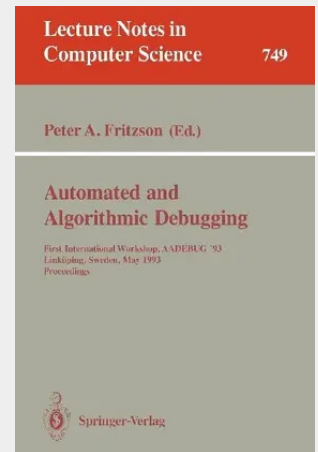


Automated and Algorithmic Debugging

First International Workshop, AADEBUG '93, Linköping, Sweden, May 3-5, 1993.
Proceedings

Debugging has always been a costly part of software development, and many attempts have been made to provide automatic computer support for this task. Automated debugging has seen major developments over the last decade. One successful development is algorithmic debugging, which originated in logic programming but was later generalized to concurrent, imperative, and lazy functional languages. Important advances have also been made in knowledge-based program debugging, and in approaches to automated debugging based on static and dynamic program slicing based on dataflow and dependence analysis technology. This is the first collected volume of papers on automated debugging and presents latest developments, tutorial papers, and surveys.

Debugging has always been a costly part of software development, and many attempts have been made to provide automatic computer support for this task. Automated debugging has seen major developments over the last decade. One successful development is algorithmic debugging, which originated in logic programming but was later generalized to concurrent, imperative, and lazy functional languages. Important advances have also been made in knowledge-based program debugging, and in approaches to automated debugging based on static and dynamic program slicing based on dataflow and dependence analysis technology. This is the first collected volume of papers on automated debugging and presents latest developments, tutorial papers, and surveys.



53,49 €

49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540574170

Medium: Buch

ISBN: 978-3-540-57417-0

Verlag: Springer

Erscheinungstermin: 10.11.1993

Sprache(n): Englisch

Auflage: Erscheinungsjahr 1993

Serie: Lecture Notes in Computer Science

Produktform: Kartoniert

Gewicht: 1200 g

Seiten: 367

Format (B x H): 155 x 235 mm

