

```
window.addEventListener("keydown", function(e) {  
    var currents = document.querySelectorAll(".current");  
    var lastCurrent = currents[currents.length - 1];  
    var firstCurrent = currents[0];
```

✖ ▼ Uncaught TypeError: undefined is not a function(...) [VM1108:1](#)

(anonymous function) @ [VM1108:1](#)
_evaluateOn @ [VM1103:145](#)
_evaluateAndWrap @ [VM1103:137](#)
evaluate @ [VM1103:118](#)

The Unfortunate Value of Failure

Ramsey Nasser

@ra





OHMAGIF.COM



Feel: To emotionally experience something

فِيل (feel): Elephant

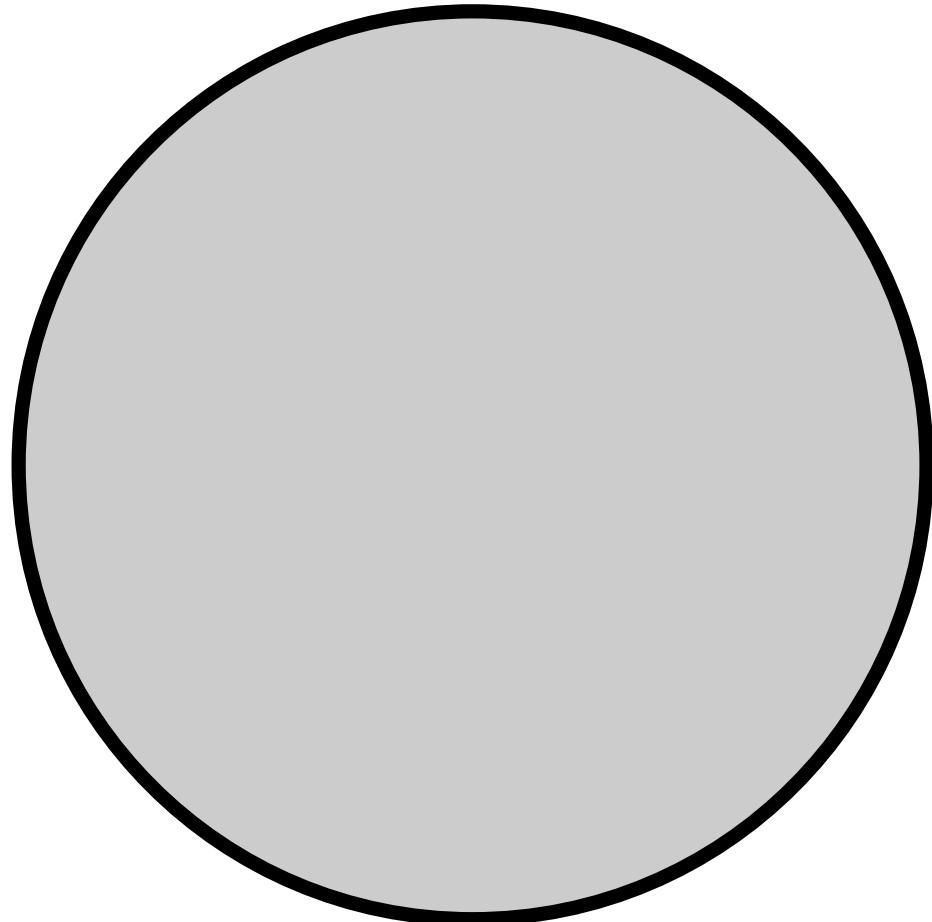


FAILURE

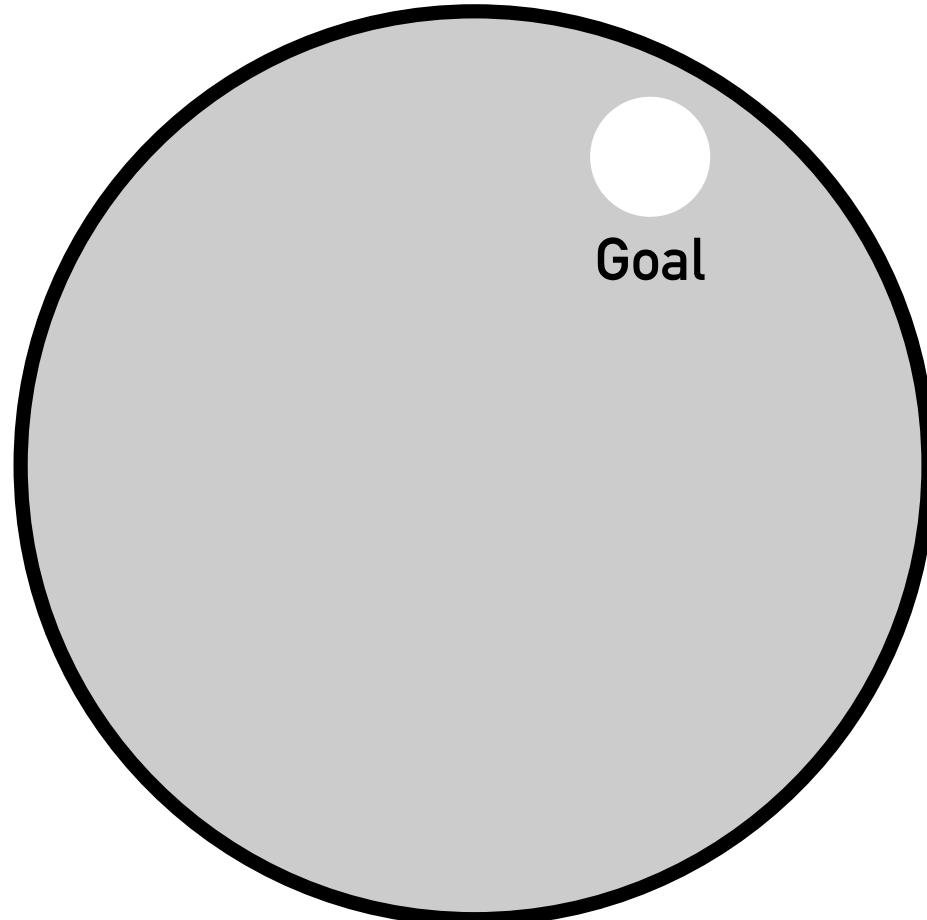
What is failure?

