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Exception Handling Strategy

For Recoverable Exceptions, we will mostly following Provisional Action, where we ‘”fake” perform the action while we make sure the code is working, while using guarded suspension on the side. We will be keeping any exceptions as close to the problem it is occurring with, using Stack Unwinding until it hits the proper point it should be handled in.

The most common exceptions should be the user inputting bad data into the startup, ex: A blank name, an already used name, more or less players than required, etc… with some others like attempting to buy resources or land with insufficient funds or sell resources with insufficient resources. Most of this will be handled on the spot with if statements or try/catch statements.

Specifically, if the username is blank, a Boolean statement will check and return false, tell the user the error, and reroll back to the username creation screen. If the amount of players inputted is not in the range of allowed values, the same exception, response, and reroll will happen. With any issues with the shop and buying/selling, any illegal purchase will just be negated and state insufficient funds/resources.