

die needs to DIE!

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solve a real problem

```
import magic
```

```
magic.solve_world_hunger()
```

```
import magic
```

```
try:
```

```
    magic.solve_world_hunger()
```

```
except GrantAteAllTheCookiesException as e:
```

```
    e.grant.scold()
```

```
    raise
```

```
import magic
```

```
try:
```

```
    magic.solve_world_hunger()
```

```
except GrantAteAllTheCookiesException as e:
```

```
    e.grant.scold()
```

```
    magic.bake_more_cookies()
```

```
use Magic;
```

```
Magic::solve_world_hunger();
```

```
eval {  
    Magic::solve_world_hunger();  
};  
if ( $@ ) {  
    if ( "$@" =~ /Grant.*NomNomNom/ ) {  
        Grant->scold();  
    }  
    die $@;  
}
```

No-one throws a class ...

```
Traceback (most recent call last):
  File "solve.py", line 10 in <module>
    magic.solve_world_hunger()
  File "app/magic", line 8, in <module>
    get_ingredients.get_all_ingredients()
  File "app/get_ingredients.py", line 89, in <module>
    mytruck.deliver_flour()
  File "app/truck.py", line 123, in get
    raise WheelFellOff(message)
Truck.WheelFellOff: We were going to deliver, but the wheel fell off
```


We were going to deliver, but the wheel fell off at Truck.pn line 123

```
$SIG{__DIE__} = sub {  
  my $e = shift;  
  $e = ExceptionObject->new( $e ) unless blessed $e;  
  die $e;  
}
```

- Can't catch specific types of exception
- Can't re-throw exceptions
- Can't have stack traces
- Well, you can, but ewww