

Traveling through Time and Code: Omniscient Debugging and Beyond

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Abstract

Traditional debugging visualizes the execution state at a certain point in time. With omniscient debugging, it is possible to navigate and inspect the execution at different points in time. This demo presents a prototype of a live coding environment that makes it easy to navigate the execution and extends omniscient debugging with an additional dimension in order to navigate to different versions of the code. While the implementation is still at an early state, the basic idea is promising for future research in debugging and programming.

Demo

The demo was originally presented at the Future Programming workshop 2014 [1]. It is publicly available at the following URL:

<http://vimeo.com/97714727>

References

- [1] Jonathan Edwards, Richard P. Gabriel, and Alex Payne. Fpw'14: Future programming workshop. In *Proceedings of the Companion Publication of the 2014 ACM SIGPLAN Conference on Systems, Programming, and Applications: Software for Humanity, SPLASH '14*, pages 77–77, New York, NY, USA, 2014. ACM. ISBN 978-1-4503-3208-8. doi: 10.1145/2660252.2663601. URL <http://doi.acm.org/10.1145/2660252.2663601>.