

CODE EXAMPLE

In Arduino, we can use Serial Monitor for debugging our code
Serial.println(); this line is used to print things on serial monitor and we will call it whenever we suspect a problem in our code

```
private int start = 0;

void setup() {
  Serial.println("we are at the beggining of setup() ");

  init();

  Serial.println("we are at the end of setup() ");
}

void docoding1(void) {
  Serial.println("we are now inside decoding2 loop");
}

void docoding2(void) {
  Serial.print(" we are now inside decoding2 loop");
}

void loop() {
  serial.println("we are now inside loop() begin");

  docoding1();

  docoding1();

  serial.println("we are at the end of loop()");
}
```

When you execute this program, you'll see in the serial monitor the exact flow of code and what areas are not executed. However, I recommend that you only add the debug output when you suspect that something is wrong.