

```
if (error) {  
    // TODO  
}
```

Wer bin ich?



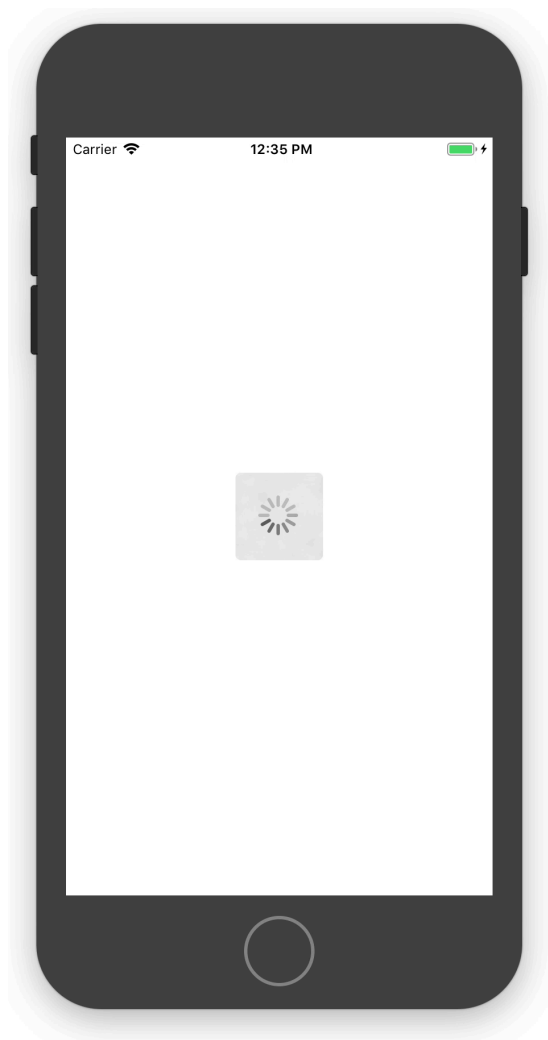
@s_titgemeyer

- iOS Enthusiast
- Freelancer
 - große Projekte
- Student
 - kleine Projekte
- Open Source (iCarambaa)

```
- (void)someMethod {
    NSURLSession *session = [NSURLSession sharedSession];
    [session dataTaskWithURL:url completionHandler:^(NSData *data,
NSURLResponse *response, NSError *error) {
        if (error) {
            // TODO
            return;
        }
        // Continue with success case.
    }];
}
```

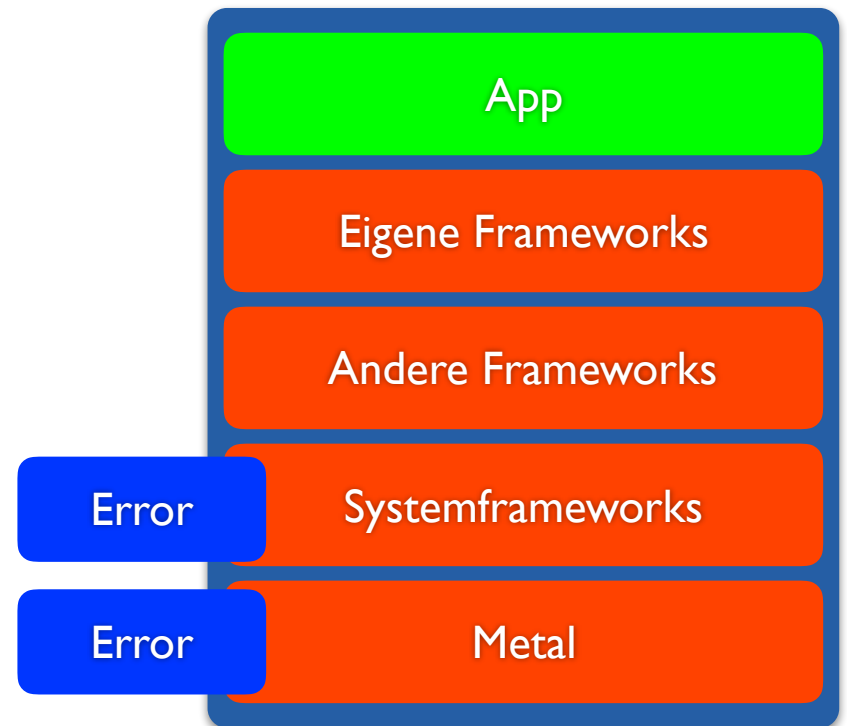
```
func someFunction() {  
    URLSession.shared.dataTask(with: url) { (data, response, error) in  
        guard let data = data else {  
            // TODO  
            return  
        }  
        // Continue...  
    }  
}
```

```
func someFunction() {  
    URLSession.shared.dataTask(with: url) { (data, response, error) in  
        guard let data = data else {  
            print("Error: \(error!)" )  
            return  
        }  
        // Continue...  
    }  
}
```



Agenda

- Error Handling Patterns
- Was macht der Mac?
- Error erstellen
- Error weiterreichen
- Error anzeigen

