■ Documentation

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Article

Error Handling

How to build errors for the server to return.



Overview

If a middleware or route handler throws an error the server needs to know how to handle this. If the server does not know how to handle the error then the only thing it can return to the client is a status code of 500 (Internal Server Error). This is not overly informative.

HTTPError

```
router.get("user") { request, context -> User in
    guard let userId = request.uri.queryParameters.get("id", as: Int.self) e
        throw HTTPError(.badRequest, message: "Invalid user id")
    }
    ...
}
```

The HTTPError generated here will be recognised by the server and it will generate a status code 400 (Bad Request) with the body "Invalid user id".

HTTPResponseError

The server knows how to respond to a HTTPError because it conforms to protocol HTTPResponseError. You can create your own Error object and conform it to HTTPResponseError and the server will know how to generate a sensible error from it. The example below is a error class that outputs an error code in the response headers.

```
struct MyError: HTTPResponseError {
   init(_ status: HTTPResponseStatus, errorCode: String) {
      self.status = status
      self.errorCode = errorCode
   }
   let errorCode: String

   // required by HTTPResponseError protocol
   let status: HTTPResponseStatus

   // required by HTTPResponseError protocol
   func response(from request: Request, context: some RequestContext) throw
      init(
            status: self.status,
            headers: ["error-code": self.errorCode]
      )
   }
}
```

See Also

Related Documentation

```
struct HTTPError
```

Default HTTP error. Provides an HTTP status and a message

protocol HTTPResponseError

An error that is capable of generating an HTTP response

Hummingbird Server

| Router |
|--|
| The router directs requests to their handlers based on the contents of their path. |
| Request Decoding Decoding of Requests with JSON content and other formats. |
| Response Encoding Writing Responses using JSON and other formats. |
| Request Contexts Controlling contextual data provided to middleware and route handlers |
| Middleware Processing requests and responses outside of request handlers. |
| Logging, Metrics and Tracing Considered the three pillars of observability, logging, metrics and tracing provide different ways of viewing how your application is working. |
| Result Builder Router Building your router using a result builder. |
| Server protocol Support for TLS and HTTP2 upgrades |
| Service Lifecycle Integration with Swift Service Lifecycle |
| Testing Using the HummingbirdTesting framework to test your application |
| Persistent data How to persist data between requests to your server. |
| Migrating to Hummingbird v2 |

Migration guide for converting Hummingbird v1 applications to Hummingbird v2