

Changing code while debugging; ↩ Changing code while debugging

- 1 Use the `gdb` command `kill` to quit your program in the debugger.
- 2 Make changes to the file in Project Builder.
- 3 Click the build button to bring up the Project Build panel.
- 4 Click the build button to build the program.
- 5 Go back to the Launch panel.
- 6 Click the debugger's run button.

After you've found a bug, you need to fix your code and rebuild the program. You don't need to quit the debugger. Just edit the file in Project Builder like you normally would, save it, and rebuild. When the build finished, stop and restart the program in `gdb`. When you click the run button, `gdb` checks for a more recent version of the executable and loads it if necessary. By not quitting `gdb`, you can preserve all of your breakpoints.