About this Documentation

The debugger is used to detect, locate and correct program errors, test or optimize program execution, or analyze a Natural error that interrupts program execution.

The *Debugger* documentation is organized under the following headings:

●	Tutorial	First steps with the debugger.
●	Concepts of the Debugger	Basic concepts of the debugger.
●	Start the Debugger	Operational requirements and instructions for invoking the debugger.
●	Switch Test Mode On and Off	Setting the test mode to activate and deactivate debugging.
●	Debug Environment Maintenance	Saving and using a predefined debug environment.
●	Spy Maintenance	Setting, modifying, deleting and activating both breakpoints and watchpoints.
●	Breakpoint Maintenance	Setting, modifying, deleting and activating breakpoints. Explanations of breakpoint screen contents.
●	Watchpoint Maintenance	Setting, modifying, deleting and activating watchpoints. Explanations of watchpoint screen contents.
●	Call Statistics Maintenance	Obtaining statistics about invoked objects.
●	Statement Execution Statistics Maintenance	Obtaining statistics about executed statement lines.
●	Variable Maintenance	Displaying and modifying variables.
●	List Object Source	Displaying an object source.
●	Error Handling	Handling errors that can occur during application or debugger execution.
●	Execution Control Commands	Debugger commands for program flow control.
●	Navigation and Information Commands	Debugger commands for screen navigation, object information and debugger profile settings.
●	Command Summary and Syntax	All debugger commands and appropriate command syntax.