

Error Handling

Computing

Patterns across languages, and the rule that applies in all of them.

Exceptions

- Python, Java, JavaScript, C#
- try / catch / finally
- Propagate automatically until caught
- Easy to ignore accidentally
- Stack traces come free

Return values

- Go, Rust, Elm
- if err != nil / Result<T, E>
- Must be handled at every call
- Impossible to ignore silently
- Verbose by design

THE DIFFERENCE THAT MATTERS

Both work. What fails is the middle ground: catching broadly, logging, and carrying on as if nothing happened.

Never swallow an error without either handling it or re-raising it. An empty catch block is a future outage.