(X)debug Silverstripe

recycled talk form 2016

Same place, same guys, same talk like 2016

Werner M. Krauß
wmk

Bad Ischl, Austria
netwerkstatt.at
2 kids, at least 5 guitars, pilgrim

Lukas Erni
lerni

Ruswil, Switzerland
kraftausdruck.ch
2 kids, Beekeeping

What has changed since 2016?

Things getting slower with containered development environment but gaining speed with Xdebug 3.x, PHP 7.x & 8.x and much more predictable & streamlined development environment. With DDEV/containers, setting-up Xdebug has become a breeze.

A bit of history repeating

It’s not a bug, it’s a feature!

Most of the time… not

History of bugs

History of bugs

- the class of insects originated on Earth about 480 million years ago
- so…
- bugs have been there all the time before computers
- and annoyed engineers
- fun fact: bed bugs are the horror of all pilgrims

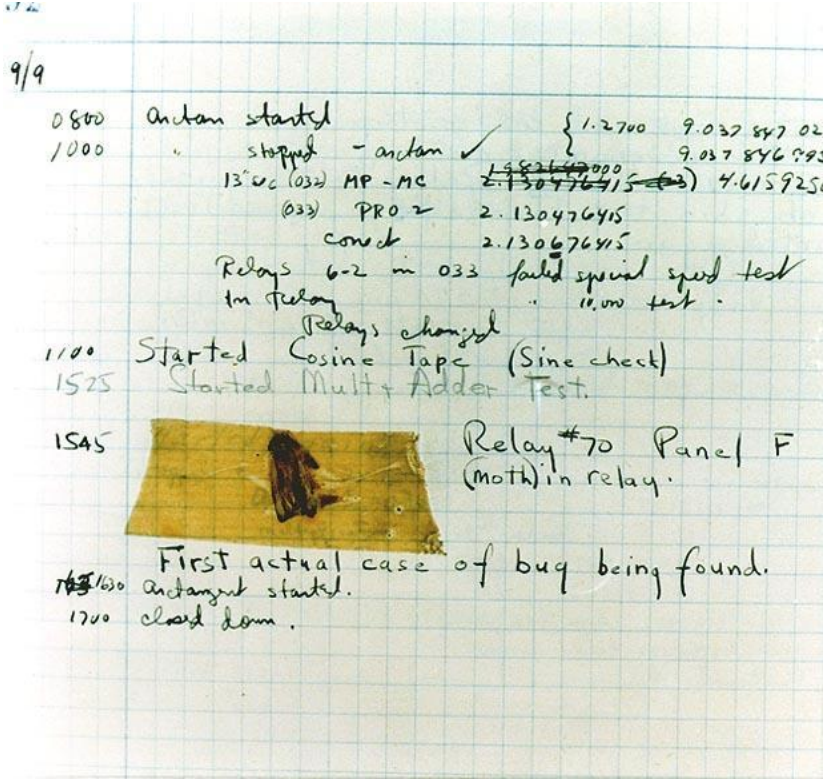
19th Century Hardware Engineering

„The first step [in all of my inventions] is an intuition, and comes with a burst, then difficulties arise – this thing gives out and [it is] then that ‘Bugs’ – as such little faults and difficulties are called – show themselves […].“

Thomas Edison, 1878

The first Bug

- 09.09.1947, Harvard Faculty at the Computation Laboratory
- Operators traced an error in the Mark II to a moth trapped in a relay, coining the term bug.
- This bug was carefully removed and taped to the log book.
- source: [Wikipedia]



History Of Debugging PHP

Debug History in PHP / Silverstripe CMS

- **echo($var);**
- **print_r($array);**
- **die("I'm here");**

Not in Live mode

- **debug::show(...);**
- **debug::message(...);**

Also in Live mode

- **debug::dump(...);**

In Templates

- `$Foo.Debug()`

Debugging in PHP

Pros:

- easy to use
- immediate output

Cons:

- debugging in code tends to end up in git
- not the best tool for the job

Silverstripe Debug Parameters

Silverstripe Debug Parameters

How to get more informations from Silverstripe CMS

- **?isDev=1** Put the site into development mode, enabling debugging messages to the browser on a live server. For security, you'll be asked to log in with an administrator log-in. Will persist for the current browser session.
- **?isTest=1** See above.
- **?debug=1** Show a collection of debugging information about the director / controller operation
- **?debug_request=1** Show all steps of the request from initial HTTPRequest to Controller to Template Rendering

