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Subject: Re: Fatal error kills app in try/catch - - Why?  
Posted by [nneilson](#) on Sat, 18 Dec 2010 21:07:10 GMT  
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Thanks for the response. I had not run into "assert" enough to find out the purpose, I have been using the interpreted languages Java and Python before switching to C/C++ using Upp.

With a little research:

Asserts only kills the app in debug and not release.

Good for testing.

In Java and Python I used try/catch blocks extensively to handle errors. When the code was ported to C++ they are still there and seem to work OK except in certain cases like the one mentioned.

cbpporter wrote on Sat, 18 December 2010 15:31 AFAIK U++ rarely uses exceptions.

What does U++ use to catch errors if not "exceptions"?

I thought try/catch and exceptions were together.