Right \leftrightarrow Wrong

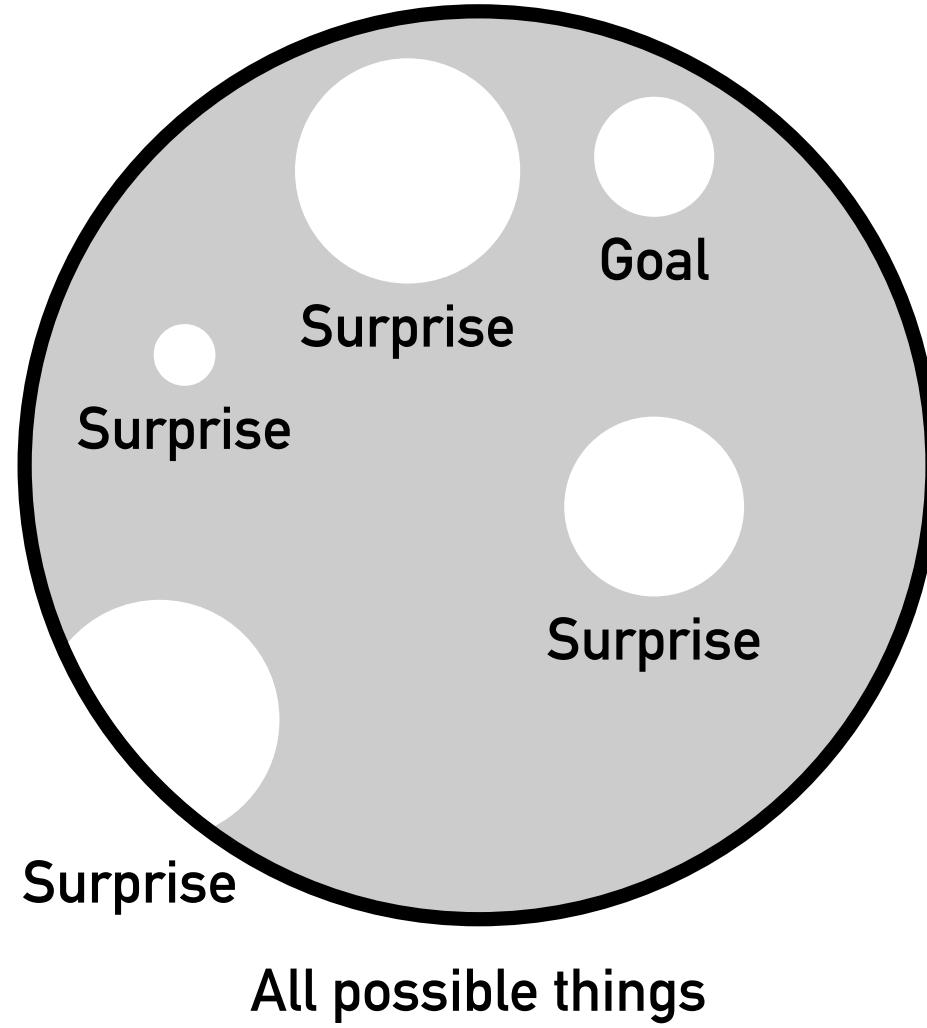
Expectations \rightleftarrows Other
Things

