



Error Handling With Try

Effective Programming in Scala

When Should We Catch Exceptions?

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In some cases, aborting the program execution is what we want, so there is no need to handle exceptions.

However, in most cases, we don't want to abort the program execution:

- ▶ Servers need to return a response,
- ▶ Long-running programs need to keep running,
- ▶ etc.

Defensive Programming

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This “defensive” way of programming would be very inconvenient.

One way to address this problem is to explicitly model the fact that (parts of) our program can fail.

This lesson and the next ones will introduce different techniques to achieve this.

Explicit Modeling of Failures

- ▶ If exceptions are used as a last resort only, there is no need to be defensive, unless we call an API that we know uses exceptions (e.g., this is a common practice in Java, or with some low-level APIs),
- ▶ Just define an exception handler at the beginning of your program, or use the default exception handler provided by the runtime,
- ▶ Explicitly indicate in the result type of a method that it can either succeed or fail.

Explicit Failures With Try

You can explicitly indicate that a method may fail by returning a value of type Try:

```
import scala.util.Try

def attemptSomething(): Try[Unit] =
  { Try {
    println("So far, so good")
    println("Still there")
    throw RuntimeException("We can't continue")
    println("You will never see this")
  } }
```

Note that we also wrap the implementation of attemptSomething() into the Try constructor: Try { ... }.

Explicit Errors With Try (2)

The type Try[A] informs users that the program may fail.

A value of type Try[A] can either be a Success[A], or a Failure.

If an exception is thrown within a Try { ... } block, we get a Failure, otherwise we get a Success containing the result of evaluating the block.

Explicit Errors With Try (3)

At the use site, one way to handle errors is by calling the recover method:

```
@main def run(): Unit =  
  attemptSomething() //: Try[Unit]  
    .recover {  
      case exn: RuntimeException =>  
        System.err.println(s"Something went wrong: $exn")  
        println("Stopping the program")  
    }
```

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```

So, we use recover like we would use catch in a try expression.

Aside: Partial Functions

Partial functions are functions that may not be defined on all their domain type.

For instance, a `PartialFunction[Int, String]` is a function that may not be defined for some `Int` values.

Before applying a partial function to a value, you should check that it is defined for this value by calling `isDefinedAt`:

```
if somePartialFunction.isDefinedAt(someValue) then  
  somePartialFunction(someValue)
```

Aside: Syntax for Partial Functions

```
val handler: PartialFunction[Throwable, Unit] =  
  case exn: RuntimeException => println("An exception was thrown")
```

Here, handler is defined only on Throwable values that are also subtypes of RuntimeException.

This is equivalent to the following definition:

```
val handler: PartialFunction[Throwable, Unit] =  
  new PartialFunction[Throwable, Unit]:  
    def apply(t: Throwable): Unit = t match  
      case exn: RuntimeException => println("An exception was thrown")  
    def isDefinedAt(t: Throwable): Boolean = t match  
      case exn: RuntimeException => true  
      case _                     => false
```

Pattern Matching on Try

In the previous example, the return type of `attemptSomething` was `Try[Unit]`, which means that this program may fail but doesn't return a meaningful value (`Unit`).

Alternatively, consider a program

```
import java.time.LocalDate
def parseDate(str: String): Try[LocalDate]
```

which may fail to return a `LocalDate`. You can use it as follows:

```
import scala.util.{ Failure, Success }

parseDate("2020-02-02") match
  case Success(date)      => println("Successfully parsed date")
  case Failure(throwable) => println("Failed to parse date")
```

Discussion: Explicit Modeling of Failures

Returning a value of type Try[A], as opposed to returning a value of type A is a double edged sword:

- ▶ On the one hand, callers of your program won't be surprised by a possible failure,
- ▶ On the other hand, they will have to deal with failures (they can't just ignore them and let the program be aborted).

Explicit modeling of failures may not always be relevant. It is probably a good choice, though, if the failure is likely to happen (e.g., parsing data, opening files, performing remote calls).

A typical use case is to wrap a Java API that models failures by throwing exceptions.

Summary

Try makes it explicit that a computation may fail and lets you manipulate successful results or recover from exceptions.

A value of type Try can be either a Success or a Failure.

It is common practice to use Try blocks to wrap calls to APIs that model failures by throwing exceptions.