Idiotproofing Outline

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Idiotproofing

*Idiotproofing* means ensuring that a user’s input is valid.
Idiotproofing Quotes

“Idiotproofing is difficult because idiots are so clever.”

“You can't make anything idiot proof because idiots are so ingenious.”
 — Ron Burns

“Idiotproofing causes evolutionary selection of more ingenious idiots.”

“Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the Universe trying to produce bigger and better idiots. So far, the Universe is winning.” — Rich Cook

“It doesn’t really matter what effort you put into idiot-proofing a product or procedure. They will always build a better idiot.”

“Idiot-proofing assumes a finite number of idiots.”

“Campaigns to bearproof all garbage containers in wild areas have been difficult because, as one biologist put it, ‘There is a considerable overlap between the intelligence levels of the smartest bears and the dumbest tourists’.”

http://www.goodreads.com/quotes/tag/idiots
http://scienceblogs.com/goodmath/2008/04/the_real_murphys_law.php
An Idiotproof Website

http://www.idiotproofwebsite.com/
Idiotproofing Example #1

```c
#include <stdio.h>
#include <stdlib.h>
int main ()
{ /* main */
  const int minimum_area = 0;
  const int program_success_code = 0;
  const int program_failure_code = -1;
  float area_in_acres;
```
Idiotproofing Example #2

printf("What is the area in acres?\n");
scanf("%f", &area_in_acres);
if (area_in_acres < minimum_area) {
    printf("ERROR: you can't have a negative");
    printf(" area in acres %f!\n", area_in_acres);
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (area_in_acres < ...) */
Idiotproofing Example #3

/*
 * ASSERT: By the time the program gets to here,
 * the area in acres must be valid.
 */
printf("The area in acres is valid.\n");
return program_success_code;
} /* main */
% gcc -o conversions_idiot conversions_idiot.c
% conversions_idiot
What is the area in acres?
-100
ERROR: you can't have a negative area in acres -100.0000!
% conversions_idiot
What is the area in acres?
100
The area in acres is valid.
Why We Idiotproof

- Idiotproofing ensures that input data are valid, which means that, if our program is otherwise correct, then the output will be valid as well.
- Idiotproofing allows us to assert certain properties of the data. For example, in the conversions program, properly idiotproofed input data allow us to assert that, in the calculation section, the area in acres is valid. So, our calculations can assume this fact, which sometimes can be more convenient.
The exit Statement #1

```c
#include <stdio.h>
#include <stdlib.h>

int main ()
{
    const int program_failure_code = -1;
    printf("This statement will be always be executed.\n");
    exit(program_failure_code);
    printf("This statement will be never be executed.\n");
} /* main */

% gcc -o exitexample exitexample.c
% exitexample
This statement will be always be executed.

The exit statement terminates execution of a given run of a program.
```
The `exit` Statement #2

```c
#include <stdio.h>
#include <stdlib.h>

int main ()
{ /* main */
    const int program_failure_code = -1;
    printf("This statement will be always be executed.\n");
    exit(program_failure_code);
    printf("This statement will be never be executed.\n");
} /* main */
```

This statement will be always be executed.

The program terminates in a controlled, graceful way – that is, it doesn’t actually crash – without executing the remaining executable statements.
The exit Statement #3

% cat exitexample.c
#include <stdio.h>
#include <stdlib.h>

int main ()
{
    /* main */
    const int program_failure_code = -1;

    printf("This statement will be always be executed.\n");
    exit(program_failure_code);
    printf("This statement will be never be executed.\n");

    } /* main */
% gcc -o exitexample exitexample.c
% exitexample
This statement will be always be executed.

Notice that the exit statement takes an int argument.
This argument represents the value that will be returned by
the program to the operating system (for example, Linux).
By convention, returning 0 from a program to the OS means
that the program completed successfully, so if the program is
exiting prematurely, then you should return a non-zero value.
The exit Statement #4

% cat exitexample.c
#include <stdio.h>
#include <stdlib.h>

int main ()
{ /* main */
   const int program_failure_code = -1;
   printf("This statement will be always be executed.\n");
   exit(program_failure_code);
   printf("This statement will be never be executed.\n");
} /* main */
% gcc -o exitexample exitexample.c
% exitexample
This statement will be always be executed.

Jargon: In the context of running a program, all of the following terms are generally used to mean the same thing: exit, stop, halt, terminate, abort.
printf("This statement will be always be executed.\n");
exit(program_failure_code);
printf("This statement will be never be executed.\n");

Notice that the symbol for an exit is also an oval.
A New File to \#include

\% cat exitexample.c
#include <stdio.h>
#include <stdlib.h>

int main ()
{ /* main */
    const int program_failure_code = -1;
    printf("This statement will be always be executed.\n");
    exit(program_failure_code);
    printf("This statement will be never be executed.\n");
} /* main */
\% gcc -o exitexample exitexample.c
\% exitexample
This statement will be always be executed.

To use an exit statement, you **MUST** include an additional header file, **IMMEDIATELY AFTER** stdio.h:

\#include <stdlib.h>
exit Statement Inside an if Block #1

if (area_in_acres < minimum_area) {
    printf("ERROR: you can't have a negative");
    printf(" area in acres %f!\n", area_in_acres);
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (area_in_acres < ...) */

When you put an exit statement inside an if block, the exit statement will be executed only in the event that the appropriate clause of the if block is entered, and then only after all prior statements in that clause of the if block have already been executed.
exit Statement Inside an if Block #2

if (area_in_acres <
    minimum_area) {
    printf("ERROR: you can’t have a negative");
    printf(" area in acres %f!\n", 
    area_in_acres);
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (area_in_acres < ... ) */

In the above example, the exit statement is executed
only in the event that the area in acres is negative, and only
after executing the printf statement that precedes it.
exit Statement Inside an if Block #3

```c
if (area_in_acres <
    minimum_area) {
    printf("ERROR: you can't have a negative");
    printf(" area in acres %f!\n", 
           area_in_acres);
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (area_in_acres < ...) */
```

Notice that the `exit` statement **DOESN'T** have to have a comment after it.
exit Statement Inside an if Block #4

if (area_in_acres < minimum_area) {
    printf("ERROR: you can't have a negative");
    printf(" area in acres %f!\n", area_in_acres);
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (area_in_acres < ...) */

Notice that the exit statement is inside the if block and therefore is indented MORE than the if statement.
Idiotproofing Example's Flowchart

if (area_in_acres < minimum_area) {
    printf("ERROR: you can't have a negative\n");
    printf(" area in acres %f!\n", area_in_acres);
    exit(program_failure_code);
} /* if (area_in_acres < ...) */