



**All Bootcamps**

Hyperiondev

# Defensive Programming

# Workshop – Housekeeping

- ❑ The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
- ❑ No question is daft or silly - **ask them!**
- ❑ There are Q/A sessions midway and at the end of the session, should you wish to ask any follow-up questions.
- ❑ For all non-academic questions, please submit a query:  
[www.hyperiondev.com/support](http://www.hyperiondev.com/support)
- ❑ Report a safeguarding incident:  
<http://hyperiondev.com/safeguardreporting>
- ❑ We would love your feedback on lectures:  
<https://hyperiondev.wufoo.com/forms/zsgv4m40ui4i0g/>

# Objectives

1. Defensive Programming
  - a. What is defensive programming?
  - b. How do we apply it?

# Defensive programming

# Defensive programming

- We can't expect users to restart a program every time something goes wrong.
- It is important to remember that you cannot trust the input from a user.
- Users can make all sorts of mistakes during input which can cause a ton of headaches for your programmes.
- Just like the mistakes our users make, we can also make mistakes and use incorrect data in our programs.

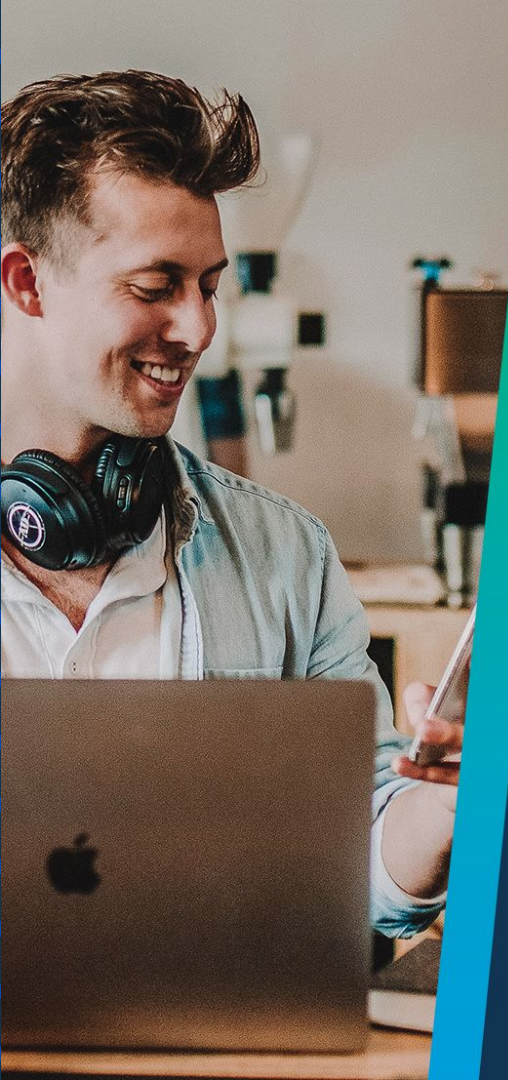
# Defensive programming

- A lot of people depend on the programmes we write so we can't have it fail or have errors. Especially when there are lives at stake.
- With defensive programming we try to anticipate mistakes that might occur during the programs runtime.
- We then try to refactor the code to handle the errors and prevent the program from crashing.
- We can highlight some errors by using manual and automated testing.

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# Q & A Section

**Please use this time to ask any questions relating to the topic explained, should you have any**



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# Thank you for joining us

Stay hydrated  
Avoid prolonged screen time  
Take regular breaks  
Have fun :)