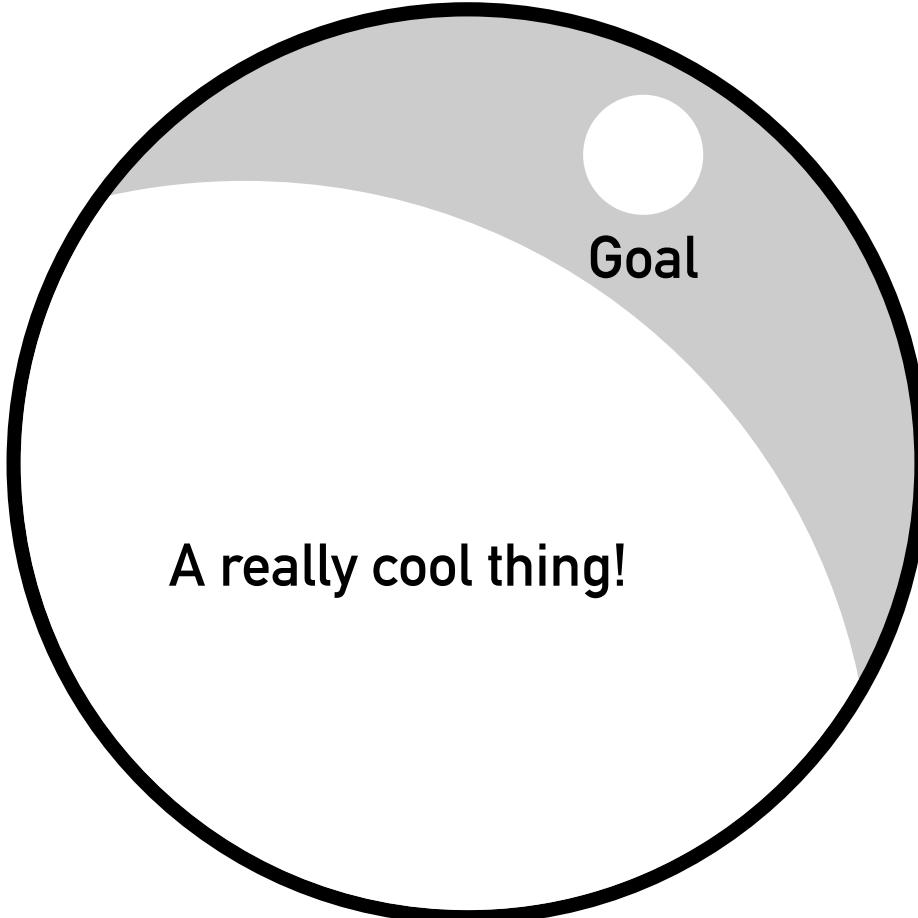


All possible things



All possible things





All possible things

Possibility of Failure =
Possibility of Surprise

Failure: An *undesirable*
result *different* from
the intended one



We don't make mistakes -
we just have happy accidents.

Always useful



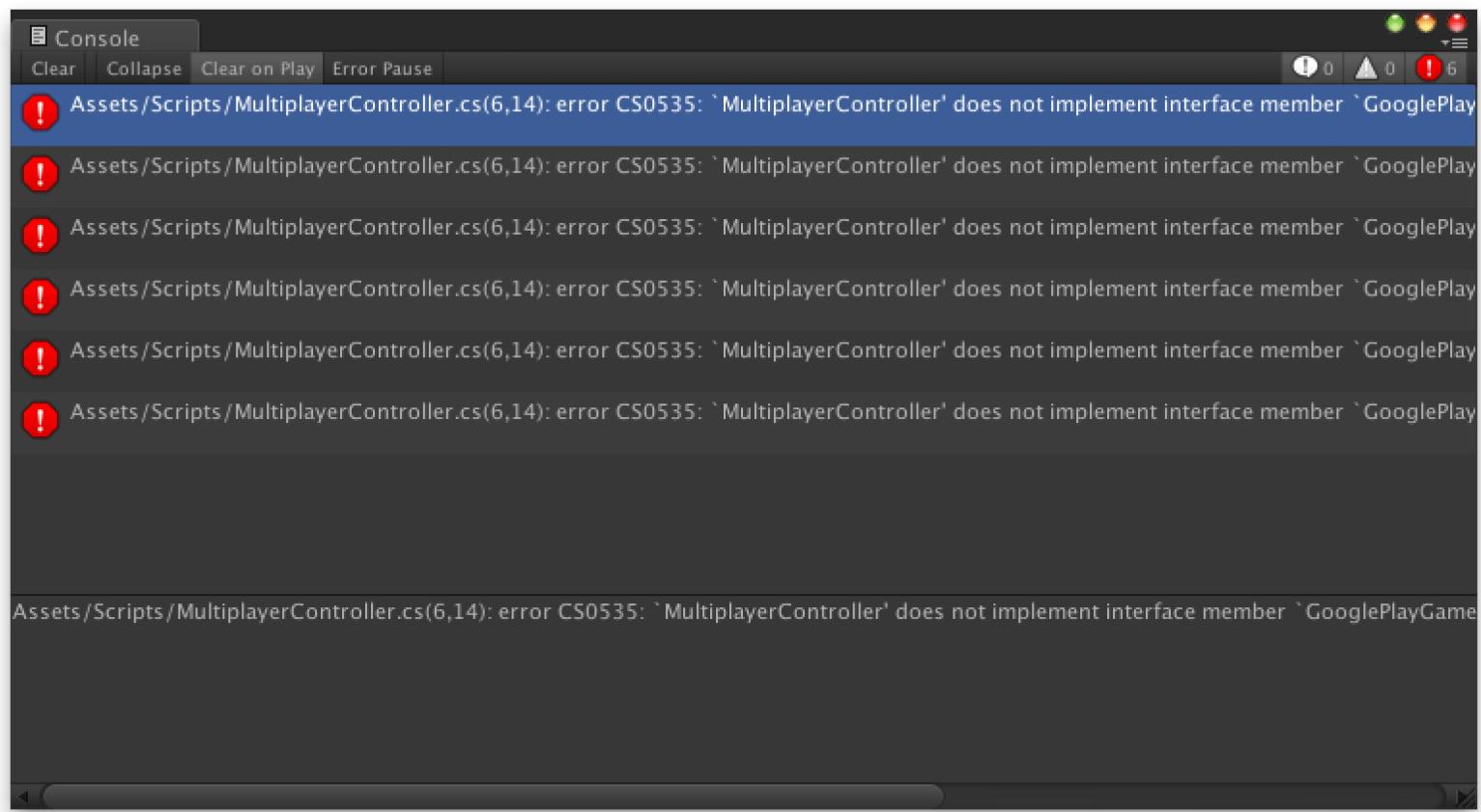
CAT-GIFs.com

Internet Explorer



Unknown error

OK



simple_port | Processing 1.2.1

```
void setup() {
    //Set up the serial port to read data
    //This code comes from example 11-8 of Getting Started with Processing
    size(200,100);
    textFont(createFont("",12),12);
    println(Serial.list());
    String arduinoPort = Serial.list()[0];
    port = new Serial(this, arduinoPort, 9600);
}

// Reads the port
void readPort() {
    float val = 0.0;
    if (port.available() > 0) { // If data is available,
```

