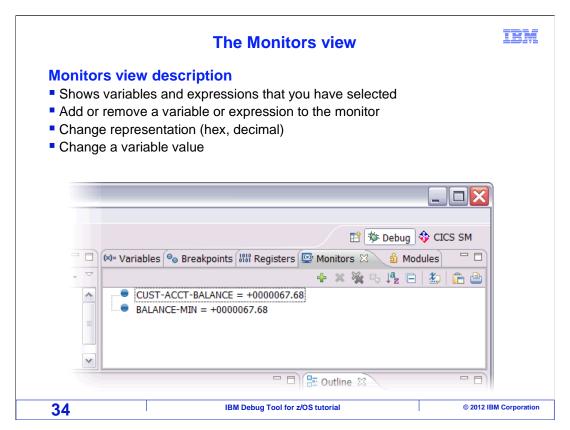
The step return button is used to run until the next program return. Use it to easily run to the end of a program or sub-program and then stop.



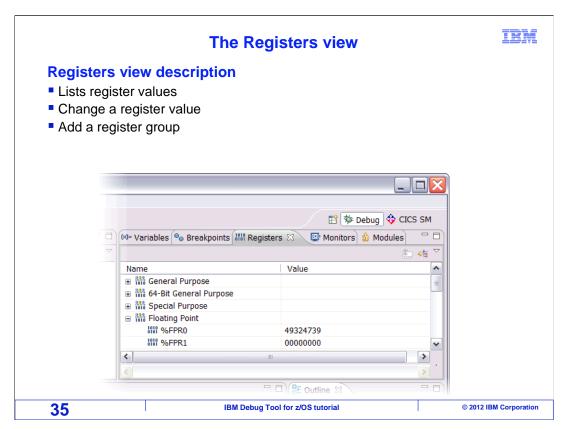
The breakpoints view displays a list of breakpoints that have been set. With pop-up menu options, you can add, change, and remove breakpoints, and enable or disable breakpoints. You will see more about the different types of breakpoints, and how to set breakpoints in a minute.



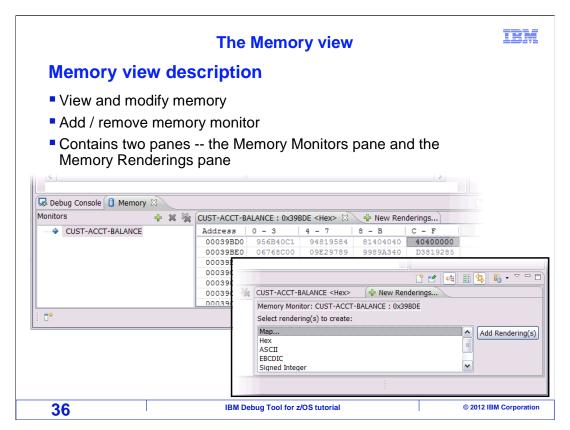
The variables view is a place where you can see and change the values of variables in your program. You can display the auto monitor, which is a dynamic display that shows which ever variables are referenced by the current statement. Or you can display all local variables in the program, or optionally for COBOL programs, you can display all variables in the working-storage, linkage, or file section.



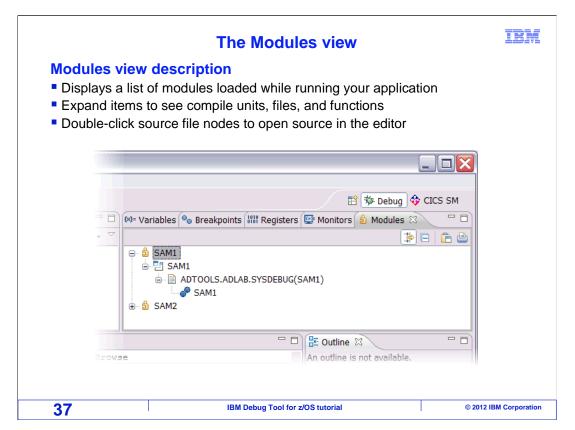
The monitors view is another place where you can display and change variables. Having two views to display variables, the monitors and the variables view, gives you a lot of flexibility, and makes it easy to always see the variables you need. You can add as many individual variables as you need to the monitor, and remove them individually when you do not need to see them any more. You can optionally auto monitor variables in the monitor, so you always automatically see referenced variables as you step through a program.



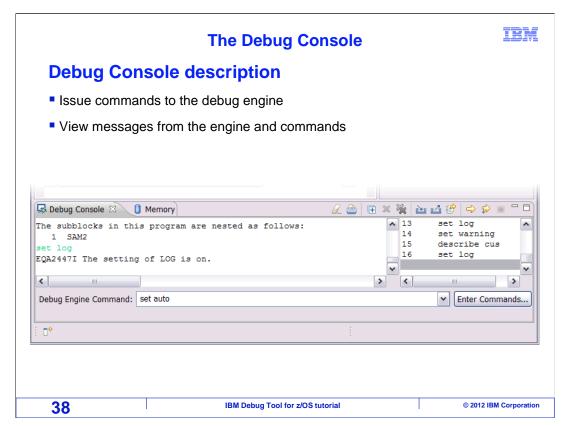
The registers view lets you view and change the contents of machine registers. The different sets of registers can be seen, including the general purpose, 64-bit general purpose, floating point registers, and others.



The memory view is used to display and change the contents of memory. You can see memory at the address of a variable, based on a register, or at an address you specify. There are several rendering formats available, including hexadecimal, EBCDIC, ASCII, signed integer, and unsigned integer.



The modules view displays information about program modules. A module can be expanded to show compile units, related debug files, and functions. When debugging an application with multiple modules, you can double-click a debug file to have the program displayed in the source window. This gives you an easy way to see the source of a program other than the program currently running. For example, if currently running in a sub-program, you can refer to the source of the main program.



The Debug Console allows you to issue commands to the debugging engine, which is controlling the program that is running on the host system. The commands available here are a subset of the commands available in the 3270 terminal debugging interface, and include commands to take actions such as turn the auto monitor on or off, load debugging source files, change settings, and many others.

That is the end of this section. Please continue with the next section, using the GUI debugger.

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