

# IMPLEMENTATION OF WINDOWS-BASED 32 BIT DEBUG PROGRAM

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## ABSTRACT

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DebugG program is a DOS program that allows user to view memory, to enter programs in memory, and trace their execution. Although there are more sophisticated debuggers such as CODEVIEW and TurboDebugger, the author uses DEBUG because it is simple to use and is universally available. Debug program can be found in every Windows operating system under the command folder. The Debug program is used for testing and debugging executable program. A feature of debug is that it displays all program code and data in hexadecimal format, and any data that the user enters into memory must also be in hex format. Debug also provides a single step mode, which allows the user executes a program one instruction at a time, so that user can view the effect of each instruction on memory locations and registers. The final outcome of this project is a debug program, a windows-based Debug program, no longer a black and white DOS program but a windows-based application that provides conveniences to user through its user friendly interface. The proposed system will omit most of the instruction code used in the DOS debug program and replace them through buttons clicking. In this case, user might not necessarily have to memorize every instruction code and syntax. However, the syntax of the proposed system is designed similarly to the syntax used in DOS 16 bit Debug program because of its familiarity.