
Subject: Re: Capture division by zero

Posted by [koldo](#) on Tue, 27 Oct 2020 18:21:40 GMT

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Didier wrote on Tue, 27 October 2020 18:58Hello Koldo,

Quote:f your code considers these situations as normal, my friend, you are screwed
I don't know what made you think that was my point of view, and it is not at all my vision (rather the contrary), the only thing I say is that code comes from everywhere and quality is not always as it should be.

So everything that can be done to detect and correct this must be done and made available (including detecting divisions by 0, overflows, ...)

And besides, no one is perfect, errors are everywhere all the time (especially with big teams): so you have to deal with them

Sorry Didier

There must be a misunderstanding. My point of view is debugging all errors, including floating point.

Absolutely I was not referring to you and your point of view.