Silverstripe Debug Parameters #2

- **?showqueries=1** List all SQL queries executed
- **?showtemplate=1** Show the compiled version of all the templates used, including line numbers. Good when you have a syntax error in a template. Cannot be used on a Live site without **isDev** when logged in as **Admin**.

https://docs.silverstripe.org/en/5/developer_guides/debugging/

https://docs.silverstripe.org/en/5/developer_guides/debugging/url_variable_tools/

You can disable that (for security reasons)

Only:

  environment: 'live'

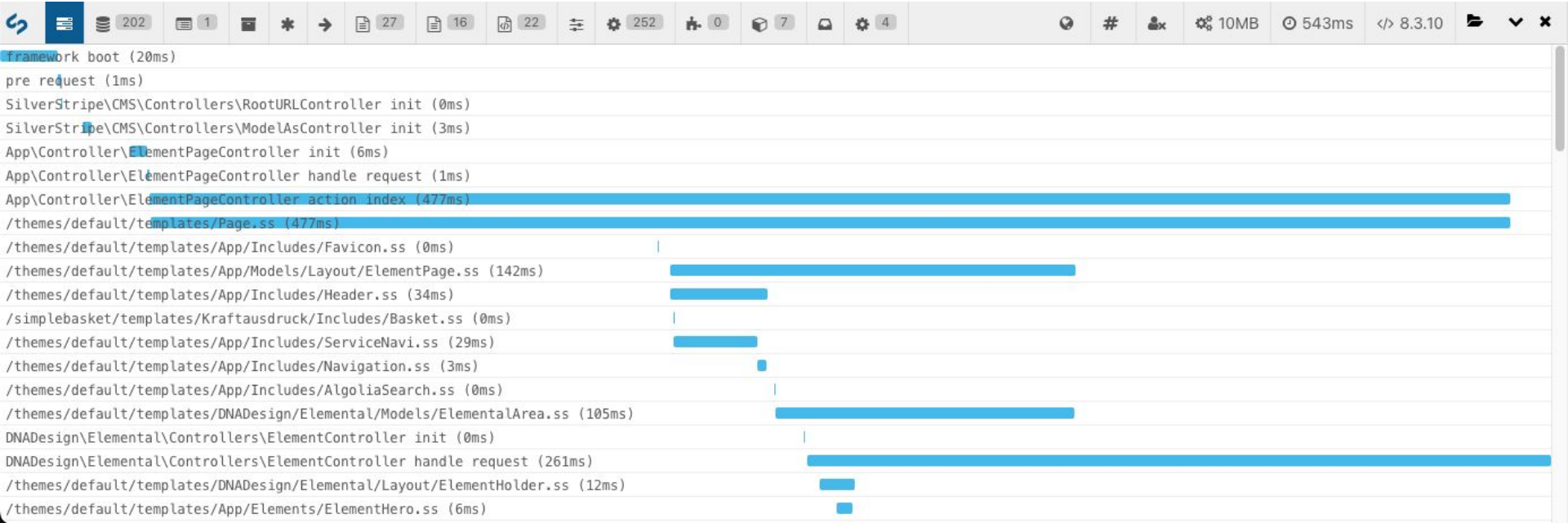
SilverStripe\Dev\DevelopmentAdmin:

  deny_non_cli: true

Silverstripe DebugBar

lekoala/silverstripe-debugbar

https://github.com/lekoala/silverstripe-debugbar makes many things much easier to spot. It gives you a lot of information during development.

