

Off-Line Documentation template: Debugging tools and common dialog boxes

### **1) Operational Goals**

Provide simple tools for debugging and provide a simple centralized location for typical dialogs.

### **2) Fundamental, "key", or cornerstone architectural requirements (POSTMORTEM)**

- offer public methods which implement common debugging tricks.
- implement some tricks to use MacsBug.
- implement standard dialogs

### **3) Model of the implementation fulfilling these key requirements (POSTMORTEM)**

- The implementation is simple for this feature. As I learn about a debugging trick I incorporate it into the root class ( DObject) to support it.
- The dialogs are realy error alerts. Which get their strings from the string resources. The set of strings will be inhanced (most notably from the stuff lifted from ReportError demo form Apple DTS)
- implemented some simple dialogs which take run-time data as the argument

### **4) Impact/scope of the implementation on the existing body of code (POSTMORTEM)**

The only impact is on the root class. The magic numbers used in the dialogs are defined at the bottom of the DObject declaration file.

### **5) Coding notes (gotchas, warnings, process thoughts, items to revisited later...)**

- add to the ErrorAlert to support all the errors in the demo ReportError.

### **6) Testing notes( bug types, what made a bug hard to fix, what could have been done to catch it sooner....)**

### **7) Process notes ( what process did you follow, could it be improved)**