

Chapter 9. Errors and exceptions

Programming Concepts in Scientific
Programming

EPFL, Master class

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Management of errors: Sqrt

```
double sqrt(double x) {  
    // x has to be positive  
    return std::sqrt(x);  
}
```

How to manage errors ?

Good practices ?

Management of errors: error code

```
double sqrt(double x) {  
  
    if (x < 0)  
        return -1; // the code error  
  
    return sqrt(x);  
}
```

Mixing error and result

Error code is not human readable

Management of errors: assert

```
double sqrt(double x) {  
  
    assert(x > 0);  
  
    return std::sqrt(x);  
}
```

- ▶ No error code, nor error information
- ▶ The program stops
- ▶ Removing the assert: `g++ -DNDEBUG` (CMake config in CLion)

Management of errors: throwing exceptions

```
double sqrt(double x) {  
    if (x < 0)  
        throw(-1);  
    return std::sqrt(x);  
}
```

Calling:

```
sqrt(-1);
```

- ▶ Equivalent to returning an error code
- ▶ Independent of function return

Management of errors: catching exceptions

```
double sqrt(double x) {  
    if (x < 0)  
        throw(-1);  
    return std::sqrt(x);  
}
```

Catching the exception:

```
try {  
    sqrt(-1);  
} catch (int i) {  
    std::cout << "Code: " << i << std::endl;  
}
```

Management of errors

Exceptions can be of **any** type/class

Management of errors: exception classes

```
struct Exception {  
    Exception(const std::string &mesg);  
  
    const std::string &what() { return mesg; };  
  
    std::string mesg;  
};  
  
double sqrt(double x) {  
    if (x < 0) {  
        throw Exception("no negative number sqrt");  
    }  
    return std::sqrt(x);  
}
```


Management of errors: catching exceptions

```
try {  
    double res = sqrt(-1);  
    std::cout << res << std::endl;  
} catch (Exception &e) {  
    std::cout << e.what() << std::endl;  
}
```

Management of errors: exceptions

```
struct NegativeException {};  
struct InfException {};  
  
double sqrt(double x) {  
    if (x < 0) {  
        throw NegativeException();  
    }  
    if (std::isinf(x)) {  
        throw InfException();  
    }  
    return std::sqrt(x);  
}
```

Management of errors: exceptions

```
try {  
    res = sqrt(x);  
} catch (NegativeException &e) {  
    std::cout << "Negative" << std::endl;  
} catch (InfException &e) {  
    std::cout << "Inf" << std::endl;  
} catch (...) {  
    std::cout << "Unknown exception" << std::endl;  
}
```

Management of errors: STL exceptions

```
class MyException1 : public std::exception {};  
class MyException2 : public std::exception {};  
  
void foo() { throw MyException1(); }
```

Can be caught using inheritance

```
try {  
    foo();  
} catch (const std::exception &e) {  
    std::cout << "caught exception" << std::endl;  
}
```

Management of errors: STL exceptions

```
void foo() { throw std::runtime_error("my message"); }

int main() {
    try {
        foo();
    } catch (const std::runtime_error &e) {
        std::cout << e.what() << std::endl;
    }
}
```

Error handling

Take away message

- ▶ **assert**: Conditions a code (brutal) stop
- ▶ **Exceptions**: (Good) Mechanisms to manage error
- ▶ **throw**: instruction to send error aside of the normal flow of the program
- ▶ **try/catch**: Block of instruction where exception are managed
- ▶ **std::runtime_error**: exception with message
- ▶ Want more: <https://www.codeproject.com/Articles/38449/C-Exceptions-Pros-and-Cons>