

Arvados - Bug #7252

[SDKs] Return errors instead of calling log.Fatal in code that needs to be tested

09/10/2015 02:29 AM - Tom Clegg

Status:	Resolved	Start date:	09/10/2015
Priority:	Normal	Due date:	
Assigned To:	Radhika Chippada	% Done:	100%
Category:	Keep	Estimated time:	0.00 hour
Target version:	2015-12-02 sprint		
Description			
Currently, the Go SDK handles some runtime errors by calling log.Fatal(). In an SDK, this practice is unacceptable: the caller, not the library, should decide whether a given error should cause the entire process to exit abruptly. (The same goes for logs -- the application should be able to inspect and suppress logs if it wants to -- but while ugly, this is at least not fatal.)			
The Go SDK should never exit -- via log.Fatal or anything else -- except at startup due to an error in the SDK's own code (e.g., it is OK to call regexp.MustCompile on a constant string). If it is possible for a function to encounter an error it can't handle, it should include an error in its return values. The caller must decide whether the error is fatal.			
Subtasks:			
Task # 7787: Review branch: 7252-go-sdk-errors			Resolved
Related issues:			
Related to Arvados - Story #6260: [Keep] Integration test between data manage...		Resolved	08/19/2015

Associated revisions

Revision 128c2b5e - 11/30/2015 03:27 PM - Radhika Chippada

closes #7252
Merge branch '7252-go-sdk-errors'

History

#1 - 09/16/2015 03:29 PM - Brett Smith

- Target version set to Arvados Future Sprints

#2 - 10/08/2015 06:50 PM - Brett Smith

- Subject changed from [Keep] [Data Manager] [SDKs] Return errors instead of calling log.Fatal in code that needs to be tested to [SDKs] Return errors instead of calling log.Fatal in code that needs to be tested

- Description updated

- Story points changed from 1.0 to 0.5

Split this into separate Go SDK and Data Manager stories. The latter is [#7490](#).

#3 - 11/12/2015 02:09 AM - Brett Smith

- Assigned To set to Radhika Chippada

- Target version changed from Arvados Future Sprints to 2015-12-02 sprint

#4 - 11/12/2015 03:41 PM - Radhika Chippada

- Story points changed from 0.5 to 1.0

#5 - 11/25/2015 08:11 PM - Radhika Chippada

- Status changed from New to In Progress

#6 - 11/30/2015 02:53 PM - Tom Clegg

[a5ed26a](#) LGTM.

Nit: In test cases, t.Fatal() already displays the code and line number and so on, so I think it's more reasonable to just say

```
if err != nil {
    t.Fatal(err)
}
```

```
}  
}
```

#7 - 11/30/2015 03:31 PM - Radhika Chippada

Thanks. I merged as is without changing the t.Fatal usage during errors, but will keep it in mind for future tests and test updates.

#8 - 11/30/2015 03:35 PM - Radhika Chippada

- *Status changed from In Progress to Resolved*

Applied in changeset arvados|commit:128c2b5e228e1821384064ec50604a1463c29898.