

About defensive programming

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Goals

- Think about spurious checks
- Dynamically-typed languages do not need explicit type checks
- Favor testing



Preamble

```
Object >> assert: aBlock description: aStringOrBlock  
"Throw an assertion error if aBlock does not evaluates to true."  
<debuggerCompleteToSender>  
aBlock value  
  ifFalse: [ AssertionFailure signal: aStringOrBlock value ]
```

- assert:description: is checking and in addition raises an error.
- It changes the program control flow



Defensive Example

```
BLLayoutCommonConstraints >> padding: aBIPadding
"Change element's margin to a BIMargin. aBIPadding must not be nil."
self
  assert: [ aBIPadding isNotNil ]
  description: [ 'Padding must not be nil' ].

padding := aBIPadding
```



Analysis of the approach

- Runtime cost
- Assertions can be optional so we should not consider that they are executed
- Assertions can be a good help to track problems and stabilize



Defensive Example 2

```
BLLayoutCommonConstraints >> padding: aBIPadding
  "Change element's margin to a BIMargin. aBIPadding must not be nil."

  aBIPadding isNil
    ifTrue: [ self error: 'Padding must not be nil' ].

  padding := aBIPadding
```

- What is the goal here? That padding does not break
- But I can still write `x padding: aJunkObject`
- So the test is not good and worth



Better setter

```
BLLayoutCommonConstraints >> padding: aBIPadding
```

```
"Change element's margin to a BLMargin. aBIPadding must not be nil."
```

```
padding := aBIPadding
```



Defensive Example 3

```
BLEvent >> source
```

```
"Return an event target that plays a role of a source of this event"
```

```
self
```

```
assert: [ self hasSource ]
```

```
description: [ 'Can not access a source if there is no one' ].
```

```
^ source
```

- Assertions are conceptually optional
- Tell look like leftover from debugging



Defensive Example Alternative 2

```
BLEvent >> source
    "Return an event target that plays a role of a source of this event"

    self hasSource
        ifFalse: [ self error: 'Can not access a source if there is no one' ].

    ^ source
```

- We could catch the error if needed.
- At least the reader knows that there is a check for real
- Now would be better to have a well initialized source



About explicit type checks

```
BLLayoutCommonConstraints >> padding: aBIPadding
  "Change element's margin to a BLMargin. aBIPadding must not be nil."

(aBIPadding isKindOf: BIPadding)
  ifTrue: [ self error ].

padding := aBIPadding
```

- It is slow
- It prevents to extend the program and pass polymorphic objects



Conclusion

- Avoid optional checks that are only for debugging purpose
- Avoid explicit type-checks
- Favor tests



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