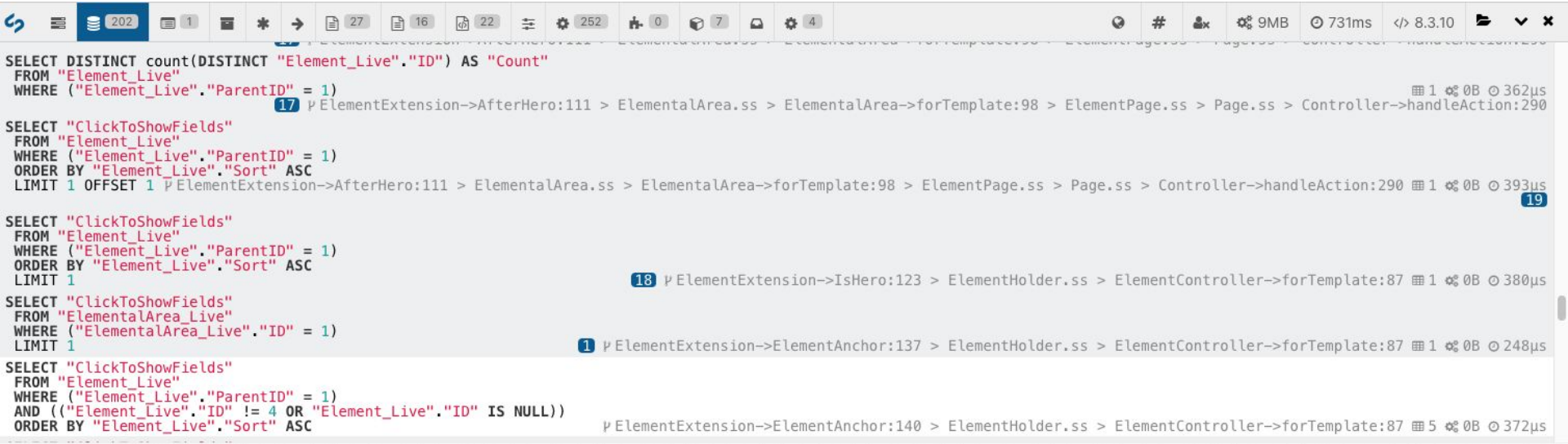


Install as dev dependency with composer:

composer require --dev lekoala/silverstripe-debugbar

Common gotcha with DDEV

```
LeKoala\DebugBar\DebugBar:
  check_local_ip: false
```



Debugbar shows you:

Timeline execution time overview

Database Queries, Long running queries

System logs and messages Shows anything processed by a logger -> no need to check log

Session

Cookies

Parameter

Requirements

Middleware

Template

SiteConfig

Config System

Cache

Mails

Headers

CMS & PHP Version, Time & Memory Usage

Local Development using DDEV

DDEV

- for local development
- based on docker
- has everything you need and a lot extensions for special requirements
- apache-fpm/nginx
- mariadb
- all major PHP-Versions
- project-type=silverstripe (thanks to firesphere)
- plugins for PHPStorm and VSCode
- See https://ddev.com/

XDebug
step debugging made easy

Why should I?

- find errors / bugs more easier
- know the tools for craftsmanship 🛠️
- no debugging information gets committed to git
- easy setup with ddev and PHPStorm / VScode
- actually it works out of the box 🦾
- ddev xdebug on/off
    - switch it off for a faster dev experience when not debugging
- you’ll become more sexy ❤️

What happened until now

- Xdebug is a PHP extension written by Derick Rethans - he works on it since 2002!
- It uses the DBGp debugging protocol
- It is a powerful tool for debugging and profiling PHP code.

Xdebug still worth a talk? Just click •

DDEV makes setup much easier! Tweak a few things in your boilerplate, to make it always available. https://github.com/lerni/ootstra/tree/master/.vscode

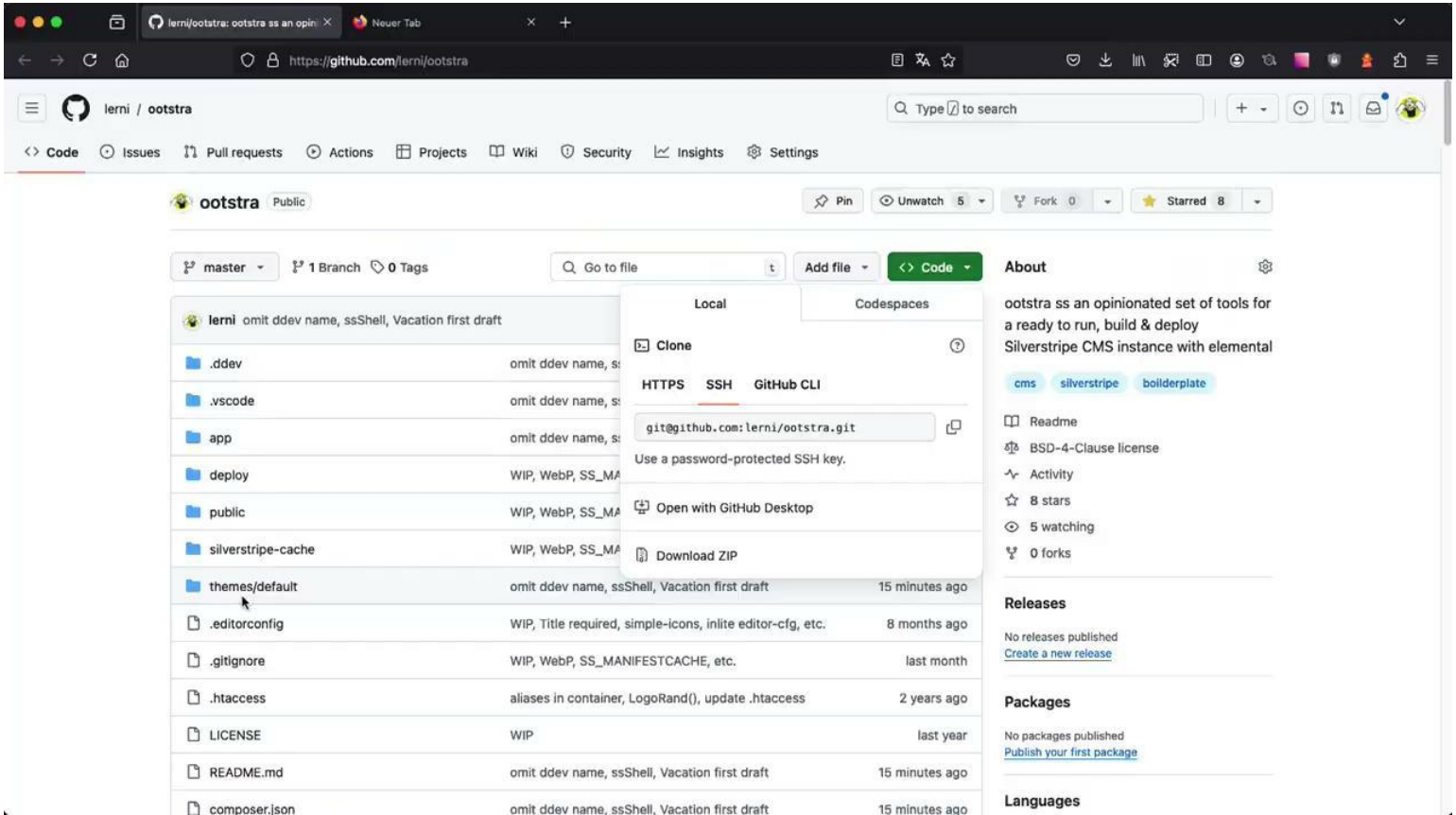
VSCode Extensions → .vscode/extensions.json

