

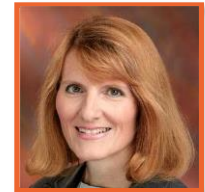
# Asserts, Errors, and Exceptions

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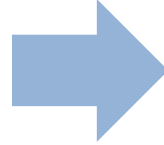
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**pluralsight**   
hardcore dev and IT training

# Defensive Coding

Clean Code



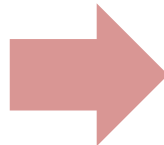
- Improves Comprehension
- Simplifies Maintenance
- Reduces Bugs

Testable Code  
+  
Unit Tests



- Improves Quality
- Confirms Maintenance
- Reduces Bugs

Validation  
+  
Exception Handling



- Improves Predictability
- More Consistent
- Reduces Bugs

# Topics

Asserts

Errors

Exceptions

# Anticipated Issues and Exceptions

Invalid User Entry

Invalid or Missing  
Data

Code Construct  
Issues

System Issues

# User Entry

Invalid User Entry

Invalid or Missing  
Data

Code Construct  
Issues

System Issues

- **Use an appropriate control**
- **Use built in data validation**
- **Write a validation method**
  - Display message to the user
- **Validate with guard clauses**
  - Display message to the user
- **Proceed with a good default value**

# Invalid or Missing Data

Invalid User Entry

Invalid or Missing  
Data

Code Construct  
Issues

System Issues

- **Validate in coming data**
- **Proceed without the value**
- **Proceed with a good default value**
- **Display a message to the user**

# Code Construct Issues

Invalid User Entry

Invalid or Missing  
Data

Code Construct  
Issues

System Issues

- Proceed with a default operation
- Ignore the issue
- Log it and display a message to the user

# System Issues

Invalid User Entry

Invalid or Missing  
Data

Code Construct  
Issues

System Issues

- Try again
- Proceed with an alternate operation
- Ignore the issue
- Log it and display a message to the user



# Anticipated Issues and Exceptions

Invalid User Entry

- Use restrictive controls and binding
- Use validation methods

Invalid or Missing  
Data

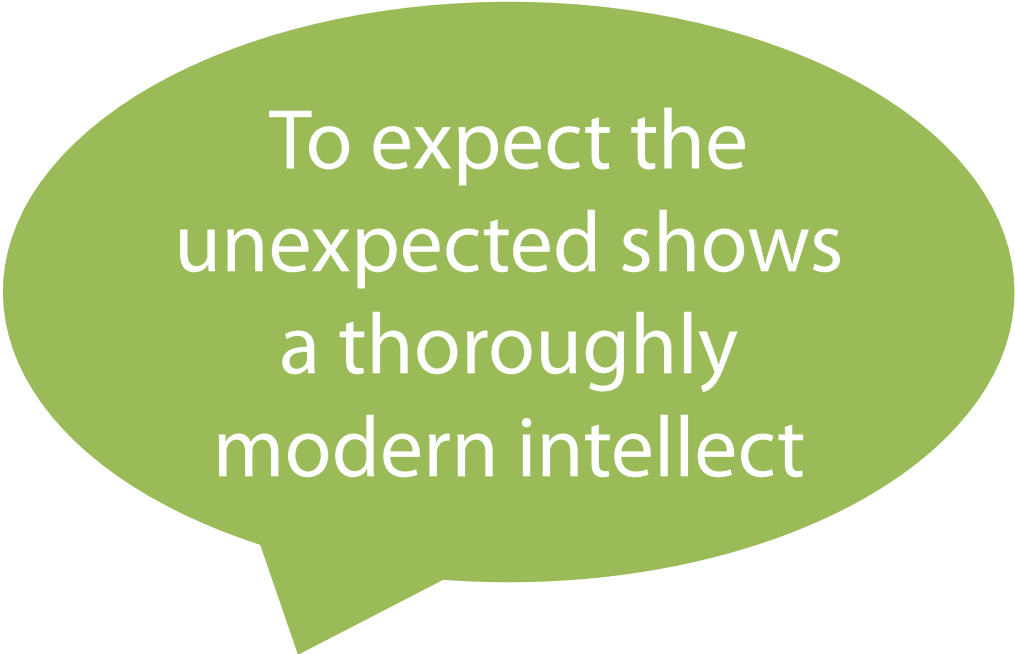
- Use good defaults
- Return Operation Result