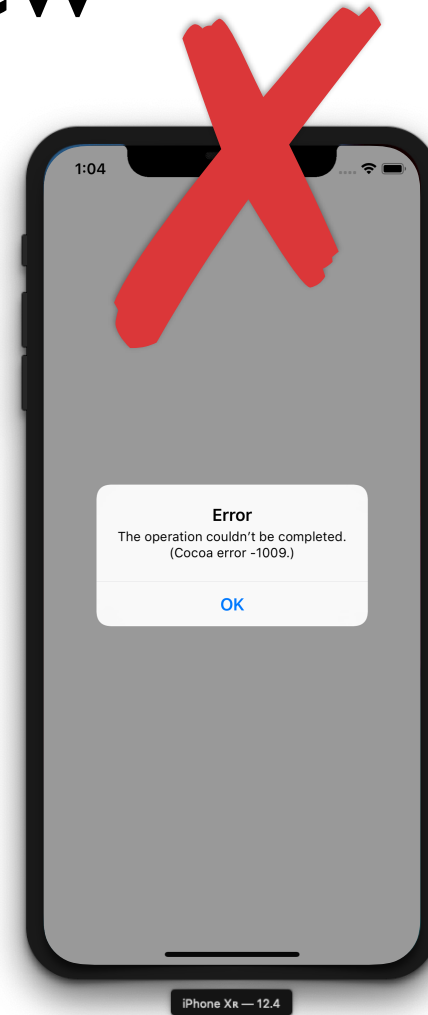
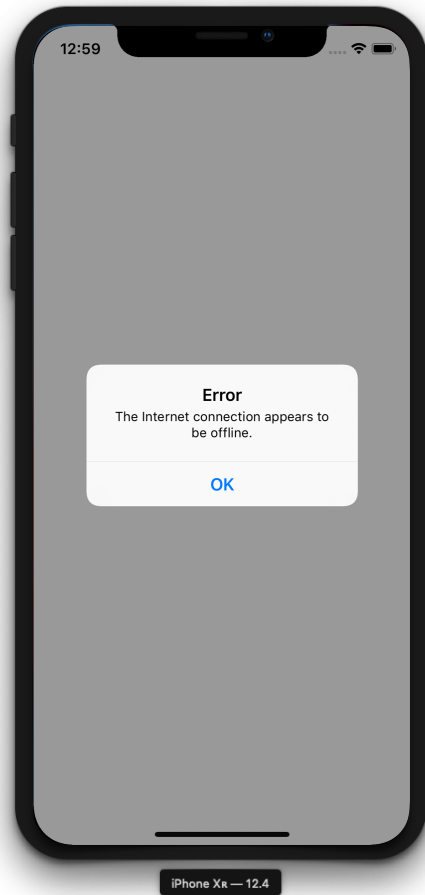


UIAlertView

UIAlertView

```
^(NSData *data, NSURLResponse *response, NSError *error) {  
    if (data) {  
        // Success case...  
    } else {  
        dispatch_async(dispatch_get_main_queue(), ^{  
            UIAlertView *alert = [[UIAlertView alloc]  
initWithTitle:@"Error" message:error.localizedDescription delegate:nil  
cancelButtonTitle:@"OK" otherButtonTitles:nil, nil];  
            [alert show];  
        });  
    }  
}
```

