CoCoALib - Design #560

CoCoALib/io.H

14 May 2014 18:25 - John Abbott

Status:	Closed	**Start date:**	14 May 2014
Priority:	Normal	**Due date:**	
Assignee:	John Abbott	**% Done:**	100%
Category:	Tidying	**Estimated time:**	1.00 hour
Target version:	CoCoALib-0.99533 Easter14	**Spent time:**	1.25 hour

Description

Is the fn InputFailCheck useful at all?

Would it not be clearer to write explicitly:

```
if (!cin) CoCoA_ERROR(ERR::InputFail, "func name");
```

Related issues:

Related to CoCoALib - Design #535: IO: move GlobalInput etc to CoCoA server!	**Closed**	**11 Apr 2014**

History

#1 - 15 May 2014 13:39 - John Abbott

- Status changed from New to In Progress

- Assignee set to John Abbott

- % Done changed from 0 to 40

I have spoken to Anna about this, and she agrees that InputFailCheck contributes essentially nothing, so we may as well eliminate it.

NOTE

- it was used in BenchmarkToolkit -- I have replaced it by if (!cin) ...
- it is used extensively in server/CoCoA4io.C, so I have placed InputFailCheck in server/GlobalIO

#2 - 15 May 2014 14:26 - John Abbott

- Status changed from In Progress to Closed

- Target version changed from CoCoALib-0.99534 Seoul14 to CoCoALib-0.99533 Easter14

- % Done changed from 40 to 100

- Estimated time set to 1.00 h

I have completed all changes (incl. revised doc/examples).
Everything compiles and runs fine; checked in, so closing.