

13.13 Script Exit Codes

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Scripts should use meaningful exit codes so that developers, testers, CI runners, and demonstration operators can distinguish success from failure.

The basic convention should be:

1. 0 for success.
2. Non-zero for failure.

The team may define additional exit-code categories if scripts or CI workflows need more detail. For example, the team may distinguish:

1. Missing prerequisites.
2. Invalid arguments.
3. [Configuration](#) failure.
4. Generation failure.
5. Build failure.
6. Runtime failure.
7. Validation failure.
8. Unexpected internal script failure.

When a script returns non-zero, it should print a clear message explaining what failed and what the user should check next. A script should not return success if required work failed.

Exit-code conventions should appear in script headers, script help text, and the Script Reference appendix.

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