- DDEV Manager - mainly automatic ‘ddev xdebug true/false’
- PHP Debug Adapter

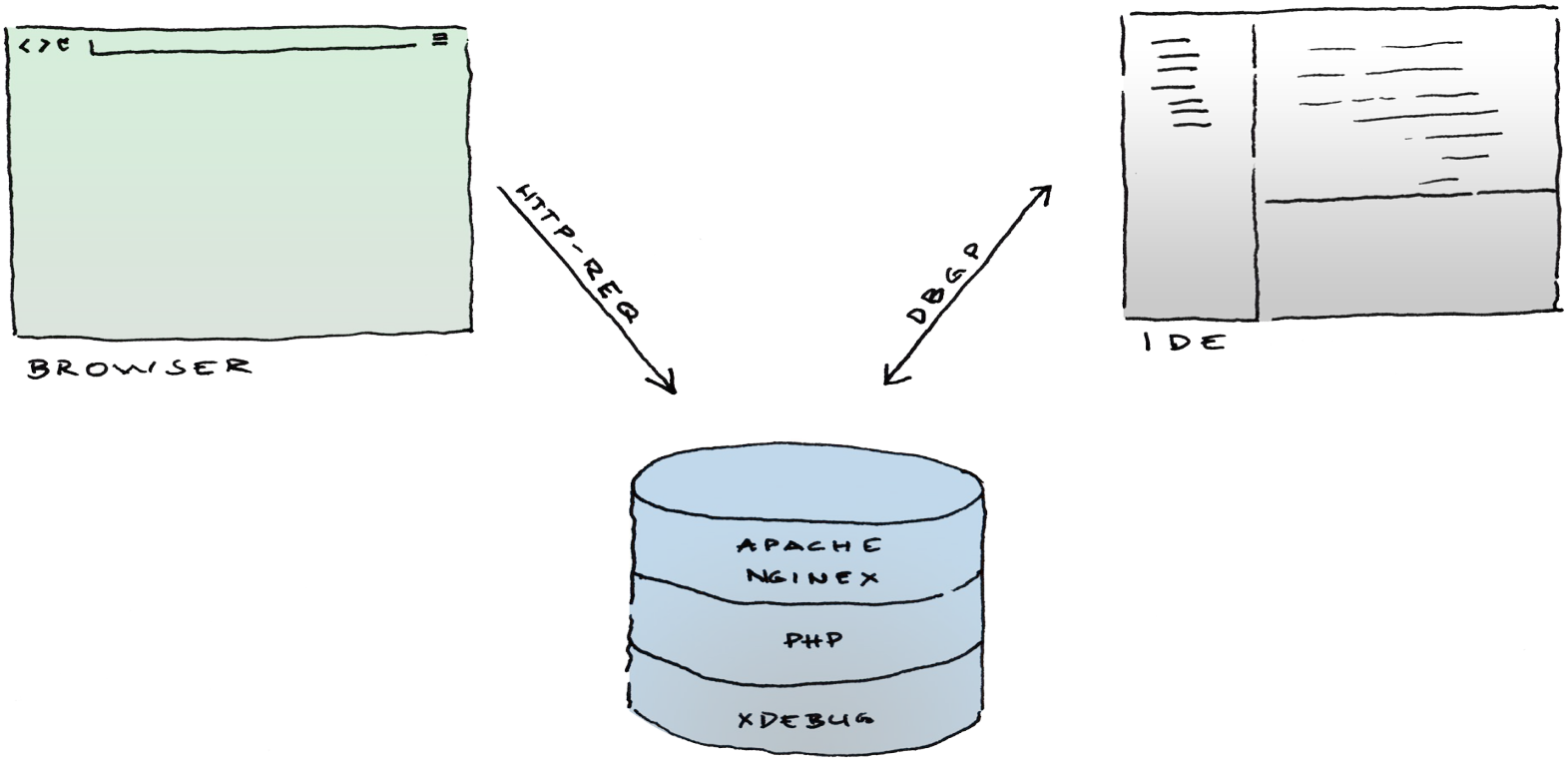
.vscode/tasks.json & .vscode/launch.json

