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Search Contact Us You can contact our head-office directly, also you can contact our agent which is near you. Of course, free live-chat is available and you can get help immediately. Phone : 86-21-61182468 Address : N0.2500,Xiupu Road, Kangqiao Industrial Area, Pudong, Shanghai vip@shanghaiwpc.comQ: Is "code termination" a bad design pattern? I'm struggling to find a good answer to my question. In most languages, you can define a construct that allows for a compiler to break execution of the code at a certain location, for example by breaking the execution at a loop iteration, or at a breakpoint. A typical solution for this, is that the compiler defines a special keyword/token, and the code at that location is placed on a line by itself. This might look something like this: func1(); for(; (flag=='flag1') || (flag=='flag2') // unnecesary code that is executed when either flag is true // eg. "break" keyword) { // code to be executed as long as the flag is true } func2(); How can this be an anti-pattern? Or is this a valid pattern and should be used wherever possible? A: The first problem with this approach is that the compiler already has to emit a label for it. When you make your own breaks, you're making compiler features more expensive. The second problem is that your breaks aren't future proof. If you use them to break a loop, and then later on decide to change your code so you actually want the loop to continue, you now have to modify your program. This isn't a problem if you're worried about portability, but it's a problem if you're worried about maintainability. Other forms of breaking are still better, and easier to maintain. E.g. "assert" and "throw" instructions, which can be emitted only within a function, and are no longer valid beyond it. Finally, you'll be sorry if your program suddenly crashes, whereupon the next person to load it will receive: Unhandled exception at 0x c6a93da74d