UIAlertView



UIAlertController

UIAlertController

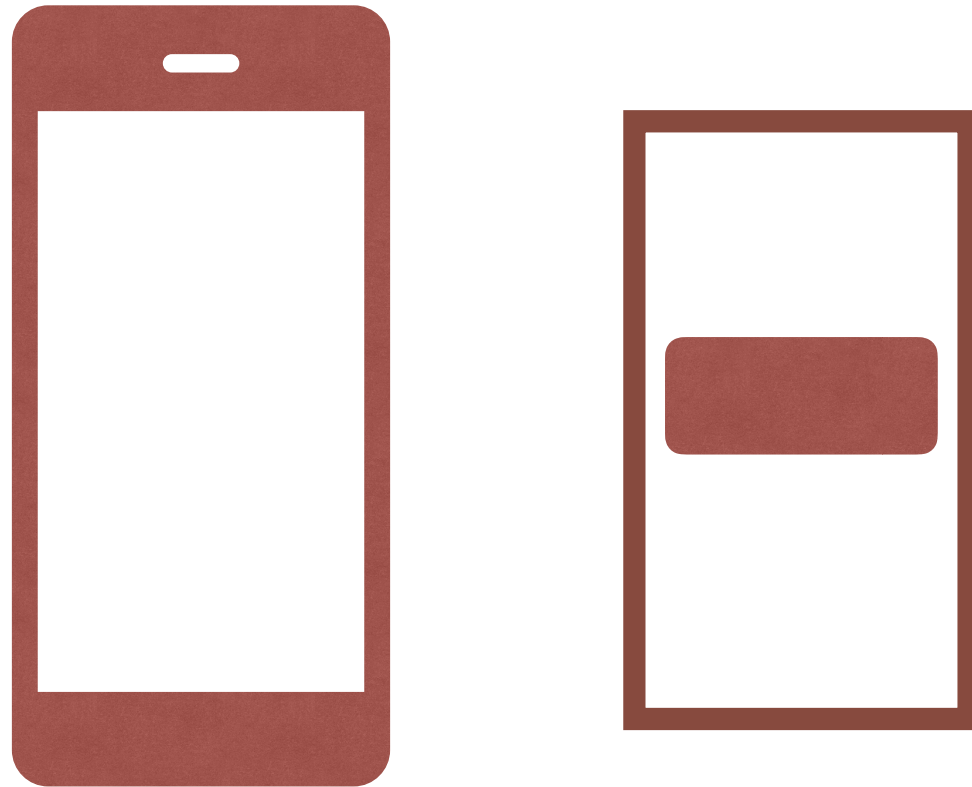


```
-[UIAlertController show]
```

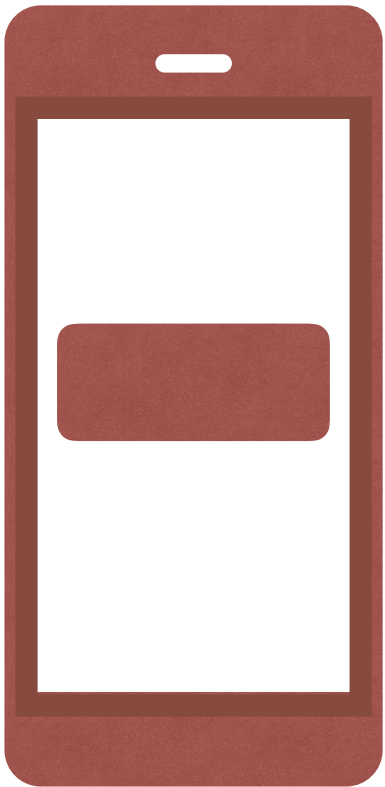
UIAlertController

- Ein Alert ist ein View Controller
 - Wollen wir einen View Controller an x verschiedenen Stellen initialisieren?
 - ... oder innerhalb eines Models?
- Fragen wir Stackoverflow!
 - “Present UIAlertController without View Controller”

UIAlertController



UIAlertController



- Eigene Alert über oder unter Systemalerts?
- Window teilen oder kriegt jedes ein eigenes?
- Mehrere Alerts übereinander?

Kurz:

Don't

macOS

macOS

```
@interface NSResponder(NSErrorPresentation)
- (BOOL)presentError:(NSError *)error;
- (NSError *)willPresentError:(NSError *)error;
@end
```

macOS

```
dispatch_async(dispatch_get_main_queue(), ^{  
    BOOL didRecover = [self presentError:error];  
    if (didRecover) {  
        // Retry.  
    }  
})
```

macOS



NSError

Code
Domain

NSLocalizedDescriptionKey
NSLocalizedFailureErrorKey
NSLocalizedFailureReasonErrorKey
NSLocalizedRecoverySuggestionErrorKey
...

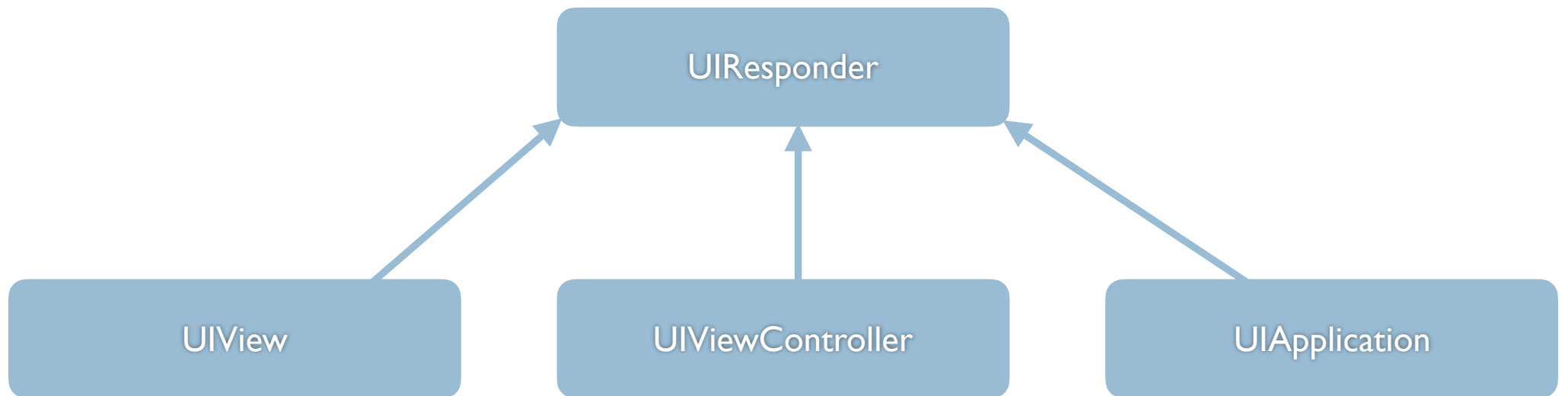
NSLocalizedRecoveryOptionsErrorKey
NSRecoveryAttempterErrorKey