- "hostname": "0.0.0.0" for CLI debugging
- "pathMappings": {“/var/www/html": "${workspaceFolder}"}

Silverstripe DDEV, Xdebug etc. setup in under 2 minutes



DBGp debugging protocol



Fake Client IDE/Editor and listen to Xdebug

ddev xdebug on

$ nc -l 0.0.0.0 9003 - and fetch an url with the browser or curl

```
<?xml version="1.0" encoding="iso-8859-1"?>
<init xmlns="urn:debugger_protocol_v1"
xmlns:xdebug="https://xdebug.org/dbgp/xdebug"
fileuri="file:///var/www/html/public/index.php" language="PHP"
xdebug:language_version="8.3.10" protocol_version="1.0" appid="27132">
    <engine version="3.3.2"><![CDATA[Xdebug]]></engine>
    <author><![CDATA[Derick Rethans]]></author>
    <url><![CDATA[https://xdebug.org]]></url>
    <copyright><![CDATA[Copyright (c) 2002-2024 by Derick Rethans]]>
</copyright>
</init>
```

You can 👂 closer, if you really want to…

```
$ sudo tcpdump -i any port 9003 -A | awk '/<\?
xml/,/<\/response>/{print} /<\/response>/{print ""}'
sudo tcpdump -i any port 9003 -A | awk '
  /<\?xml version=/ {print_line = 1}
  print_line {print}
  /<\/response>/ {print ""; print_line = 0}
'
```

Debugger Functions

Why is XDebug better than var_dump() and die()?

- Breakpoint
- Conditional breakpoint
- List of all available variables in current scope
- Watch
- Frames (stack of called functions)

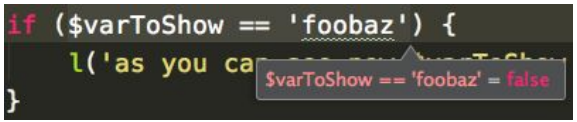
Methods

-  Step Over => goto next line
-  Step Into => go inside a called function or method
-  Force Step Into
-  Step Out => leave the current method
-  Run to Cursor

