



Grundlagen der Informatik und Programmierung 2

Exceptions

zunächst einmal Fehlercodes

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person.hpp:

```
class Person {
public:
    Person(const std::string&
           first_name,
           const std::string&
           last_name);
    virtual ~Person() = default;

    virtual std::string ToString()
        const;

private:
    std::string first_name_;
    std::string last_name_;
};
```

student.hpp:

```
class Student : public Person {
public:
    Student(const std::string&
           first_name,
           const std::string&
           last_name,
           unsigned int id);
    ~Student() override = default;

    std::string ToString()
        const override;

private:
    unsigned int id_;
};
```

- ▶ Unter Berücksichtigung des Open-Closed-Principles^{1,2}.

A satisfactory modular decomposition [...] should yield modules that are both open and closed.

You should be able to extend the behavior of a system [(open)] without having to modify that system [(closed)].

Konsequenz:

¹Bertrand Meyer: Object Oriented Software Construction. Prentice Hall, 1988.

²Robert C. Martin: The Open-Closed Principle. In The Clean Code Blog. 2014.

<https://blog.cleancoder.com/uncle-bob/2014/05/12/TheOpenClosedPrinciple.html>

data/students.csv

```
199100001,Appleseed,Jane  
199100002,Doe,John  
199100003,Student,J. Random
```

```
int LoadStudents(const char* filename, std::list<Student>* students) {
    std::ifstream students_file(filename);
    if (!students_file.good()) {
        return 1;
    }

    while (students_file.good()) {
        Student student("", "", 0);
        const int error = ReadStudent(&students_file, &student);
        if (error != 0) {
            return 2;
        }
        students->push_back(student);
    }
    return 0;
}
```

```
int ReadStudent(std::ifstream* input, Student* student) {
    std::string id_buffer;
    std::getline(*input, id_buffer, ',');
    unsigned int id = static_cast<unsigned int>(std::stoi(id_buffer));

    std::string last_name;
    std::getline(*input, last_name, ',');

    std::string first_name;
    std::getline(*input, first_name);

    if (input->fail()) {
        return 1;
    }

    *student = Student(first_name, last_name, id);
    return 0;
}
```

```
std::list<Student> students;
int error = LoadStudents("../data/students.csv", &students);
switch (error) {
    case 1:
        std::cerr << "File not found." << std::endl;
        return 1;
    case 2:
        std::cerr << "Read error." << std::endl;
        return 2;
}

for (const auto& student : students) {
    std::cout << student << std::endl;
}
```

- ▶ Open-Closed-Principle
- ▶ Fehlerbehandlung mit Fehlercodes

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