Code Construct  
Issues

- Throw exceptions
- Notify the user only when necessary

System Issues

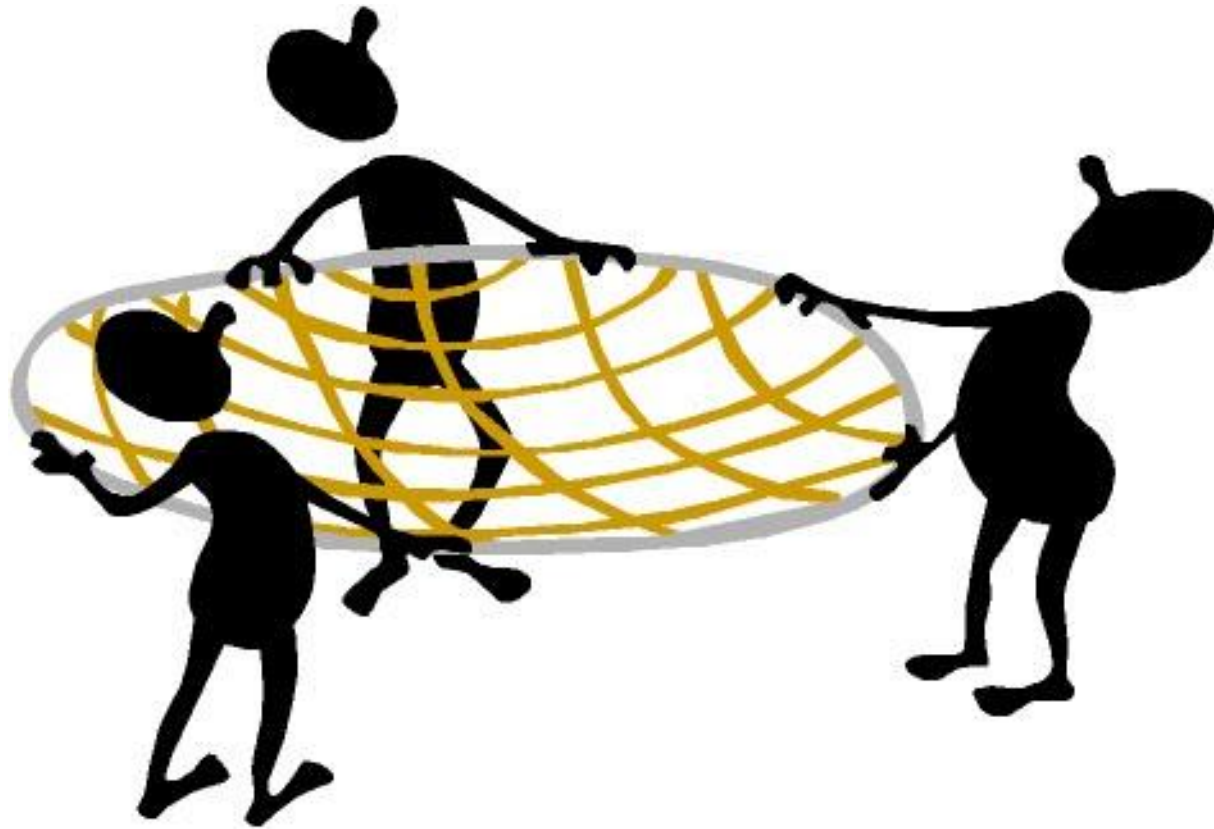
# Unexpected Exceptions



To expect the  
unexpected shows  
a thoroughly  
modern intellect

Oscar Wilde

# Global Exception Handler



# Summary

Asserts

Errors

Exceptions

# Preventing and Handling Errors and Exceptions

Use controls

Use code

Use Debug.Assert to check Invariants

Catch exceptions from guard clauses

Catch exceptions from code constructs

Catch exceptions from system issues

Define a global exception handler

```
Button button = sender as Button;
if(button != null)
{
static void Main()
{
    // For UI thread exceptions
    Application.ThreadException +=
        new ThreadExceptionHandler(GlobalExceptionHandler);

    // Force all Windows Forms errors to go through our handler.
    Application.SetUnhandledExceptionMode(UnhandledExceptionMode.CatchException);

    // For non-UI thread exceptions
    AppDomain.CurrentDomain.UnhandledException +=
        new UnhandledExceptionHandler(GlobalExceptionHandler);

    Application.EnableVisualStyles();
    Application.SetCompatibleTextRenderingDefault(false);
    Application.Run(new PedometerWin());
}
}
2 references
static void GlobalExceptionHandler(object sender, EventArgs args)
{
    // Log the issue
    MessageBox.Show("There was a problem with this application. Please contact support");
    System.Windows.Forms.Application.Exit();
}
```

# Handling Anticipated Exceptions

# Additional Topics

- Multiple catch blocks
- Finally clause
- Custom Exceptions

# Summary

