

Bearskin Hats

Using Guard Clauses for More Robust Programming

February 8, 3:00 pm–4:00pm

Cristos Lianides-Chin

Codence

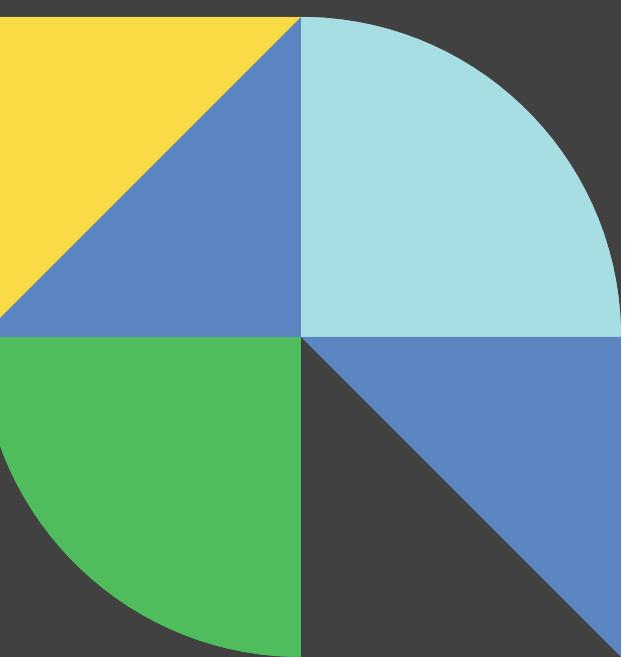


Who Am I?

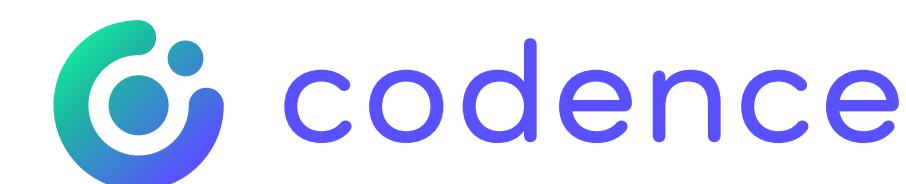
Platform Architect at Codence

Tech since 2005, FileMaker since
2012

Passionate about ~~lazy programming~~
efficient coding practices



cristos.lianides-chin@codence.com



Who is This Talk For?

01

Beginner Developers

- Gain a foundational understanding of guard clauses and their role in simplifying code.
- Learn the basics of clean coding practices and how to start implementing them in your scripts.

02

Intermediate Developers

- Enhance code readability and maintainability.
- Learn to apply guard clauses more effectively, especially in complex scripting scenarios.

03

Tech Leads

- Define & implement coding best practices.
- Guide and mentor team members in writing more efficient and maintainable code.



