

Ruby trunk - Bug #13564

Exception message management

05/15/2017 07:30 AM - ko1 (Koichi Sasada)

Status: Open	
Priority: Normal	
Assignee: matz (Yukihiro Matsumoto)	
Target version:	
ruby -v:	Backport: 2.2: UNKNOWN, 2.3: UNKNOWN, 2.4: UNKNOWN

Description

We can modify Exception#message if given String is not frozen.
Should we continue this specification?

Now, we can modify exception message with message string modification.

```
begin
  raise 'foo'
ensure
  $!.message.replace 'bar' #=> Exception with message "bar"
end
```

However, if we pass frozen string, it is not allowed.

```
begin
  raise 'foo'.freeze
ensure
  $!.message.replace 'bar' #=> `replace': can't modify frozen String (RuntimeError)
end
```

Furthermore, # frozen_string_literal: true freeze all of string literals.

```
# frozen_string_literal: true
```

```
begin
  raise 'foo'
ensure
  $!.message.replace 'bar' #=> `replace': can't modify frozen String (RuntimeError)
end
```

Background and motivation

I want to add Exception message on ensure clause like the code in previous section. Just now, we need to re-raise another exception (with raise(\$!.class, new_msg, \$!.backtrace)). I tried to modify \$!.message and it works on small script. However, I try it on production (*1), it doesn't work because of frozen_string_literal: true.

*1: https://svn.ruby-lang.org/cgi-bin/viewvc.cgi/trunk/test/rubygems/test_gem_gem_runner.rb?r1=58723&r2=58722&pathrev=58723

I think current behavior (specification?) is easy to misusing.

Ideas

- (1) To prevent such behavior
 - (1-1) Freeze message strings at initialize
 - (1-2) Return copy string at Exception#message
- (2) Provide Exception#message =
 - And (1-1) or (1-2)
- (3) Allow such behavior. If a frozen message is given, dup it and set as modifiable.

History

#1 - 05/15/2017 11:31 AM - Eregon (Benoit Daloze)

I think using `Exception#cause` for this would be a better way to address this problem. However, there is a long-standing bug of the cause not being shown in `Exception#inspect` and neither by the top-level handler: <https://bugs.ruby-lang.org/issues/9918>

[ko1 \(Koichi Sasada\)](#): Could you share your use-case? Modifying an exception message in `ensure` seems unusual to me. In the `test_gem_gem_runner.rb`, it seems `rescue Exception` would be more intuitive to handle this (but it has the same problem about modifying the message).

Otherwise I think 1-1 + 2 is the best compromise.

#2 - 05/16/2017 02:02 AM - ko1 (Koichi Sasada)

On 2017/05/15 20:31, eregontp@gmail.com wrote:

I think using `Exception#cause` for this would be a better way to address this problem. However, there is a long-standing bug of the cause not being shown in `Exception#inspect` and neither by the top-level handler: <https://bugs.ruby-lang.org/issues/9918>

I agree it is one solution. However, to make sure transparency (for `rescue` clause which catch the exception later) we need to provide same error class (`$.class`).

[ko1 \(Koichi Sasada\)](#): Could you share your use-case? Modifying an exception message in `ensure` seems unusual to me. In the `test_gem_gem_runner.rb`, it seems `rescue Exception` would be more intuitive to handle this (but it has the same problem about modifying the message).

My usage is a bit strange. I want to know the status about just before suspicious code (require 'rubygems/gem_runner') and just after this line if `$.!` is not nil. Usually we can show such information on `STDERR` but test framework (test-all with parallel option) hides all of `STDERR` output so that we need to show via Exception message.

I think such usage is not so frequent so that

Otherwise I think 1-1 + 2 is the best compromise.

I think (1) without (2) (with [Feature [#9918](#)]) is acceptable.

Thanks,
Koichi
--
// SASADA Koichi at atdot dot net

#3 - 07/14/2017 09:01 AM - matz (Yukihiro Matsumoto)

I understand the principle. But I think it's a programmer's fault to modify the string. I don't think it's worth prohibiting (and making implementation more complex).

Matz.

#4 - 07/14/2017 09:20 AM - naruse (Yui NARUSE)

Now we have `Exception#cause`.
Therefore it should be

```
begin
  raise 'foo'
ensure
  raise 'bar'
end
```