



BLOCK NONCE #9: Use Early Return

Why?

Because your main logic shouldn't be wrapped in layers of if:

```
fn watch_movie(user: User) -> Result<(), WatchMovieError> {  
    if user.is_authenticated() {  
        if user.is_premium_plan() {  
            if user.pay().is_ok() {  
                user.watch_movie()  
            }  
        }  
    }  
    Err(WatchMovieError::AccessDenied)  
}
```

And imagine the main logic wasn't just one line... pretty messy, right?

How?

Just flip the condition, add an early return and let the main logic breath.

```
fn watch_movie(user: User) -> Result<(), WatchMovieError> {  
    let AuthStatus::Authenticated(authenticated_user) = user else {  
        return Err(WatchMovieError::NotAuthenticated);  
    };  
    if !authenticated_user.is_premium_plan() {  
        return Err(WatchMovieError::NonPremiumUser);  
    }  
    authenticated_user.pay()?;  
    authenticated_user.watch_movie()  
}
```

This code is easier to understand - a simple list of checks, each with its corresponding error, followed by the main logic.

TIP💡

1. The ? operator is another form of early return. It's a shortcut for:

```
match user.pay() { Ok(x) => x, Err(e) => { return Err(e); } }
```

2. **Note:** continue = early return for loops!
3. If your function needs to handle one enum variant, use the let-else syntax as shown in the example above.
4. Early returns are preferred at the beginning of a function. If you find yourself adding one in the middle — **stop and think:** Is it complicating the flow? Consider refactoring that part into its own function first.