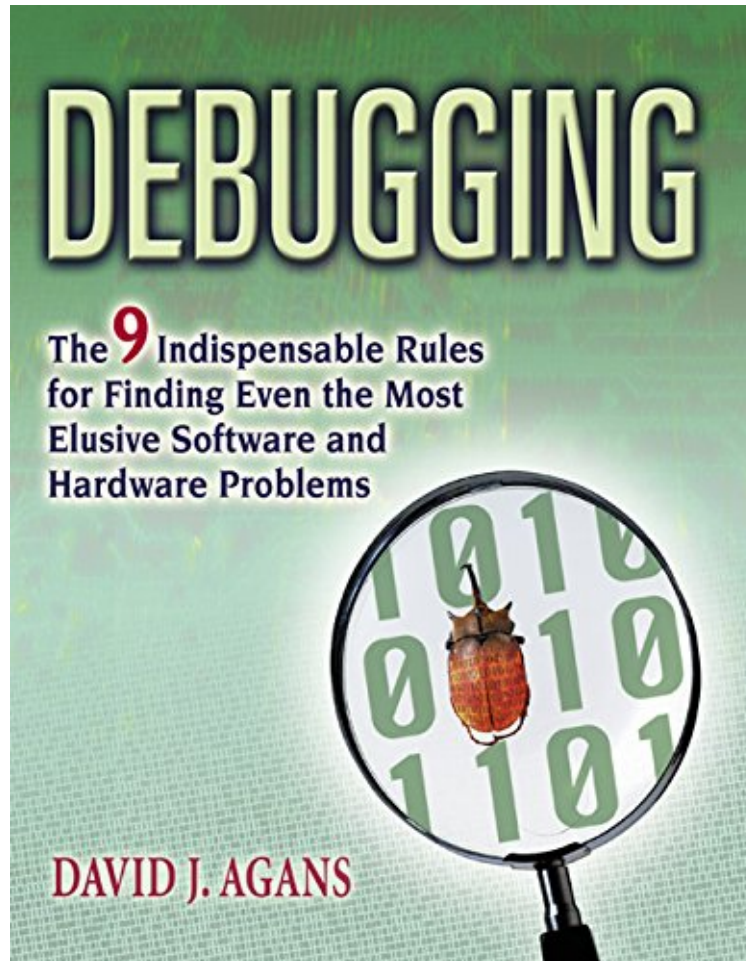


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## Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems

David J. AGANS

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\* Rang true with me by stating, don't get lost in the details, but actually get in there and LOOK at the problem - not read about it.  
\* Good stories and examples  
\* Good flow and not boring  
\* Good techniques for problem solving  
\* Good price for the content  
Cons:  
\* Reads a bit like a personal opinion like rant  
\* Needs a bit more editing (small typos)  
\* Slightly repetitive (but I understand that this may have been a literary

tactic)Honestly, this was a good read and I would gladly recommend this book for any person attempting to improve their thought process regarding debugging or solving problems. Undergraduate and graduate students + professors should seek to read this book or have it among the required readings for advanced programming classes.1 of 1 people found the following review helpful. Excellent debugging tips!By Chad DarbyI just finished reading David Agans' wonderful book, "Debugging". I've worked in the software development field for many years and I wish I had this book when I started out. I really like his approach to debugging because it is practical and methodical. In a nutshell, David suggests that you should trust no one, "stop thinking and look". Basically, rely on how you think the module / code should work. You need to look and verify the actions / results.Even if you are not a software developer or an engineer, this book is still valuable. Members of the QA team and help desk can also benefit from this book. It will help you in your troubleshooting efforts and also allow you to file bug reports that contain good data.This book is only 175 pages, it is an easy read ... but it is filled with practical advice. Great job David!1 of 1 people found the following review helpful. If you ever need to quickly figure out why things are not working, this is the book for youBy Geoff WrightThis is my first review, and I couldn't be happier with my purchase of Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems.The lessons from this book have helped solve thousands of different bugs, and the generality of the rules it advocates will help you save time solving problems in any number of disciplines.

The rules of battle for tracking down -- and eliminating -- hardware and software bugs.When the pressure is on to root out an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, Debugging provides simple, foolproof principles guaranteed to help find any bug quickly. This book makes those shelves of application-specific debugging books (on C++, Perl, Java, etc.) obsolete. It changes the way readers think about debugging, making those pesky problems suddenly much easier to find and fix.Illustrating the rules with real-life bug-detection war stories, the book shows readers how to:\* Understand the system: how perceiving the ""roadmap"" can hasten your journey\* Quit thinking and look: when hands-on investigation can't be avoided\* Isolate critical factors: why changing one element at a time can be an essential tool\* Keep an audit trail: how keeping a record of the debugging process can win the day

"...get this book.Its stories and examples are amusing and instructive." -- Test Measurement World"...a short but invaluable work dedicated to helping you hunt down pesky problems online and off." -- New.Architect magazine, February 2003"I have printed out his rules and expect I'll lend this book out frequently." -- Dr.Dobb's Journal, Gregory V. Wilson, San Francisco, CA Feb. 2003"It's not often you find a classic,but I think I've found a new classic for software and computer hardware developers." -- Slashdot.com, David A.Wheeler"Unlike most books about debugging, this book isn't a technical manual. It's easy to follow and logical approach and progression." -- IEEE Software magazine..the book lays out sensible strategies and tactics, clearly based on years of experience and reflection. -- EDN Access October 3, 2002Fun, charming, motivating, and instructive, Debugging is a good gift for your friendly computer fixer. -- GlobeTechnology.com February 2003Problem-solvers everywhere can benefit from this straight-forward guide to fixing glitches in systems and software. -- Richmond, VA TIMES-- Dispatch Dec. 16,2002Written by an experienced, down-to-earth engineer, it offers exactly what's needed when stuck in the technology trenches-fast, street-smart advice. -- BIZLIFE June 2003 IEEE Software magazine: "Unlike most books about debugging, this book isn't a technical manual. It's easy to follow and logical in approach and progression. The author elegantly presents the concepts and makes the debugging task unintimidating but, at the same time, points out that the major task is learning to apply his rules. Debugging not only makes the subject area easy to understand; it's an excellent example of how you can present the art of debugging in a way that's meaningful and exciting. This book should be required reading for all technology college students. It explains the logic you need in the real world, logic that so many students don't learn before graduation. After reading this book, I got excited about debugging and went out to look for something to test the ninerule approach on."" Slashdot.com, David A. Wheeler: "It's not often you find a classic, but I think I've found a new classic for software and computer hardware developers. It's David J. Agan's Debugginghellip;It's hard to bottle experience; this book does a good job. This is a book I expect to find useful many, many, years from nowhellip;I think this is a great bookhellip;.Novices need to learn the fundamentals, and pros need occasional reminders of them; this book is a good way to learn or be reminded of them. Get this book.rdqquo;" About the AuthorDavid J. Agans is a recognized expert called in to help with tough debugging problems. He currently runs PointSource, a computer systems consultancy. He has worked with industrial control and monitoring systems, integrated circuit design, handheld PCs, videoconferencing, and countless other systems.