Subject: Re: Capture division by zero Posted by koldo on Mon, 19 Oct 2020 05:57:14 GMT View Forum Message <> Reply to Message

Quote:From my personal experience you should identify all the places when division by zero can occurred and handle error separately. I agree with you. However the DEBUG mode serves to capture unexpected situations, and this is to add more power to DEBUG mode detection of unexpected and nasty events. In addition to numerical errors, I have included unhandled exceptions, pure virtual functions and invalid parameter handler.

As soon as I tried it with one of my applications, I found a division by zero in an initialization that, by pure luck, had never caused any problem. This alone has been worth the effort, and I think I will capture many more ugly situations like this. :)

Edit: PD: In a perfect world, DEBUG would be useless :d

U++ Forum

Page 1 of 1 ---- Generated from