More Methods

- Resume Program => goto next breakpoint
- Evaluate Expression

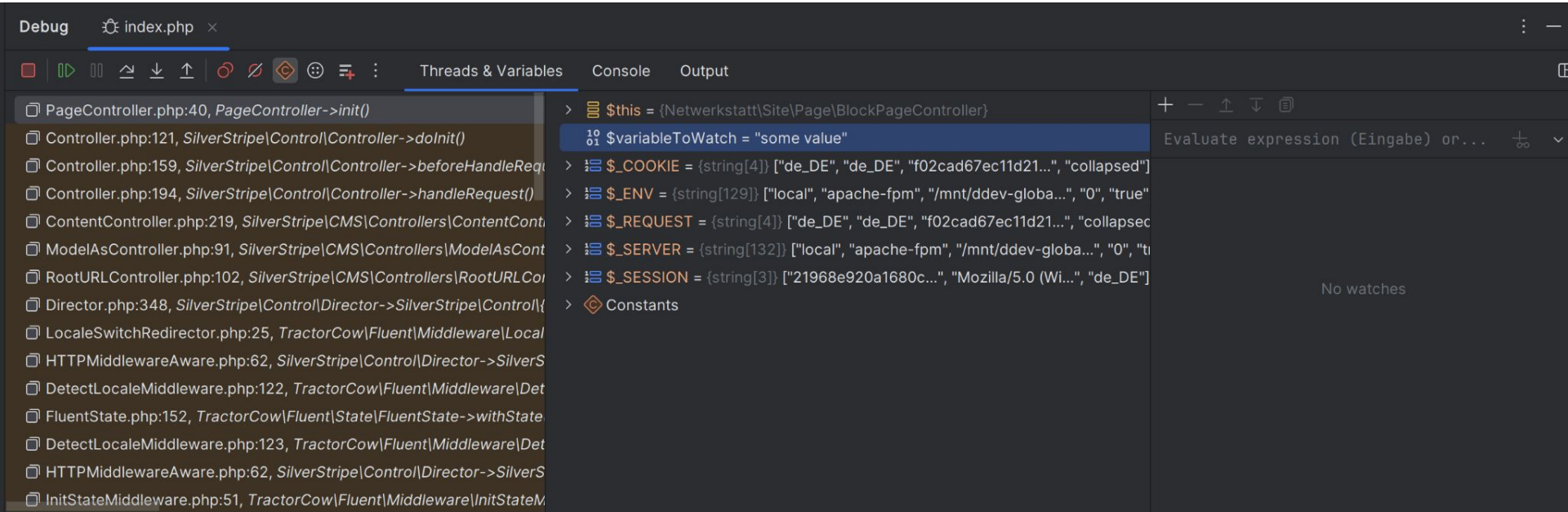
  Quick Evaluate Expression => without dialog

