1 工作流：可读性差

```
void flowErrorHandling(){
  if(operationOne()){
    if(operationTwo()){
      if(operationThree()){
        ...do more...
      }
    }
  }
}
```

2

```
void flattenedErrorHandling(){
  bool ok = operationOne();
  if(ok){
    ok = operationTwo();
  if(ok){
    ok = operationThree();
  if(ok){
    ...do more...
  if(!ok){
    ...clean up after errors...
  }
}
```

扁平化，缺点是需要明显的控制变量

3 短路，需要做之后的处理

```
void shortCircuitErrorHandling(){
  if(!operationOne()) return;
  ... do something...
  if(!operationTwp()) return;
  ... do something...
  if(!operationThree()) return;
  ... do something...
}
```

4 合适的

```
void gotoHell(){
  if(!operationOne()) goto error;
  ... do something...
  if(!operationTwo()) goto error;
  ... do something...
  if(!operationThree()) goto error;
  ... do something...
  return;
error:
  ...clean up after errors...
}
```

5

```
void ExceptionalHandling(){
  try{
    operationOne();
    operationTwo();
    operationThree();
  }catch(...){
    ...clean up after errors...
  }
}
```

异常，异常的处理不明显