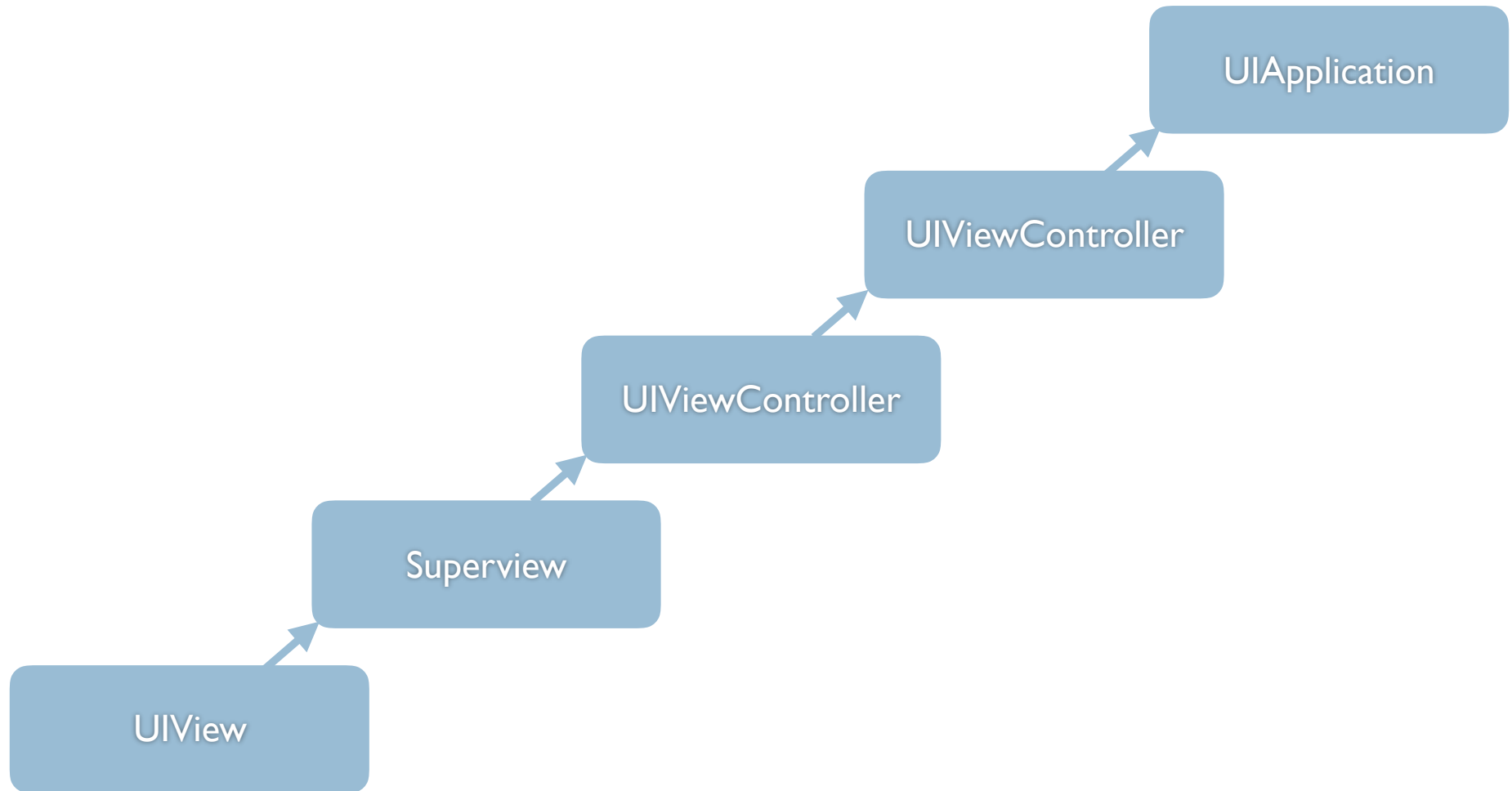
Localized Description

- Beschreibung aus dem Inhalt des Errors
- “The image library could not be saved.The volume Macintosh HD is out of space.”
- Mehrere Regeln, je nachdem, welche Informationen gesetzt sind.
- Dokumentation nur in den Foundation Release Notes:

<https://developer.apple.com/library/archive/releasenotes/Foundation/RN-Foundation/index.html>

