

Error handling of Struct#values_at and Array#values_at is slightly inconsistent

11/11/2022 05:29 PM - andrykonchin (Andrew Konchin)

Status:	Open	
Priority:	Normal	
Assignee:		
<p>Description</p> <p>Struct#values_at and `Array#values_at` look pretty similar and handle all the complex cases of arguments (integer Ranges, list of Integers and mixing Ranges and Integers) in the same way.</p> <p>Error handling is similar as well. In case of invalid Range argument they behave identically:</p> <pre>clazz = Struct.new(:name, :director, :year) movie = clazz.new('Sympathy for Mr. Vengeance', 'Chan-wook Park', 2002) array = [0, 1, 2] # end is out of range movie.values_at(0..4) # => ["Sympathy for Mr. Vengeance", "Chan-wook Park", 2002, nil, nil] array.values_at(0..4) # => [0, 1, 2, nil, nil] # beginning is out of range movie.values_at(-5..4) # -5..4 out of range (RangeError) array.values_at(-5..4) # -5..4 out of range (RangeError)</pre> <p>But when Integer argument is passed - they handle out of range cases differently:</p> <pre># end is out of range movie.values_at(4) # => offset 4 too large for struct(size:3) (IndexError) array.values_at(4) # => [nil] # beginning is out of range movie.values_at(-5) # => offset -5 too small for struct(size:3) (IndexError) array.values_at(-5) # => [nil]</pre> <p>So I am wondering what is the reason of such inconvenience. I suppose there may be a reason of this difference. But I see some benefits in consistent error handling.</p>		

History

#1 - 11/11/2022 05:29 PM - andrykonchin (Andrew Konchin)

- Tracker changed from Bug to Misc
- Backport deleted (2.7: UNKNOWN, 3.0: UNKNOWN, 3.1: UNKNOWN)