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Subject: missing lambda

Posted by [jale](#) on Fri, 24 Oct 2008 19:13:33 GMT

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Hi,

When we call `Esc::Execute(...)`  
could not be interesting to throw an exception if the function name doesn't exist

That's the original code...

```
EscValue Execute(ArrayMap<String, EscValue>& global, const char *name, int op_limit)
{
    int ii = global.Find(String(name));
    Vector<EscValue> arg;
    if(ii >= 0 && global[ii].IsLambda())
        return Execute(global, NULL, global[ii], arg, op_limit);
    return EscValue();
}
```

It could be something like...

```
EscValue Execute(ArrayMap<String, EscValue>& global, const char *name, int op_limit)
{
    int ii = global.Find(String(name));
    Vector<EscValue> arg;
    if(ii >= 0 && global[ii].IsLambda())
        return Execute(global, NULL, global[ii], arg, op_limit);
    else
        throw CParser::Error("Lambda doesn't exist " + String(name));
}
```