

Pro Tip

- Use strong preconditions to move the issue to the caller

```
void f(type* p) {  
    //...  
    if (p) p->member();  
    //...  
}
```

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- Use strong preconditions to move the issue to the caller

```
void f(type& p) {  
    //...  
    p.member();  
    //...  
}
```