What We'll Cover

In Scope

Guard Clauses

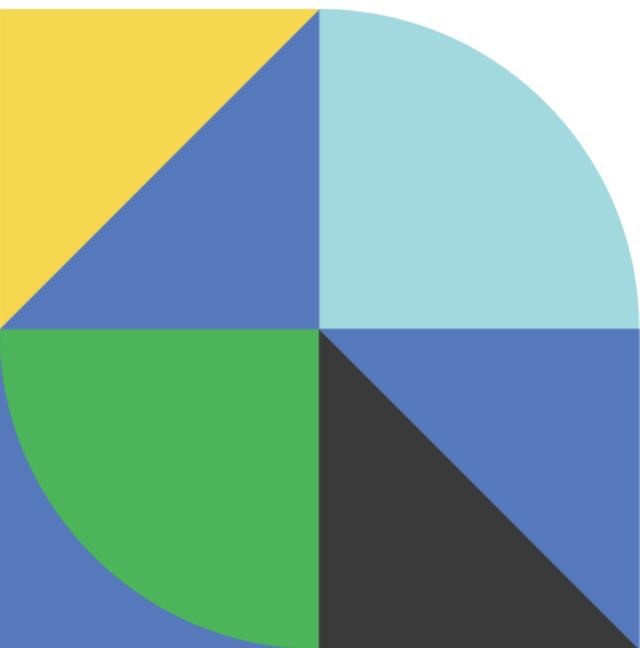
Single-Pass Loops

(If time) Guarding Scripts vs Calcs

NOT In Scope

Error Handling

Transactions



Guard Clauses

01

Avoid the Arrow Pattern

If vs Guard

02

Fail Fast

Skip to the end when
something goes wrong

03

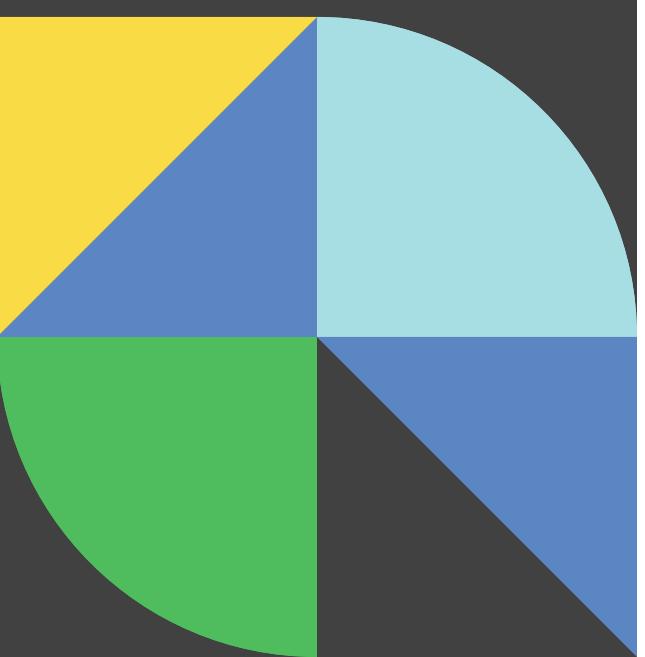
Further Reading

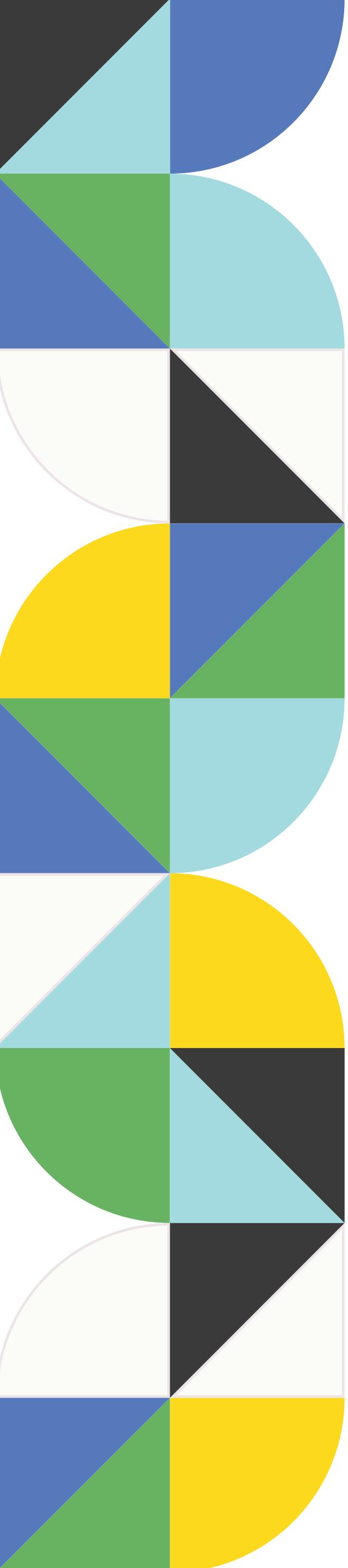
- <https://www.codementor.io/@clintwinter/use-guard-clauses-for-cleaner-code-1rrsczgwxp>
- [https://en.wikipedia.org/wiki/Guard_\(computer_science\)](https://en.wikipedia.org/wiki/Guard_(computer_science))



[DEMO]

If vs Guard





"It is not enough for code to work. It must also be clean, readable, and understandable."