Error inside Serial.<init>()

```
    at processing.core.PApplet.run(PApplet.java:1363)
    at java.lang.Thread.run(Thread.java:613)
processing.app.debug.RunnerException: RuntimeException: Error inside Serial.<init>()
    at processing.app.Sketch.placeException(Sketch.java:1543)
    at processing.app.debug.Runner.findException(Runner.java:583)
    at processing.app.debug.Runner.reportException(Runner.java:558)
    at processing.app.debug.Runner.exception(Runner.java:498)
    at processing.app.debug.EventQueue.exceptionEvent(EventQueue.java:367)
    at processing.app.debug.EventQueue.handleEvent(EventQueue.java:255)
    at processing.app.debug.EventQueue.run(EventQueue.java:89)
Exception in thread "Animation Thread" java.lang.RuntimeException: Error inside Serial.<init>()
    at processing.serial.Serial.errorMessage(Serial.java:591)
    at processing.serial.Serial.<init>(Serial.java:151)
    at processing.serial.Serial.<init>(Serial.java:105)
```

```
user=> System.InvalidOperationException: nth not supported on this type: Vector3
   at clojure.lang.RT.NthFrom (System.Object coll, Int32 n, System.Object notFound) [0x00000] in <filename unknown>:0
   at clojure.lang.RT.nth (System.Object coll, Int32 n, System.Object notFound) [0x00000] in <filename unknown>:0
   at user$eval_38471$fn_38477_38482.invoke (System.Object ) [0x00000] in <filename unknown>:0
   at clojure/core$map$fn_2414_2418.invoke () [0x00000] in <filename unknown>:0
   at clojure.lang.LazySeq.sval () [0x00000] in <filename unknown>:0
   at (wrapper synchronized) clojure.lang.LazySeq:sval ()
   at clojure.lang.LazySeq.seq () [0x00000] in <filename unknown>:0
   at (wrapper synchronized) clojure.lang.LazySeq:seq ()
   at clojure.lang.Cons.next () [0x00000] in <filename unknown>:0
   at clojure.lang.RT.next (System.Object x) [0x00000] in <filename unknown>:0
   at clojure/core$next_29.invoke (System.Object ) [0x00000] in <filename unknown>:0
   at clojure/core$concat$cat_555$fn_558_562.invoke () [0x00000] in <filename unknown>:0
   at clojure.lang.LazySeq.sval () [0x00000] in <filename unknown>:0
   at (wrapper synchronized) clojure.lang.LazySeq:sval ()
   at clojure.lang.LazySeq.seq () [0x00000] in <filename unknown>:0
   at (wrapper synchronized) clojure.lang.LazySeq:seq ()
   at clojure.lang.ChunkedCons.chunkedNext () [0x00000] in <filename unknown>:0
   at clojure.lang.ChunkedCons.next () [0x00000] in <filename unknown>:0
   at clojure.lang.RT.Length (ISeq list) [0x00000] in <filename unknown>:0
   at clojure.lang.RT.seqToTypedArray (System.Type type, ISeq seq) [0x00000] in <filename unknown>:0
   at clojure.lang.RT.seqToTypedArray (ISeq seq) [0x00000] in <filename unknown>:0
   at clojure/core$into_array_3129.invoke (System.Object ) [0x00000] in <filename unknown>:0
   at user$eval_38471_38506.invoke () [0x00000] in <filename unknown>:0
   at clojure.lang.Compiler.eval (System.Object form) [0x00000] in <filename unknown>:0
   at clojure.lang.Compiler.eval (System.Object form) [0x00000] in <filename unknown>:0
   at clojure/core$eval_2929.invoke (System.Object ) [0x00000] in <filename unknown>:0
   at arcadia/repl$eval_to_string$fn_18048_18052.invoke () [0x00000] in <filename unknown>:0
   at arcadia/repl$eval_to_string_18055.invoke (System.Object ) [0x00000] in <filename unknown>:0
   at arcadia/repl$repl_eval_print$fn_18064_18068.invoke () [0x00000] in <filename unknown>:0
```







