

Defensive Programming Tips and Tricks

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The Seven Types of Bugs

1. Syntax Errors

Quick, Easy, and Cheap

- 2. Compile Errors
- 3. Misunderstood Requirements (before writing code)
- 4. Failing Tests
- 5. Runtime Errors
- 6. Misunderstood Requirements (after writing code)
- 7. Logic Errors

Slow, Hard, and Expensive





Loading Context: The Plate Spinning Metaphor

Note: To keep the file size down for the slide deck, I'm omitting the animated .gif I used during the presentation and providing a URL to the original YouTube video:

https://www.youtube.com/watch?v=k44uoVm0lPl&t=225s





Turn Runtime Errors into Compile Errors

- 1. Use Option Explicit
- 2. Avoid Variant and Object types
- 3. Use constants in place of literals
- 4. Avoid "stringly-typed" code
- 5. Use early binding





Turn Logic Errors into Runtime Errors

- 1. Guard Clauses
- 2. Double Checks
- 3. Avoid Excessive Error Handling
- 4. Throw Errors via Case Else
- 5. Use an "Unset" Enum





Automated Double Checks

- 1. Test-Driven Development
- 2. Different Algorithms
- 3. Third-Party Code
- 4. Multiple Programming Languages
- 5. Data Validity Checks





Questions?

Links and Resources:

nolongerset.com/devcon-2023-bugs/