~ Robert C. Martin, *Clean Code*

[DEMO]
Exit Script
v Exit Loop If



Try-Catch

Especially Useful in Iterators

```
data = ["10", "20", "a", "30", "40b", "50"]

for item in data:
    try:
        number = int(item) # Attempt to convert string to integer
        print(f"Processed number: {number}")

    except ValueError:
        print(f"Invalid item encountered: '{item}' - Skipping")
```

```
Processed number: 10
Processed number: 20
Invalid item encountered: 'a' - Skipping
Processed number: 30
Invalid item encountered: '40b' - Skipping
Processed number: 50
```

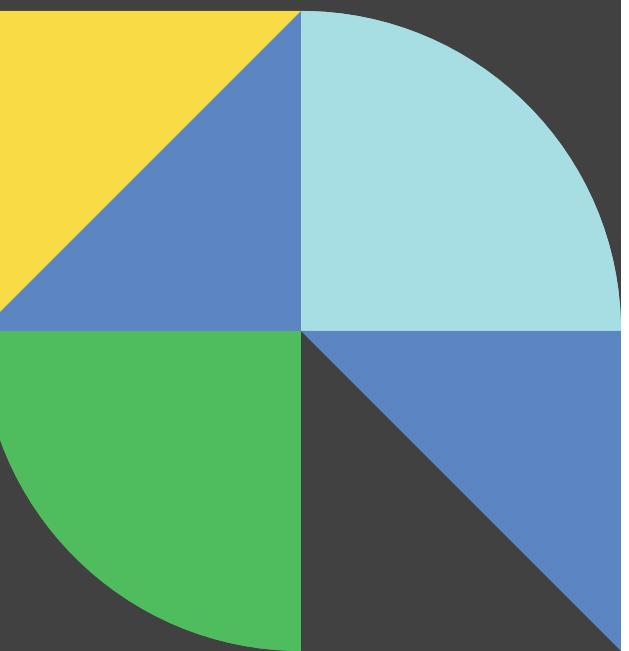
Single-Pass Loops

Try-Catch in FileMaker

```
25 # TRY
26 Loop
27 # GUARD
28 Exit Loop If [ x.ifThenThrowException ( value.isNullOrError ( $listSystemTables ) ; "This script requires a l... ]
29
30 # FOREACH ( $tableName in $listSystemTables )
31 Loop
32 Exit Loop If [ Let ( [ $i1Max = ValueCount ( $listSystemTables ) ;$i1 = $i1 + 1 ;$i10 = $i1 - 1 ] ; If ( $... ]
33 Set Variable [ $tableName ; Value: GetValue ( $listSystemTables ; $i1 ) ]
34
35 # INNER TRY
36 Loop
37
38 Go to Layout [ $tableName ; Animation: None ]
39
40 # GUARD
41 Exit Loop If [ x.ifThenThrowException ( not ( Get ( LayoutTableName ) = $tableName ) ; "Expected to be o... ]
42 Exit Loop If [ Get ( TotalRecordCount ) > 0 // SAFE EXIT: Records exist on this table, no need to contin... ]
43
44 New Record/Request
45
46 Exit Loop If [ True //END INNER TRY ]
47 End Loop
48 # END INNER TRY
49
50 End Loop
51 # END FOREACH ( $tableName in $listSystemTables )
52
53 Exit Loop If [ True //END TRY ]
54 End Loop
55
56 # CATCH
57 If [ x.countExceptions ]
58 Set Variable [ $~void ; Value: script.response.addExceptions ]
59 End If
60
61 # FINALLY
62
63 Exit Script [ Text Result: script.response ]
64
```

[DEMO]

