

Ruby - Bug #14325

Set#reset raise RuntimeError instead of FrozenError

01/06/2018 03:32 PM - znz (Kazuhiro NISHIYAMA)

Status:	Closed	
Priority:	Normal	
Assignee:	knu (Akinori MUSHYA)	
Target version:		
ruby -v:	ruby 2.6.0dev (2018-01-06 trunk 61640) [x86_64-darwin16]	Backport: 2.3: DONTNEED, 2.4: DONTNEED, 2.5: UNKNOWN

Description

I think it should use FrozenError instead of RuntimeError.
I can't reproduce without modifying instance variable directly.

```
% ruby -v -r set -e 'Set[].tap{|s|s.instance_variable_set(:@hash, :dummy)}.freeze.reset'
ruby 2.6.0dev (2018-01-06 trunk 61640) [x86_64-darwin16]
Traceback (most recent call last):
 1: from -e:1:in `<main>'
.../lib/ruby/2.6.0/set.rb:527:in `reset': can't modify frozen Set (RuntimeError)
% ruby -v -I ./lib -r set -e 'Set[].tap{|s|s.instance_variable_set(:@hash, :dummy)}.freeze.reset'
ruby 2.6.0dev (2018-01-06 trunk 61640) [x86_64-darwin16]
Traceback (most recent call last):
 1: from -e:1:in `<main>'
.../lib/set.rb:527:in `reset': can't modify frozen Set (FrozenError)
```

```
diff --git a/lib/set.rb b/lib/set.rb
index 9642e74af4..d777b81b8f 100644
--- a/lib/set.rb
+++ b/lib/set.rb
@@ -524,7 +524,7 @@ def reset
   if @hash.respond_to?(:rehash)
     @hash.rehash # This should perform frozenness check.
   else
-    raise "can't modify frozen #{self.class.name}" if frozen?
+    raise FrozenError, "can't modify frozen #{self.class.name}" if frozen?
   end
   self
 end
```

History

#1 - 10/27/2019 10:38 PM - jeremyevans0 (Jeremy Evans)

- Status changed from Assigned to Closed

Fixed in [afd68cd87114fb49158462f1594cacfd2b765e9b](#).