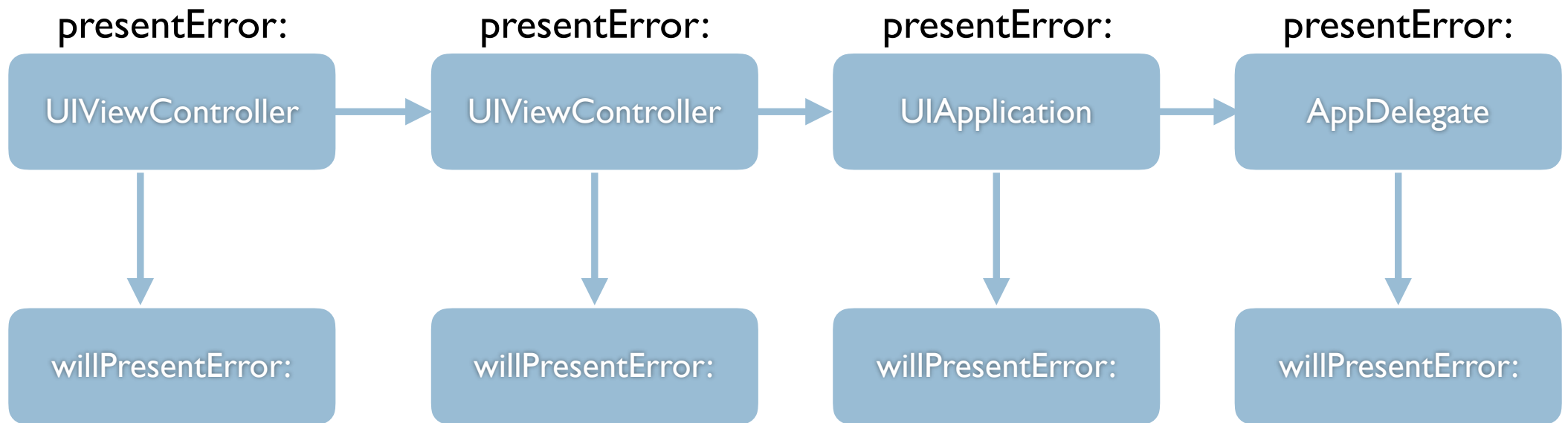
Responder Chain



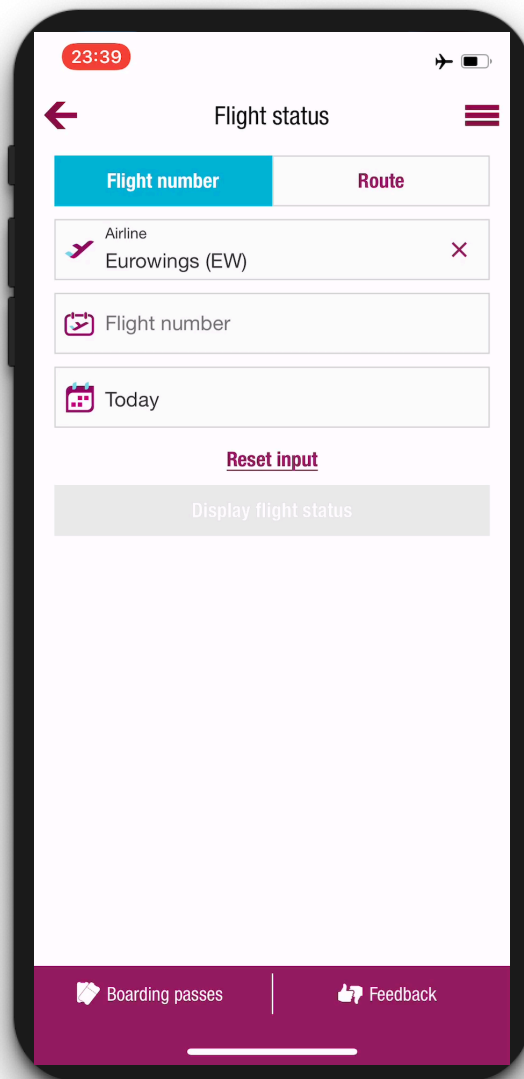


UIResponder erweitern

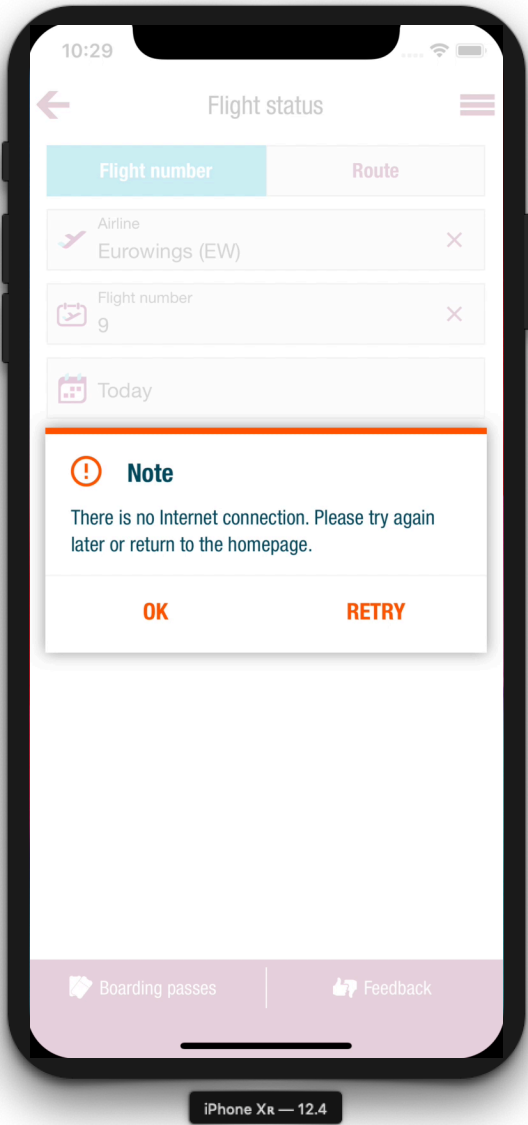
```
@interface UIResponder (STIErrorPresentation)
- (void)presentError:(NSError *)error completionHandler:(nullable void (^)(BOOL didRecover))completionHandler;
- (nullable NSError *)willPresentError:(NSError *)error;
@end
```

Achtung: Niemals `[UIResponder presentError:]` überschreiben



Erneut versuchen



NSError

Code
Domain

NSLocalizedDescriptionKey
NSLocalizedFailureErrorKey
NSLocalizedFailureReasonErrorKey
NSLocalizedRecoverySuggestionErrorKey
...