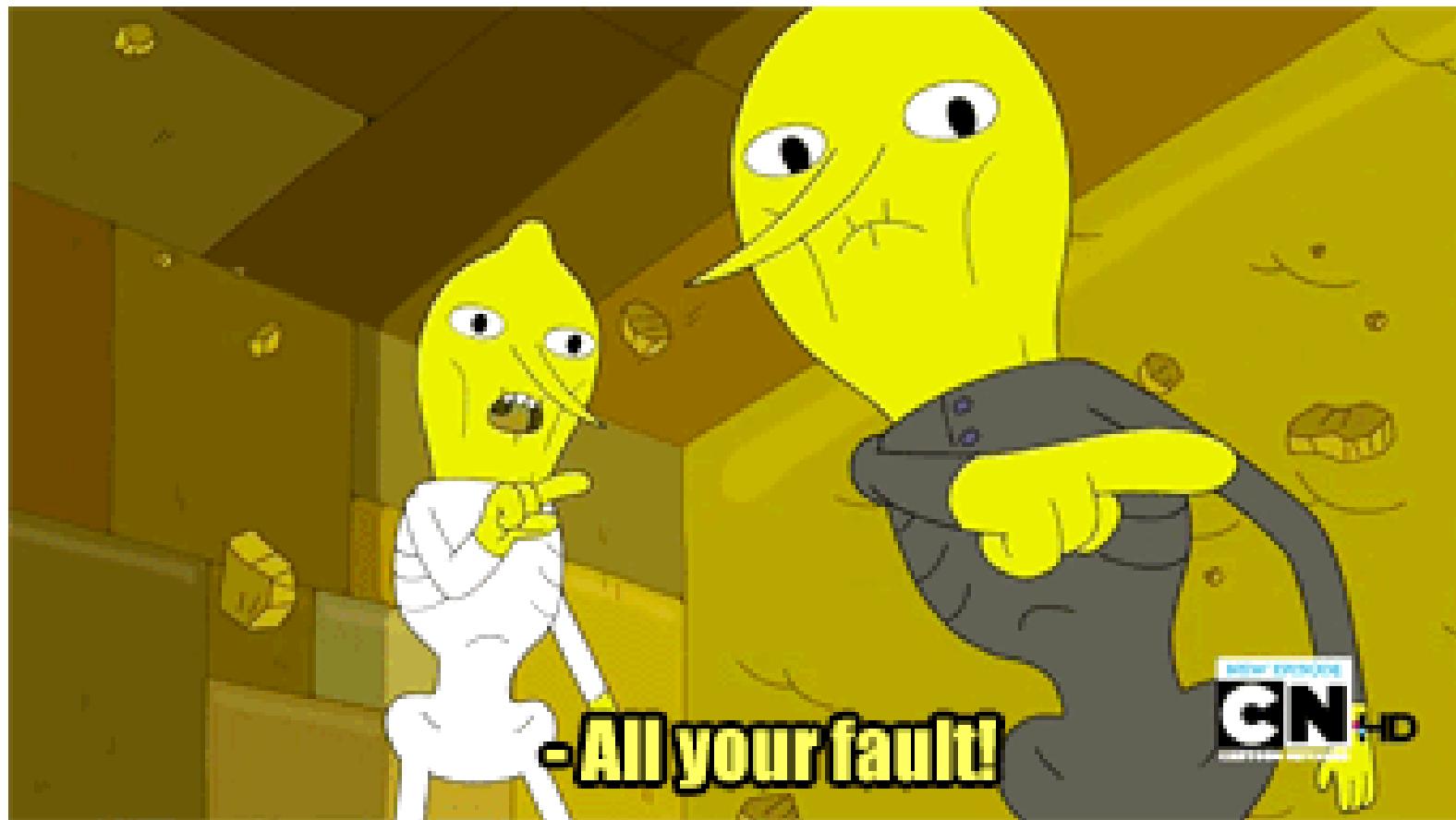
Meaningless messages
+ Negative imagery

**HOBGOBLIN
HAS
JUMPED
THE**



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**YOU DID
THIS**



-All your fault!

CN HD

**YOU ARE
THE BAD
ONE**





Your indentation is terrible, that's the problem. You need to replace this:

1

```
on button buttonPressEvent (tryEvent (do button <- eventButton
                                         liftIO (extrafunctie button)
                                         ))
```



3 Answers

active

oldest

votes



You're sending text somewhere before starting the session. Stop doing that.

3

[share](#) [improve this answer](#)

answered Apr 15 '12 at 4:27



419k • 56 • 736 • 902



1 Answer

active

oldest

votes



The `strip_tags()` function strips HTML tags from the values. Stop doing that.

0

[share](#) [improve this answer](#)

answered Jun 3 '13 at 16:40



419k • 56 • 736 • 902

1 Answer

active

oldest

votes



Redefining `$IFS` changes what `read` splits by. Stop doing that.

1

share improve this answer

answered Jul 4 '14 at 5:33



419k 56 736 902

1 Answer

active oldest votes



You're mixing `mysqli_*` and `mysql_*` functions. Stop doing that.

0

[share](#) [improve this answer](#)

answered Nov 29 '14 at 3:50



419k • 56 • 736 • 902



can you give me the right code? –

Nov 29 '14 at 3:52

oh ok, its work now :v thanks –

Nov 29 '14 at 3:52

1 Answer

active oldest votes



j goes to 9. Which means that j+1 goes to 10. Stop doing that.

8

share improve this answer

answered Jun 14 '13 at 2:42



419k • 56 • 736 • 902

but i want to increment j within that. – Jun 14 '13 at 2:54

Awesome answer. – Jun 14 '13 at 2:55

@Ram: You can't. – Jun 14 '13 at 2:56

@Ignacio, $y[i,j] = Y[i,j+1]-Y[i,j]$, here am finding the difference between $Y[i,j+1]-Y[i,j]$ were its the difference between last element and the previous one. – Jun 14 '13 at 2:59

That's nice. You still don't have an eleventh value. – Jun 14 '13 at 3:00

So how can this be stopped going beyond the range.? – Jun 14 '13 at 3:03

Go one fewer (Hint: q-1). – Jun 14 '13 at 3:03

An answer that is
technically correct but
makes the asker feel
horrible and deterred
from programming *is*
worse than no answer at
all

Makes failure feel
needlessly awful



```
Detected errors in 1 module.
-- UNBOUND TYPE VARIABLES ----- Brownian.elm

Type alias `Point` must declare its use of type variable number

6| type alias Point = ( number, number )
  ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

You probably need to change the declaration like this:

type alias Point number = ...

Here's why. Imagine one `Point` where `number` is an Int and another where it is
a Bool. When we explicitly list the type variables, type checker can see that
they are actually different types.
```



Ramsey Nasser

@ra

do you see that bit? at the end? thats the
fucking *rationale* for the error. the RATIONALE.
this helps me, a human, LEARN THIS
LANGUAGE

The machine needs
more information to
continue



MAKE GIFS AT GIFSOUP.COM



Complexity
immediately exceeds
mental capacity

```
int add(int a, int b) {  
    return a + b;  
}
```

int : 4,294,967,296

$$\begin{array}{r} 4,294,967,296 \times \\ 4,294,967,296 \end{array}$$

1.844674407e19

Compiler? OS? Time
of day?

