

# Debugging

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This section describes the procedures that are common for the various types of applications.

For the details related to debugging applications in the supported frameworks, refer to [Language and Framework-Specific Guidelines](#)

## To debug an application, perform the following general steps

1. [Configure](#) the dependencies and libraries to be passed to the compiler and generate the debugging information.
2. Configure common debugger behavior, including the [stepping speed](#), [class reloading policy](#), or [scrolling of the editor canvas](#).
3. [Configure debugger options](#).
4. [Define a run/debug configuration](#) for the application to be debugged.
5. [Create breakpoints](#) in the source code.
6. [Launch](#) the debugging session.
7. [Pause or resume](#) the debugging session as required.
8. During the debugger session, [step through the breakpoints](#), [evaluate expressions](#), change values on-the-fly, [examine suspended program](#), [explore frames](#), [set watches](#), [reload classes](#), and [customize views](#).

## See Also

### Concepts:

- [Run/Debug Configuration](#)
- [Breakpoints](#)

### Reference:

- [Compiler](#)
- [Debugger](#)
- [Debug Tool Window](#)
- [Editor](#)

### Web Resources:

- [Developer Community](#) 