

## Find the flaw

```
if (deletePage(page) == E_OK)
    if (registry.deleteReference(page.name) == E_OK)
        if ( configKeys.deleteKey(
            page.name.makeKey()) == E_OK)
            logger.log("page deleted");
        else
            logger.log("configKey not deleted");
    else
        logger.log ("deleteReference ... failed");
try {
    deletePage(page);
    registry.deleteReference(page.name);
    configKeys.deleteKey(
        page.name.makeKey());
} catch (Exception e) {
    logger.log(e.getMessage()); }
```

# Samurai Principle

- Throw exception if any error occurs.



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## Compare

```
List<Employee> employees = getEmployees();  
if (employees != null) {  
    for (Employee e : employees)  
        totalPay += e.getPay();  
}
```



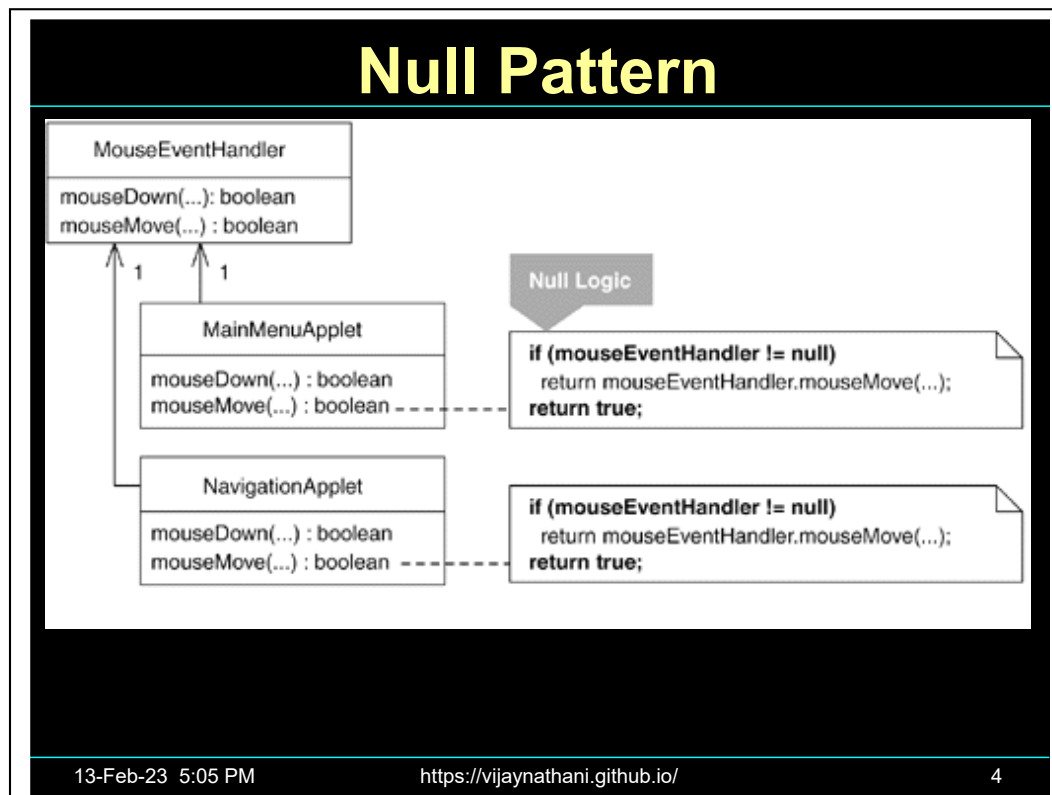
```
List<Employee> employees = getEmployees();  
for( Employee e : employees)  
    totalPay += e.getPay();
```

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Java has `Collections.emptyList()` for this. It is immutable.



## Null pattern

Avoid NullPointerException in code

Return "" instead of null for String class

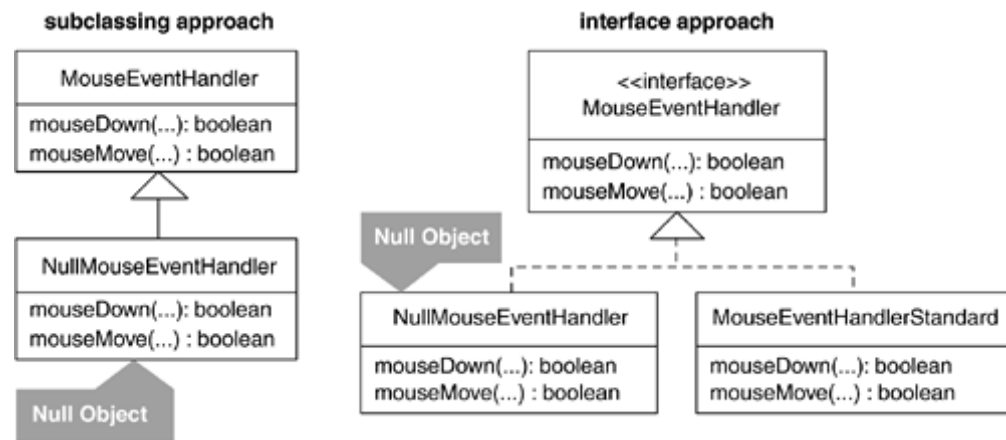
Return an array with zero elements instead of null.

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## Benefits and Liabilities

- + Prevents null errors without duplicating null logic.
- + Simplifies code by minimizing null tests.
- Complicates a design when a system needs few null tests.
- Can yield redundant null tests if programmers are unaware of a Null Object implementation.
- Complicates maintenance. Null Objects that have a superclass must override all newly inherited public methods.

# Null Object by Interface



## Guideline

- Unless a method declares in its documentation that null is accepted as a parameter or can be returned from a method as its result, then the method won't accept it or it will never return it.
- Return/Accept Optional object instead of null.



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Q28Artists

Optional class is present in Java 8.

Optional is present in C++17, not in older versions.

## Guidelines

- Prefer long to int and double to float to reduce errors.
- Avoid literal constants other than “”, null, 0 and 1.

## Constants

```
for (int j=0; j<34; j++) {  
    s += (t[j]*4)/5;  
}
```



```
int realHoursPerIdealDay = 4;  
const int WORK_DAYS_PER_WEEK = 5;  
int sum = 0;  
for (int j=0; j < NUMBER_OF_TASKS; j++) {  
    int realTaskDays = taskEstimate[j] *  
        realHoursPerIdealDay;  
    int realTaskWeeks = realTaskDays /  
        WORK_DAYS_PER_WEEK;  
    sum += realTaskWeeks;  
}
```

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Q32 – FoodSalesReport.