Programming is
Hard™

Reproducibility is
Hard™

Doing something new
→ Chance of failure

Learning → Chance of
failure

Programming =
Always learning,
always doing
something new

Programming →
Chance of failure



*If you don't fail at least
90 percent of the time,
you're not aiming high
enough.*



Doss

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Ross

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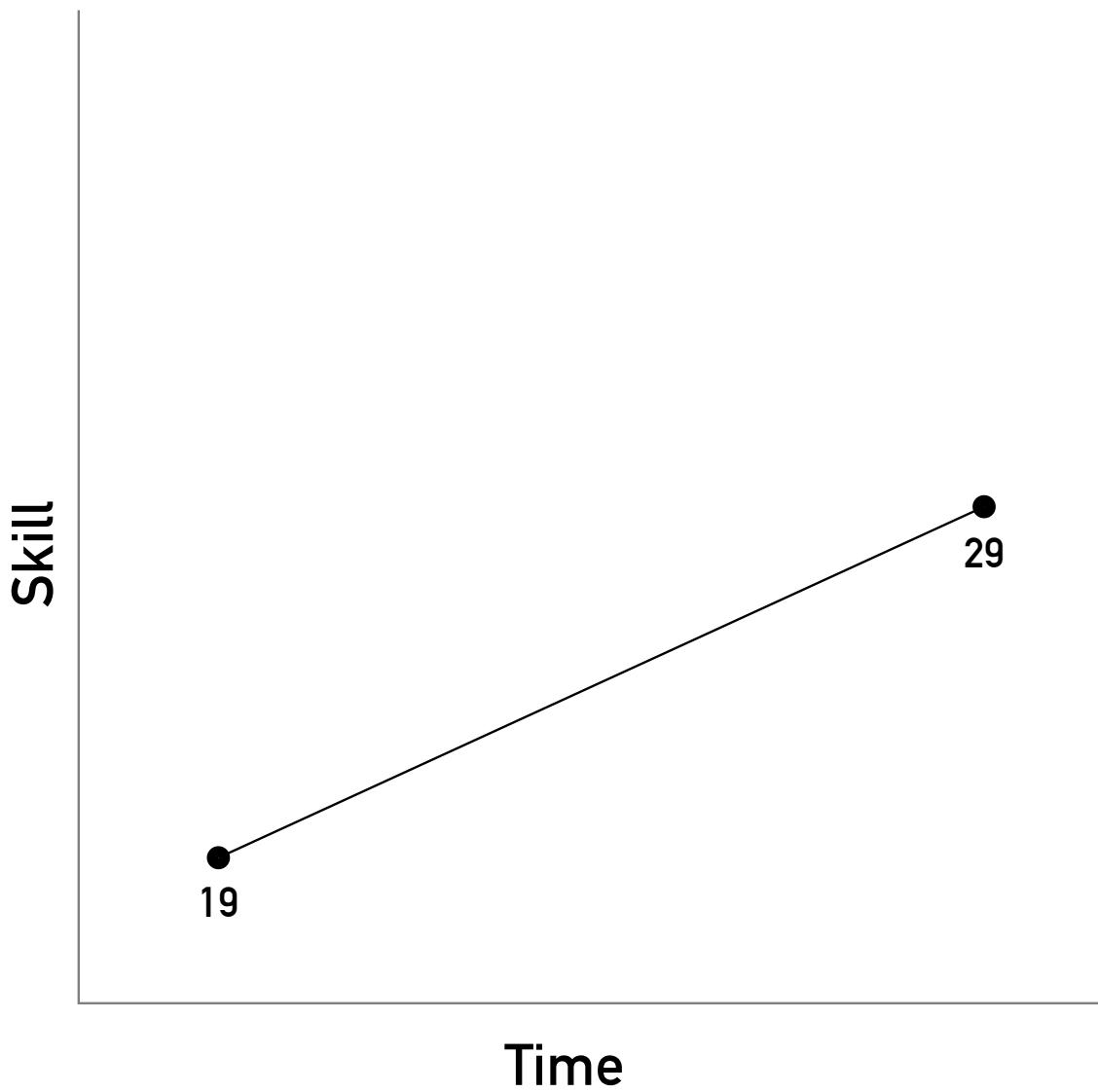


