

Understanding Exceptions and Errors

In PowerShell the *error* is the message you see when there is a problem

An *exception* is the object that contains the error

Exceptions stored in \$Error automatic variable

Default is 256 exceptions (\$MaximumErrorCount)

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The Error Pipeline

bits

Success Pipeline

```
PS C:\> Get-Service bits
```

Status	Name	DisplayName
Running	bits	Background Intelligent Transf...

PS C:\> Get-Service foo

Exception

Error

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ErrorActionPreference

Control behavior of the error pipeline

Set at scope level: `$ErrorActionPreference`

Set at the cmdlet level with `-ErrorAction` parameter (`-ea`)

Preferences

- SilentlyContinue (0)
- Stop (1)
- Continue (2) [this is the default behavior]
- Inquire (3)
- Ignore (4) [parameter value only]

Suppressing the pipeline doesn't stop the exception captured in `$Error`

- Unless you Ignore

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Terminating vs Non-Terminating Exceptions

PowerShell has two types of exceptions:



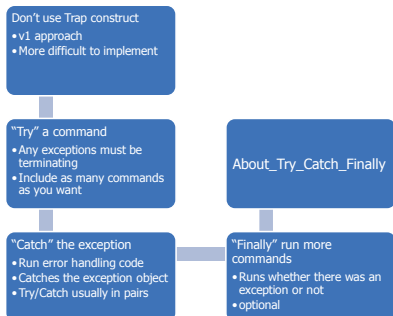
You can only "handle" terminating exceptions

Force exceptions to be terminating

```
$ErrorActionPreference = Stop  
-erroraction Stop
```

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Error Handling With Try/Catch/Finally



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Try/Catch

```
Try {
  $Computer = Get-Computer $Computer
}
Catch {
  Write-Warning "Error: $Computer"
  $Error
}
Finally {
  Write-Host "Finished" -foreground green
}
```

Must have a terminating exception

Catch the terminating exception

Exception

The exception object

these commands run regardless of exception

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Throwing Your Own Exceptions

Write-Error

- Writes a non-terminating exception
- Write your own exception object

Throw

- Write a terminating exception
- Help about_throw

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Error Handling Demo

Debugging Your Script

Debugging is determining where reality diverges from expectation

Reduce bug opportunities from the beginning

- Write your scripts in a scripting editor
- ...or at least the PowerShell ISE
- Layout your script
- Use Set-StrictMode

```
PS C:\> Help about_debuggers
```

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Debugging Your Script

Use Write-Debug messages

Enable debug pipeline

- -debug
- \$DebugPreference

Use Write-Verbose messages

Enable Verbose pipeline

- -verbose
- \$VerbosePreference

Insert breakpoints

Enter debug mode

- Run in console or ISE

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Set-StrictMode

Many bugs are result of typos

Use Set-StrictMode to enforce proper coding

Set-StrictMode is scope-specific

Set -version to PowerShell version

PowerShell will throw an exception if there is a violation

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StrictMode Version

Version	Effect
1.0	Prohibits references to uninitialized variables, except for uninitialized variables in strings.
2.0	Prohibits references to uninitialized variables (including uninitialized variables in strings). Prohibits references to non-existent properties of an object. Prohibits function calls that use the syntax for calling methods. Prohibits a variable without a name (<code>\$()</code>).
Latest	Get whatever the latest restrictions might be. Future-proofs your scripts.

Set-StrictMode ensures you don't reference variables or objects that haven't been defined in the scope

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Script Debugging Demo

Best Practices

- Do not turn off the error pipeline
- Include error handling from the very beginning of your scripts and functions
- Write and test in small steps
- Use Set-StrictMode
- Do not write PowerShell scripts in Notepad

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Lab

No lab for this lesson. Read the "about" help topics on error handling, try/catch and debugging.

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