

## NAME

`autodie::exception` - Exceptions from autodying functions.

## SYNOPSIS

```
eval {
    use autodie;

    open(my $fh, '<', 'some_file.txt');

    ...
};

if (my $E = $@) {
    say "Oops! ", $E->caller, " had problems: $@";
}
```

## DESCRIPTION

When an *autodie* enabled function fails, it generates an `autodie::exception` object. This can be interrogated to determine further information about the error that occurred.

This document is broken into two sections; those methods that are most useful to the end-developer, and those methods for anyone wishing to subclass or get very familiar with `autodie::exception`.

### Common Methods

These methods are intended to be used in the everyday dealing of exceptions.

The following assume that the error has been copied into a separate scalar:

```
if ($E = $@) {
    ...
}
```

This is not required, but is recommended in case any code is called which may reset or alter `$@`.

### args

```
my $array_ref = $E->args;
```

Provides a reference to the arguments passed to the subroutine that died.

### function

```
my $sub = $E->function;
```

The subroutine (including package) that threw the exception.

### file

```
my $file = $E->file;
```

The file in which the error occurred (eg, `myscript.pl` or `MyTest.pm`).

### package

```
my $package = $E->package;
```

The package from which the exceptional subroutine was called.

**caller**

```
my $caller = $E->caller;
```

The subroutine that *called* the exceptional code.

**line**

```
my $line = $E->line;
```

The line in `$E->file` where the exceptional code was called.

**context**

```
my $context = $E->context;
```

The context in which the subroutine was called. This can be 'list', 'scalar', or undefined (unknown). It will never be 'void', as `autodie` always captures the return value in one way or another.

**return**

```
my $return_value = $E->return;
```

The value(s) returned by the failed subroutine. When the subroutine was called in a list context, this will always be a reference to an array containing the results. When the subroutine was called in a scalar context, this will be the actual scalar returned.

**errno**

```
my $errno = $E->errno;
```

The value of `$_!` at the time when the exception occurred.

**NOTE:** This method will leave the main `autodie::exception` class and become part of a role in the future. You should only call `errno` for exceptions where `$_!` would reasonably have been set on failure.

**eval\_error**

```
my $old_eval_error = $E->eval_error;
```

The contents of `$_@` immediately after `autodie` triggered an exception. This may be useful when dealing with modules such as `Text::Balanced` that set (but do not throw) `$_@` on error.

**matches**

```
if ( $e->matches('open') ) { ... }
```

```
if ( $e ~~ 'open' ) { ... }
```

`matches` is used to determine whether a given exception matches a particular role. On Perl 5.10, using smart-match (`~~`) with an `autodie::exception` object will use `matches` underneath.

An exception is considered to match a string if:

- For a string not starting with a colon, the string exactly matches the package and subroutine that threw the exception. For example, `MyModule::log`. If the string does not contain a package name, `CORE::` is assumed.
- For a string that does start with a colon, if the subroutine throwing the exception *does* that behaviour. For example, the `CORE::open` subroutine does `:file`, `:io` and `:all`.

See "*CATEGORIES*" in *autodie* for further information.

## Advanced methods

The following methods, while usable from anywhere, are primarily intended for developers wishing to subclass `autodie::exception`, write code that registers custom error messages, or otherwise work closely with the `autodie::exception` model.

### register

```
autodie::exception->register( 'CORE::open' => \&mysub );
```

The `register` method allows for the registration of a message handler for a given subroutine. The full subroutine name including the package should be used.

Registered message handlers will receive the `autodie::exception` object as the first parameter.

### add\_file\_and\_line

```
say "Problem occurred", $@->add_file_and_line;
```

Returns the string `at %s line %d`, where `%s` is replaced with the filename, and `%d` is replaced with the line number.

Primarily intended for use by format handlers.

### stringify

```
say "The error was: ", $@->stringify;
```

Formats the error as a human readable string. Usually there's no reason to call this directly, as it is used automatically if an `autodie::exception` object is ever used as a string.

Child classes can override this method to change how they're stringified.

### format\_default

```
my $error_string = $E->format_default;
```

This produces the default error string for the given exception, *without using any registered message handlers*. It is primarily intended to be called from a message handler when they have been passed an exception they don't want to format.

Child classes can override this method to change how default messages are formatted.

### new

```
my $error = autodie::exception->new(  
    args => \@_,  
    function => "CORE::open",  
    errno => $!,  
    context => 'scalar',  
    return => undef,  
);
```

Creates a new `autodie::exception` object. Normally called directly from an autodying function. The `function` argument is required, it's the function we were trying to call that generated the exception. The `args` parameter is optional.

The `errno` value is optional. In versions of `autodie::exception` 1.99 and earlier the code would try to automatically use the current value of `$!`, but this was unreliable and is no longer supported.

Attributes such as package, file, and caller are determined automatically, and cannot be specified.

**SEE ALSO**

*autodie*, *autodie::exception::system*

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