

Development of large projects requires usage of debugging tools, which makes developer's work – searching for bugs in code – easier. When developer discovers a bug in source code during debugging of application, the safest way is to fix this bug as soon as possible. The Edit and Continue functionality is a feature of .NET debugger that makes possible correction of source code of debugged application without the need of interrupting the debugging of application. The main concern of this thesis is to find a way to implement Edit and Continue for an OpenSource IDE SharpDevelop.