Visual Basic Screenshots #8 – Tom H

1. A Design-time error is also known as a syntax error. These occur when the environment you're programming in doesn't understand your code. These are easy to track down in VB.NET, because you get a blue wiggly line pointing them out. If you try to run the programme, you'll get a dialogue box popping up telling you that there were Build errors.
2. Runtime errors are a lot harder to track down. As their name suggests, these errors occur when the programme is running. They happen when your programme tries to do something it shouldn't be doing. Runtime errors usually cause your programme to crash. If and when that happens, you get the blame. After all, you're the programmer, and you should write code to trap runtime errors. If you're trying to open a database in a specific location, and the database has been moved, a Runtime error will occur. It's your job to predict a thing like this, and code accordingly.
3. Logic errors also occur when the programme is running. They happen when your code doesn't quite behave the way you thought it would. Logic errors tend not to crash your programme. But they will ensure that it doesn't work properly.
4. VB.NET has an inbuilt class that deals with errors. The Class is called Exception. When an exception error is found, an Exception object is created. The coding structure VB.NET uses to deal with such Exceptions is called the Try … Catch structure. When you run your programme, VB will try to execute any code in the Try part. If everything goes well, then it skips the Catch part. However, if an error occurs, VB.NET jumps straight to Catch.

