
Subject: Re: Error Handling Advice
Posted by [David Fanning](#) on Mon, 14 Jan 2013 21:02:28 GMT
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David Fanning writes:

```
> I would probably write this particular set of routines like this.  
>  
> function add, a, b, SUCCESS=success  
>     Catch, theError  
>     IF theError NE 0 THEN BEGIN  
>         Catch, /CANCEL  
>         void = Error_Message()  
>         success = 0  
>         RETURN, !Null  
>     ENDIF  
>  
>     success = 1  
>     result = a + b  
>     RETURN, result  
> end  
>  
> pro call_add  
>     Catch, theError  
>     IF theError NE 0 THEN BEGIN  
>         Catch, /CANCEL  
>         void = Error_Message()  
>         RETURN  
>     ENDIF  
>  
>     sum = add(a, b, SUCCESS=success)  
>     IF ~success THEN RETURN  
>  
>     IF sum EQ !Null THEN message, 'Sum not valid'  
> END
```

Or, even simpler:

```
function add, a, b  
    Catch, theError  
    IF theError NE 0 THEN BEGIN  
        Catch, /CANCEL  
        void = Error_Message()  
        RETURN, !Null  
    ENDIF  
  
    RETURN, a + b  
end
```

```
pro call_add
  Catch, theError
  IF theError NE 0 THEN BEGIN
    Catch, /CANCEL
    void = Error_Message()
    RETURN
  ENDIF

  sum = add(a, b)

  IF sum EQ !Null THEN RETURN
END
```

Cheers,

David

--
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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