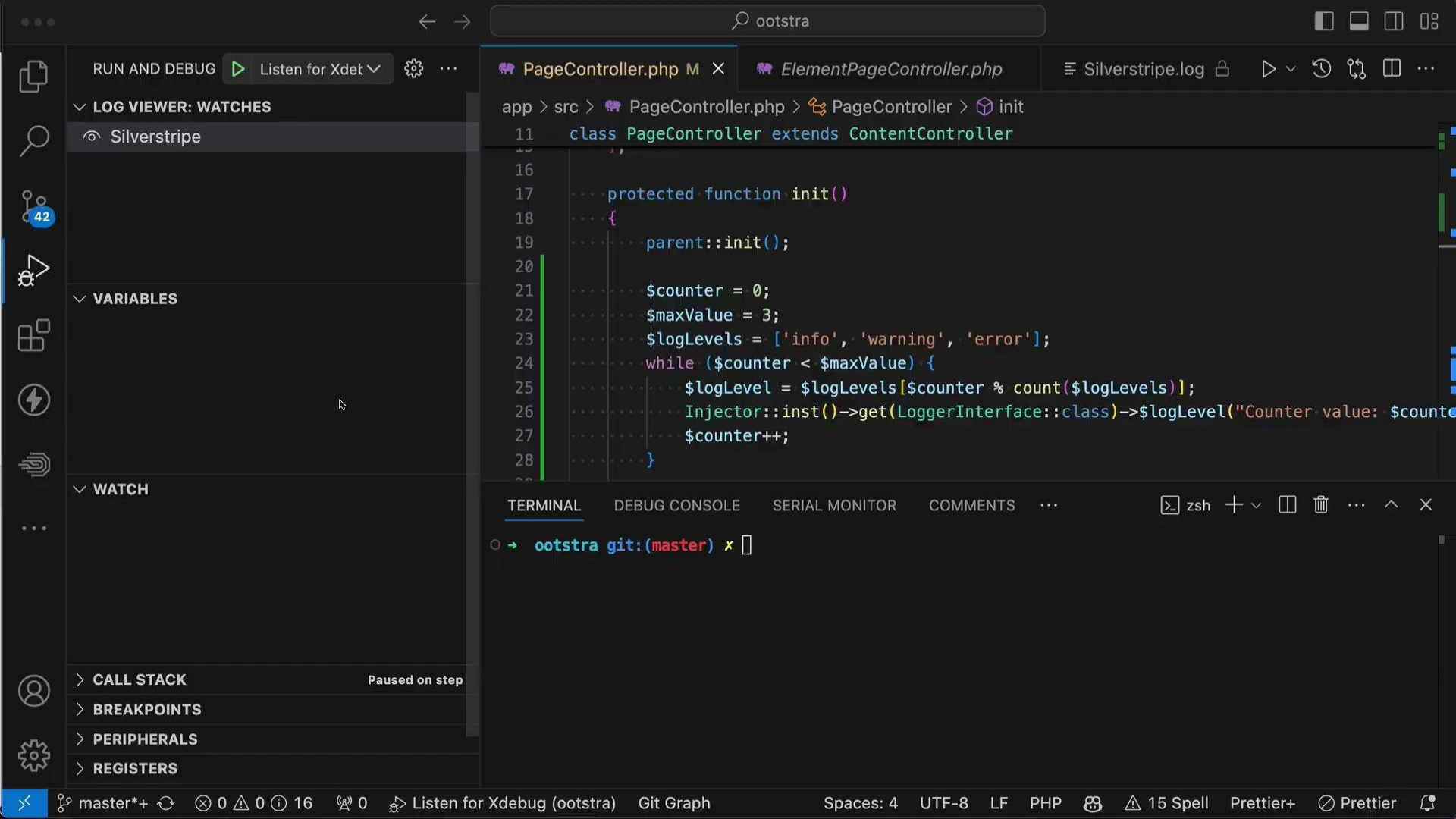


  Toggle Breakpoint

- View Breakpoints

GUI Overview PHPStorm




ootstra
RUN AND DEBUG
Listen for Xdeb
LOG VIEWER: WATCHES
Silverstripe
VARIABLES
WATCH
CALL STACK
Paused on step
BREAKPOINTS
PERIPHERALS
REGISTERS
PageController.php M
ElementPageController.php
Silverstripe.log
app > src > PageController.php > PageController > init
class PageController extends ContentController
protected function init()
{
parent::init();
$counter = 0;
$maxValue = 3;
$logLevels = ['info', 'warning', 'error'];
while ($counter < $maxValue) {
$logLevel = $logLevels[$counter % count($logLevels)];
Injector::inst()->get(LoggerInterface::class)->$logLevel("Counter value: $counte
$counter++;
}
TERMINAL
DEBUG CONSOLE
SERIAL MONITOR
COMMENTS
zsh
ootstra git:(master) ✗
master*+
0 0 16
0
Listen for Xdebug (ootstra)
Git Graph
Spaces: 4
UTF-8
LF
PHP
15 Spell
Prettier+
Prettier

More debugging knowledge

When you can call it, you can debug it

Example: Debugging unit tests

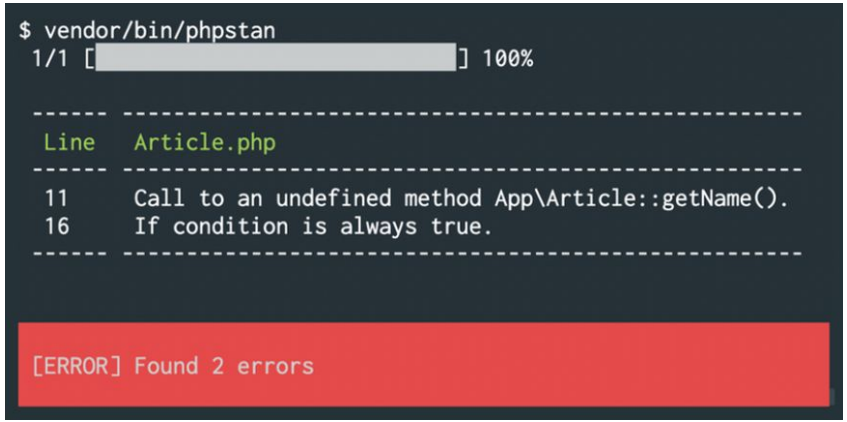
- good for more complicated tasks that are not easy to reach on the site
  - e.g. shop checkout functionality
- fixtures maybe a bit hard to setup
- when a test works you’re done
- best done via CLI

PHPStan - Static Analyzer

PHPStan

Pros:

- Totally annoying
- can check your code for bugs before they reach production
- works better with well typed classes
- forces you to think about types



Cons:

- Did I say it’s totally annoying… at least in the beginning

PHPStan: installation

- Of course using composer as a dev requirement
- There’s a package to make PHPStan understand Silverstripe, e.g. DataObject::get() and its magic properties.

```
composer require --dev syntro/silverstripe-phpstan ^5
```

SS Shell

SSShell (Silverstripe's shell, not SSS hell!)

