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 ()
{
    const int minimum_number_of_clowns = 0;
    const int program_success_code = 0;
    const int program_failure_code = -1;
    int number_of_sad_clowns;
```
Idiotproofing Example #2

```c
printf("What is the number of sad clowns?\n");
scanf("%d", &number_of_sad_clowns);
if (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can’t have a negative!");
    printf(" number of sad clowns!\n");
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (number_of_sad_clowns < ...) */
```
Idiotproofing Example #3

/*
 * ASSERT: By the time the program gets to here,
 * the number of sad clowns must be valid.
 */
printf("The number of sad clowns is valid.\n");
return program_success_code;
} /* main */
Idiotproofing Example #4

```
% gcc -o clowns_idiot clowns_idiot.c
% clowns_idiot
What is the number of sad clowns?
-100
ERROR: you can't have a negative number of sad clowns!
% clowns_idiot
What is the number of sad clowns?
100
The number of sad clowns 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 clowns program, properly idiotproofed input data allow us to assert that, in the calculation section, the number of sad clowns 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 ()
{ /* 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 */
```

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 () {
    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 */
```

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

```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 */
```

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

```c
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.

**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.
exit Example’s Flowchart

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

```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");
}

```

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

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

---

This statement will be always be executed.
exit Statement Inside an if Block #1

```c
if (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can't have a negative");
    printf(" number of sad clowns!\n");
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (number_of_sad_clowns < ...) */
```

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 (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can’t have a negative");
    printf(" number of sad clowns!\n");
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (number_of_sad_clowns < ...) */

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

```c
if (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can't have a negative");
    printf(" number of sad clowns!\n");
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (number_of_sad_clowns < ...) */
```

Notice that the exit statement **DOESN’T** have to have a comment after it.
if (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can’t have a negative");
    printf(" number of sad clowns!\n");
    exit(program_failure_code); /* <--- NOTICE! */
} /* if (number_of_sad_clowns < ...) */

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

if (number_of_sad_clowns < minimum_number_of_clowns) {
    printf("ERROR: you can’t have a negative");
    printf(" number of sad clowns!\n");
    exit(program_failure_code);
} /* if (number_of_sad_clowns < ...) */