
Subject: Re: Error Handling Advice

Posted by [David Fanning](#) on Mon, 14 Jan 2013 20:58:33 GMT

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Matthew Argall writes:

```
>
>> I guess I will start with some with trial and ::ehem:: error ;-)
>
> So, after a little work, I get a cascade of error messages
>
> -----
> 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 message, 'Sum not valid'
> END
> -----
>
> Should there be a STOP in there somewhere?
```

No, there are a TON of errors in this program. You might just as well find all of them before you move on. :-)

> Is this were "add" would require an ON_ERROR, 2? I can imagine some cases where you would want to keep both CATCH statements...

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

```

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.")