- SSShell is a REPL for SilverStripe running on Psy Shell 🚀
- PsySH is a runtime developer console, interactive debugger and REPL for PHP.
- REPL = Read-eval-print loop

You can

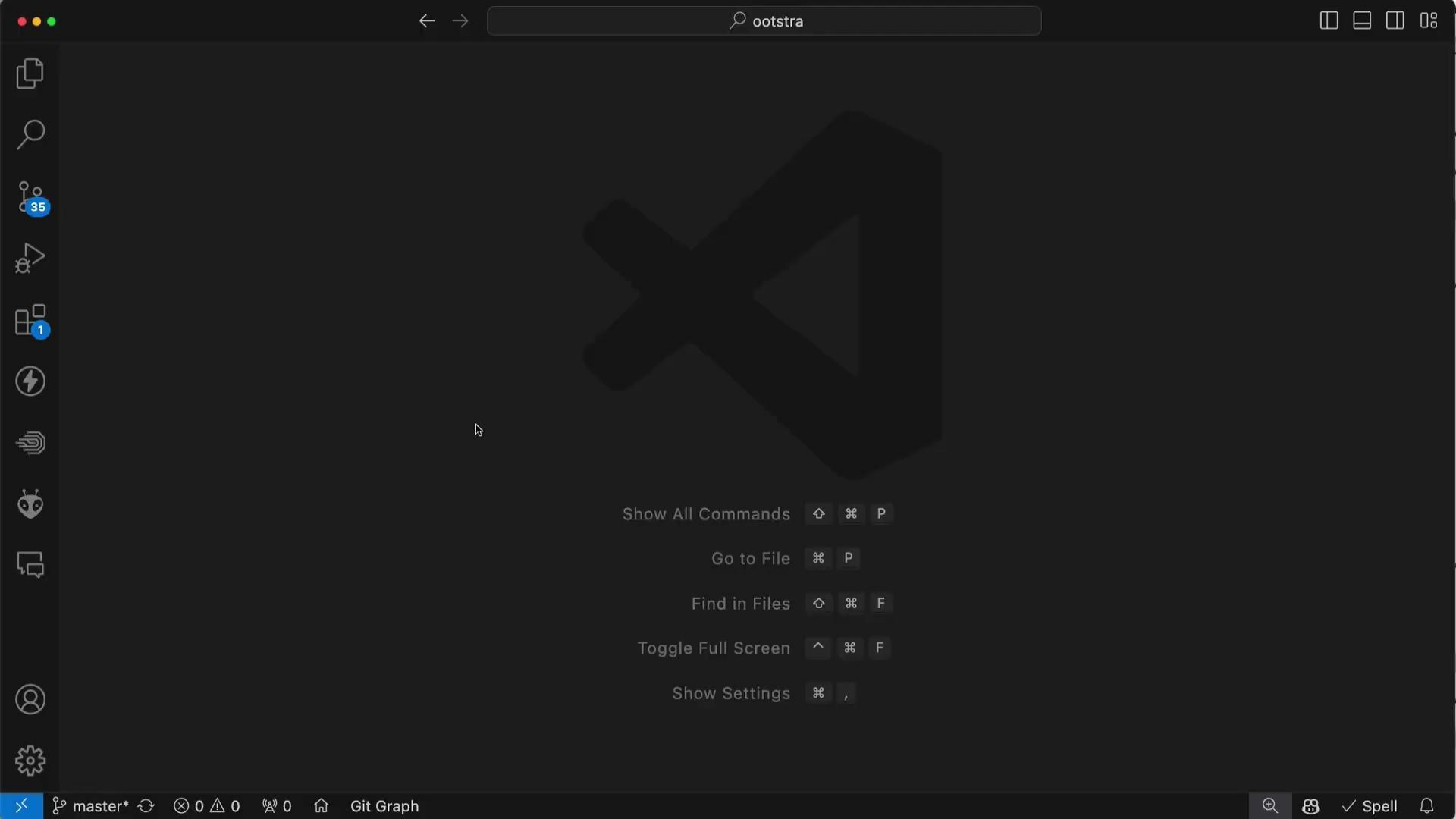
- view classes/objects and static properties
- run methods on objects
- run sake commands and flush

Why should I use SSShell

- good for tinkering around in Silverstripe
- The interactive debugger saves lives! Stop *die()*ing all the time.
- an alternative for executing simple one time tasks

More informations:

- https://github.com/pstaender/ssshell
- https://psysh.org/


ootstra
35
1
Show All Commands ⇧ ⌘ P
Go to File ⌘ P
Find in Files ⇧ ⌘ F
Toggle Full Screen ^ ⌘ F
Show Settings ⌘ ,
master*
0 0
0
Git Graph
Spell

Conclusion

Bugs’ natural habitat is code

Your code

There are tools to get rid of bugs

Use them

See you again in 2032!