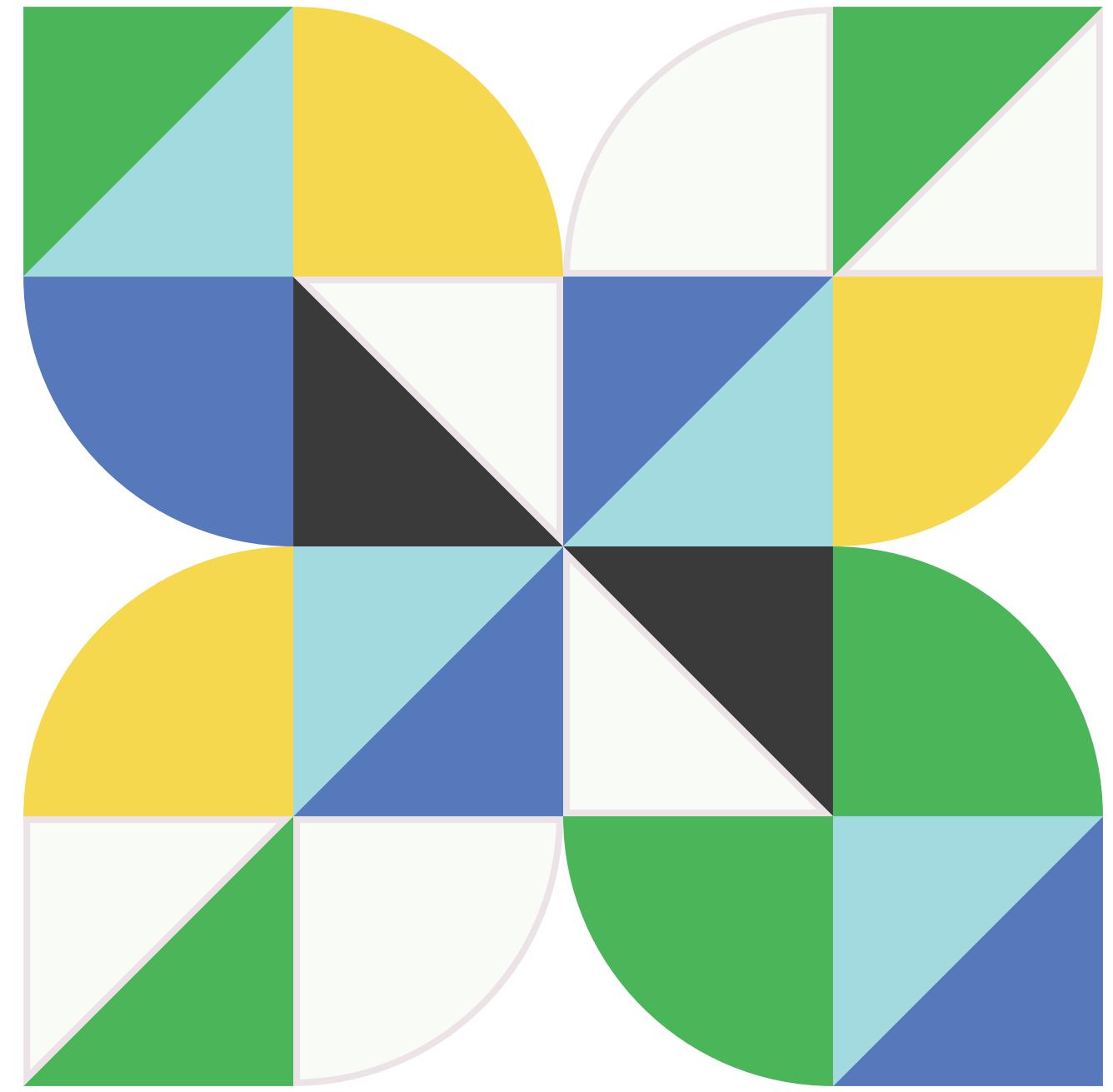
Try-Catch in an Iterating Loop



Scripts vs Calculations

Can't Try-Catch in Calc Engine

```
23
24 // Before we do something slow/expensive, let's set a guard clause with an error message.
25 isExit = Case ( isExit ; True
26 ; Length ($1) and Length ($2) ; True // If both $1 and $2 are empty, we don't need to do the expensive stuff
27 );
28 ~errorMessage = Case ( Length ( ~errorMessage ) ; ~errorMessage
29 ; isExit ; "Error: " & $1 & " " & $2 & " cannot both be set."
30 );
31
32 $3 = If ( not isExit ;
33 "Do some hard stuff" // Do something slow, like iterating over a list of 10^6 items
34 );
35
```



Q&A

Thank you.

cristos.lianides-chin@codence.com



Claris Engage 2024