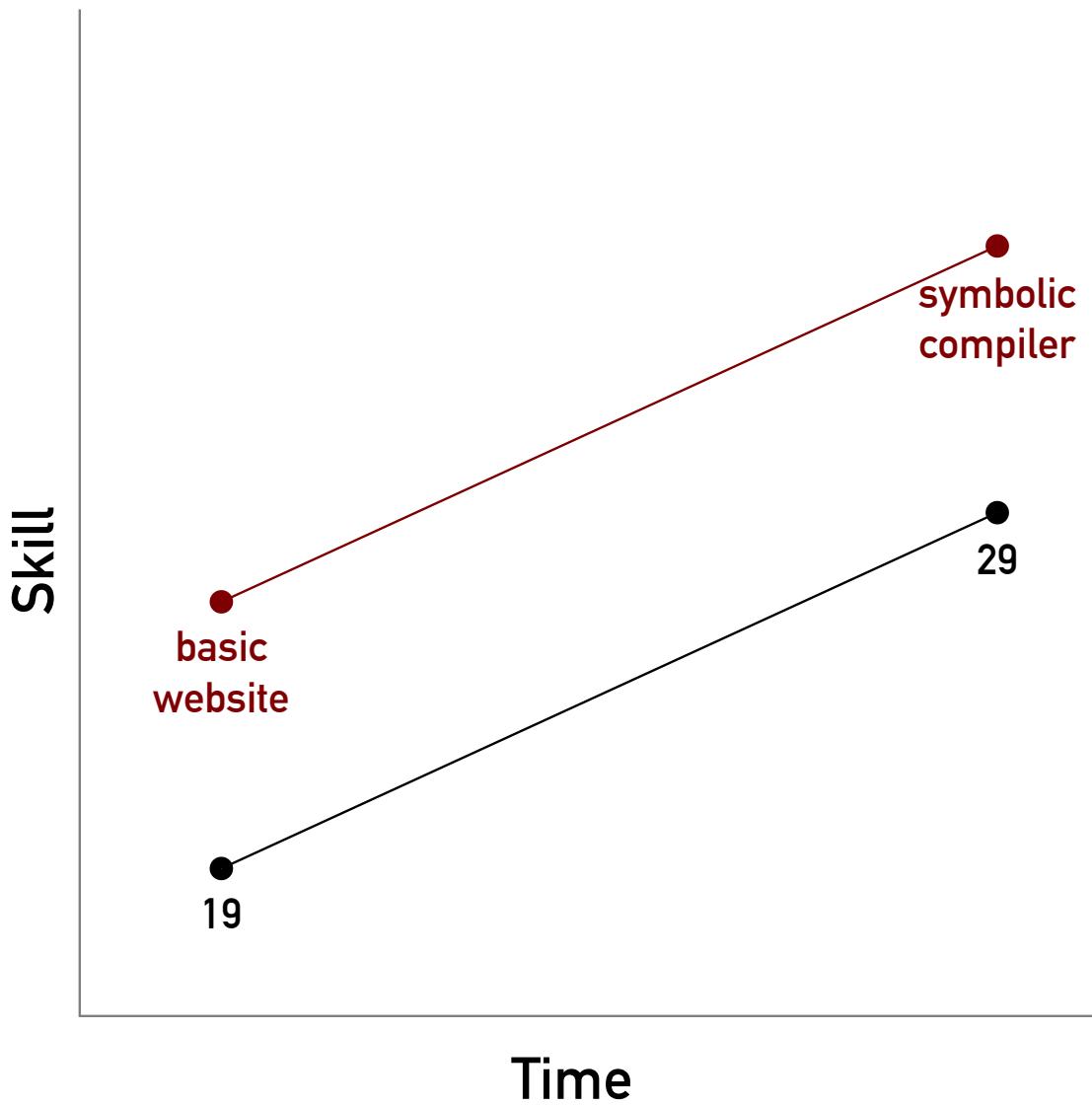
STEELE
2012

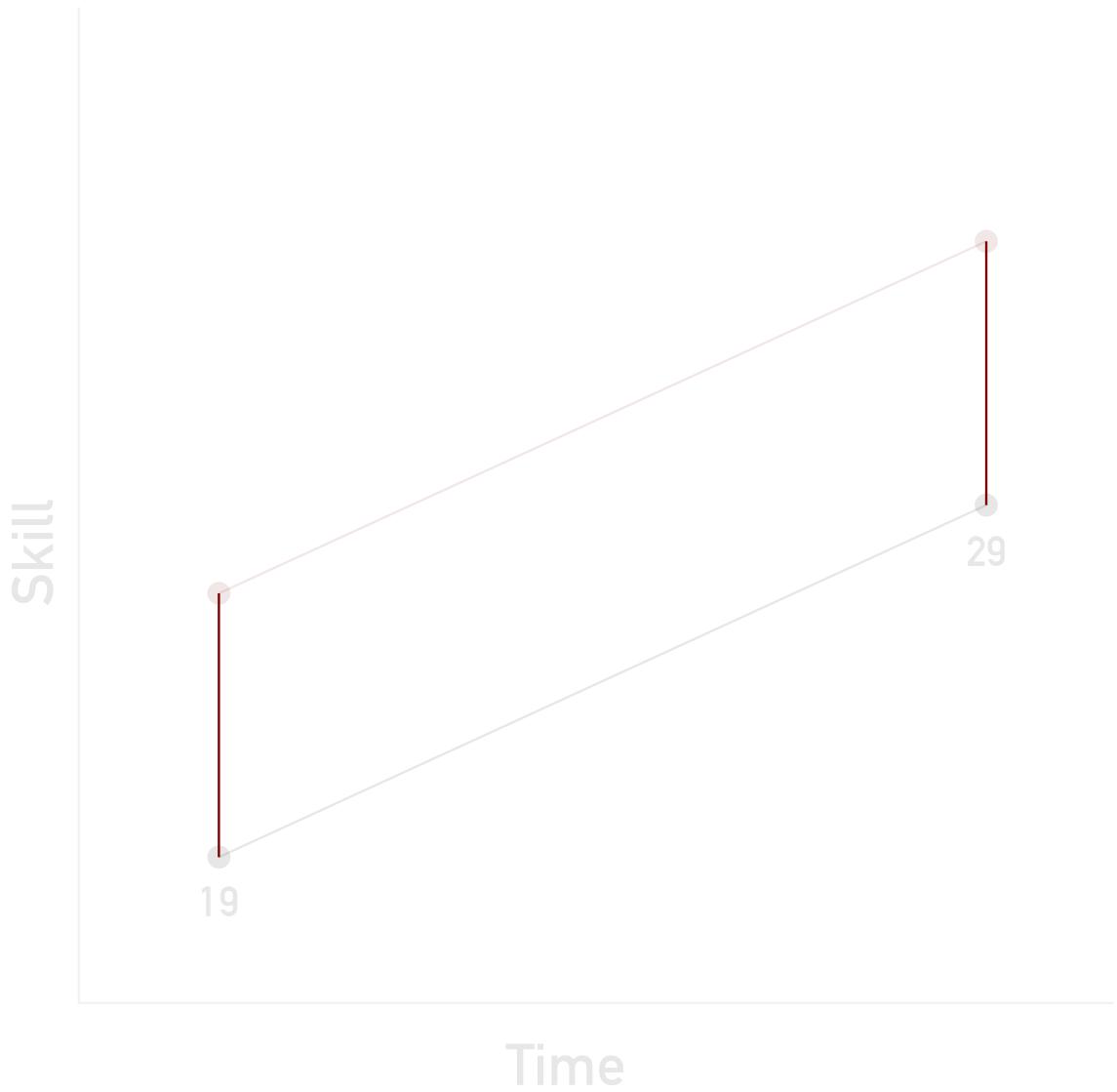


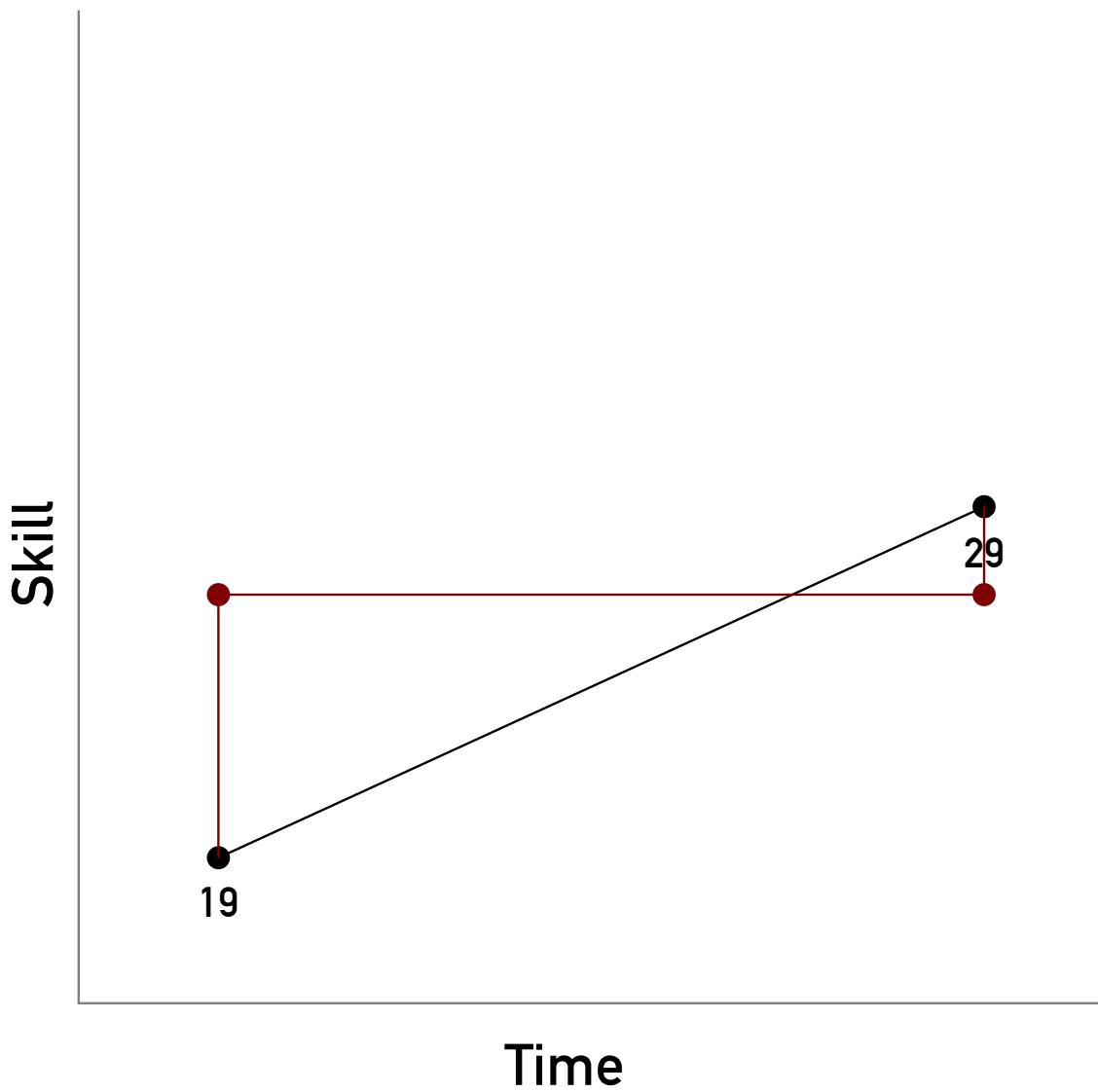


FRENZ









Learn to love failure

Failure = pushing
yourself

Failure = learning and
growth

Failure = exploration

Failure = bravery

Failure ≠ you did
something wrong

Extract information
from error messages

File? Line number?
Description?

```
> function gameLoop () {  
    getInput();  
    updatePlayer();  
    updateEnemies();  
    updateEnvironment();  
    drawFrame();  
}  
  
< undefined  
_____  
> gameLoop()  
✖ ► Uncaught ReferenceError: getInput is not defined(...)  
>
```

Exploration \leftrightarrow
Predictability

Be mindful



7PM
OCT 9TH
2015

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How do we make it
easier to fail?

How do we make it
easier to learn and
explore?

Tools need better error
messages

More safe spaces





Teachers: fail in front
of your students



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KEEP
CALM
AND
F*CK
UP