NSLocalizedRecoveryOptionsErrorKey
NSRecoveryAttempterErrorKey

```
@interface NSObject(NSErrorRecoveryAttempting)

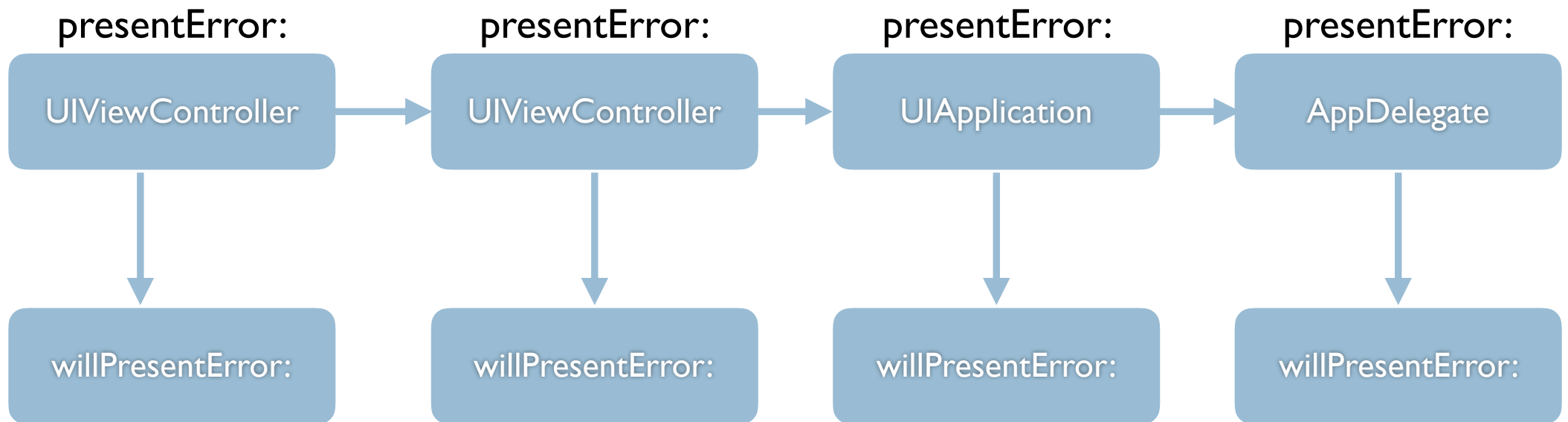
- (BOOL)attemptRecoveryFromError:(NSError *)error
    optionIndex:(NSUInteger)recoveryOptionIndex;

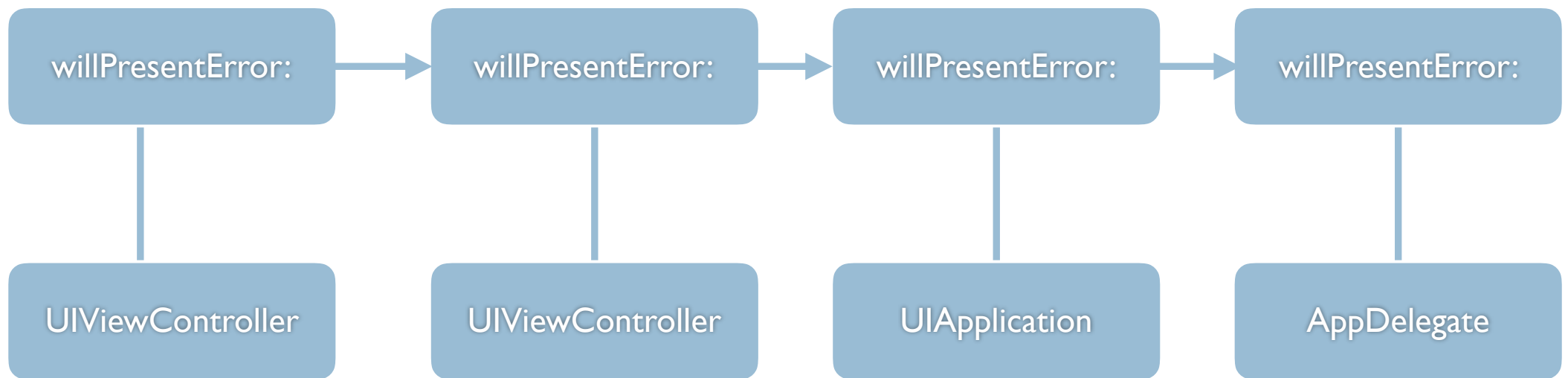
@end
```

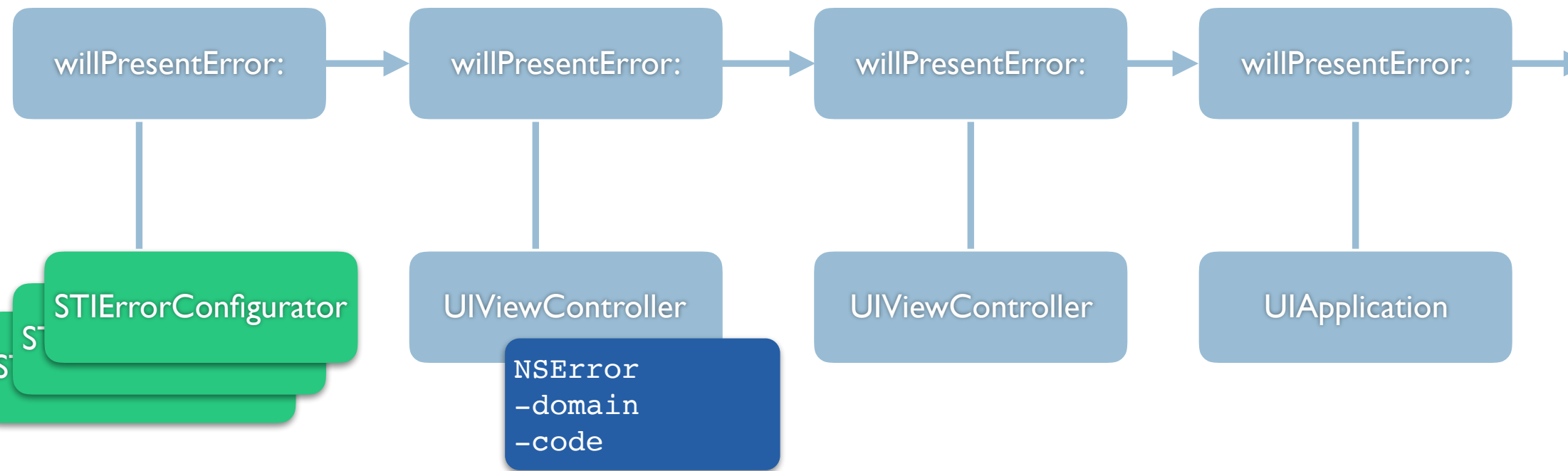
```
STIRecoverAttempter *a = [STIRecoverAttempter new];
[a addOkayRecoveryOption];
[a addRecoveryOptionWithTitle: @"Retry" recoveryAttempt:^BOOL{
    return YES;
}];
NSError *_error = [error addingObject:a
                    forUserInfoKey:NSRecoveryAttempterErrorKey];
[self presentError:_error completionHandler:^(BOOL didRecover) {
    if (didRecover) {
        [self loadFlightStatusUsingFlightnumber];
    }
}];
```

Problem

- Error Fall wird komplizierter
- Duplizierter Code
- Retry Option wird an jeden Error angehangen
- Besser: Konfiguriere Errors an zentraler Stelle!







