
Subject: Re: Error Handling Advice

Posted by [Paul Van Delst\[1\]](#) on Mon, 14 Jan 2013 22:21:52 GMT

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Hello,

On 01/14/13 16:33, Matthew Argall wrote:

>> No, there are a TON of errors in this program. You might just as

>> well find all of them before you move on. :-)

>

> I guess my point was to make a case WITH a ton of errors to create

> the cascade and see how CATCH works. I could check to see if "a" and

> "b" are defined (one of your earlier points) but I would still have

> to use RETURN in CALL_ADD instead of MESSAGE.

>

> If I am 6 programs deep into the stack, I do not want to generate 6

> error messages as my Catch blocks work their way back up.

Um... isn't that exactly what you want? It's the programmed equivalent of a traceback.

I find the cascade/traceback errors I get in my code extremely helpful in debugging where things went wrong.

> Also,

> putting RETURN instead of MESSAGE does not seem to be a general

> solution to errors. (... or is it?)

>

> Maybe my definition of "utility function" is too strict and I should

> think about using ON_ERROR, 2 more.

>

> Will keep pondering...