NSError
-domain
-code

willPresentError:

willPresentError:

willPresentError:

willPresentError:

STErrorConfigurator

UIViewController

UIViewController

UIApplication

Recovery
Attempter

Recovery
Attempter

NSError
-domain
-code

willPresentError:

willPresentError:

willPresentError:

willPresentError:

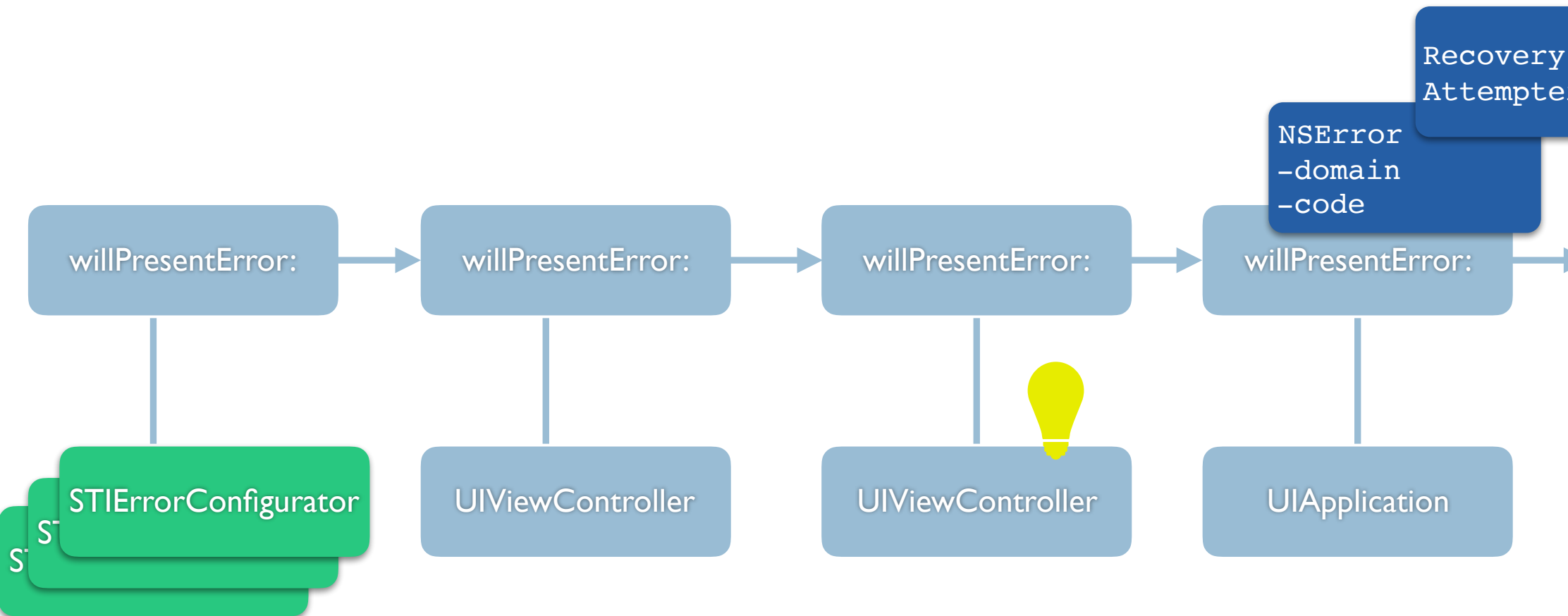
STIErrorConfigurator

UIViewController

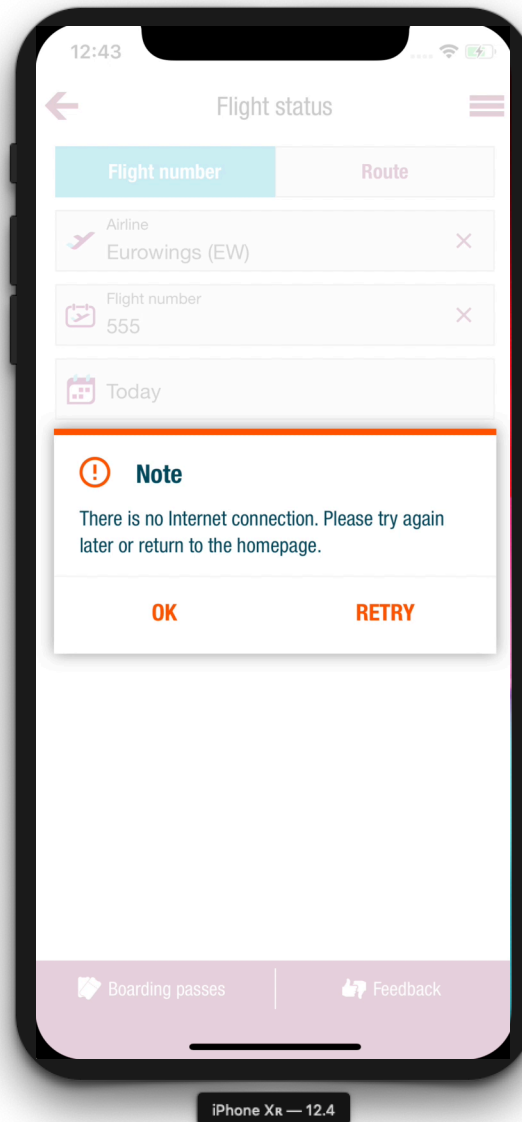
UIViewController

UIApplication

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Abfangen



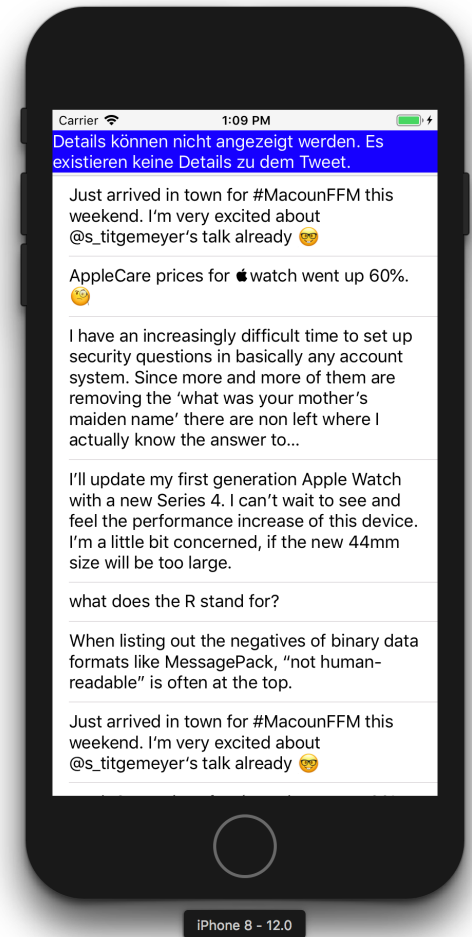
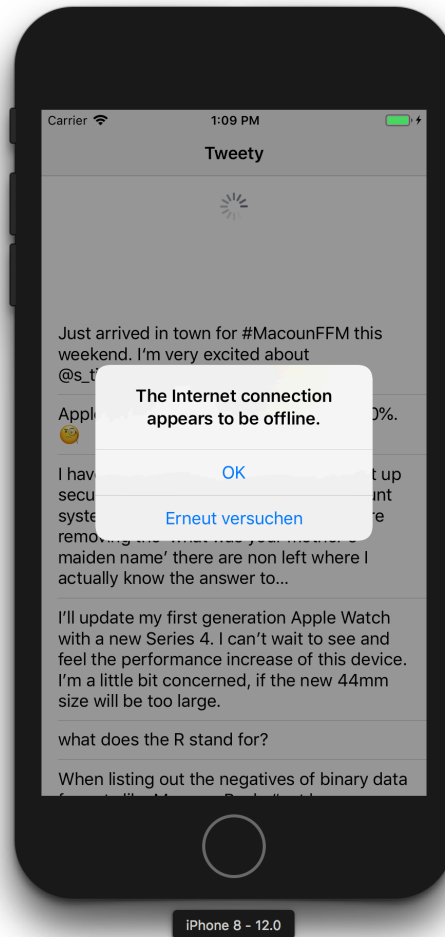
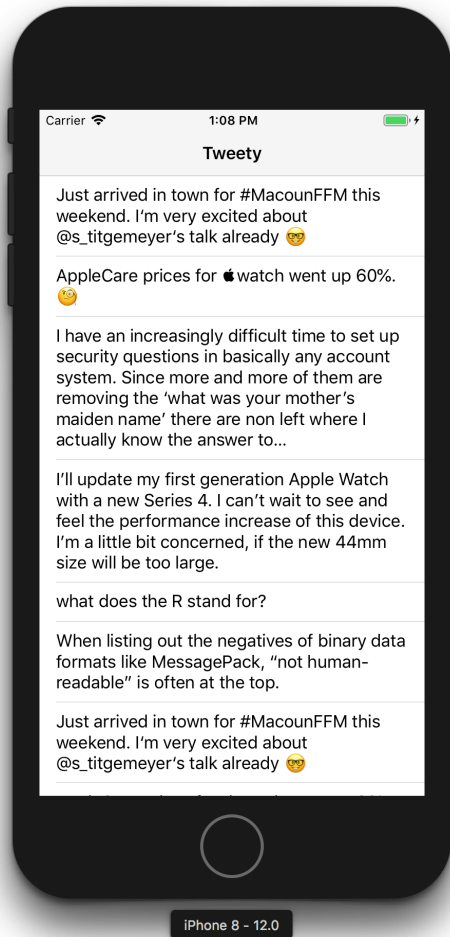
```
@interface UIResponder (STIErrorPresentation)
- (BOOL)canInterceptError:(NSError *)error;
- (void)interceptError:(NSError *)error
    completionHandler:(void (^)(BOOL didRecover))completionHandler;
@end
```

Error Domains nutzen

STIErrorHandling

- Open Source
- Fork von HRSCustomErrorHandling
- Schlank
- Optimal auch für kleine Projekte
- <https://github.com/iCarambaa/STIErrorHandling>

Demo



Zusammenfassung

- Jeder Error der auftreten kann, tritt auch auf
- Informationen aus NSError nutzen
- Responder Chain kann den Fluss übernehmen
- Besonders in kleinen Projekten eine einfache Lösung

Q&A

- Error erstellen
- Responder Chain
- Error-Präsentation
- Error Configurator
- STIErrorHandling
- Swift

@s_titgemeyer