



ERROR CODE MANAGEMENT

“Error are business critical, their quality and completeness cannot be left unchecked.”

err0 collects & organises the information on errors. All that is errors and logs dependant is automated, simpler, efficient, and always up to date.

SOFTWARE ENGINEERING

Drive developers to deliver explainable software with better errors and logs.

QUALITY ASSURANCE

Assess the completeness of errors and logs to deliver explainable software

KNOWLEDGE MANAGEMENT

Easily collect, expand and share the knowledge about logs and errors.

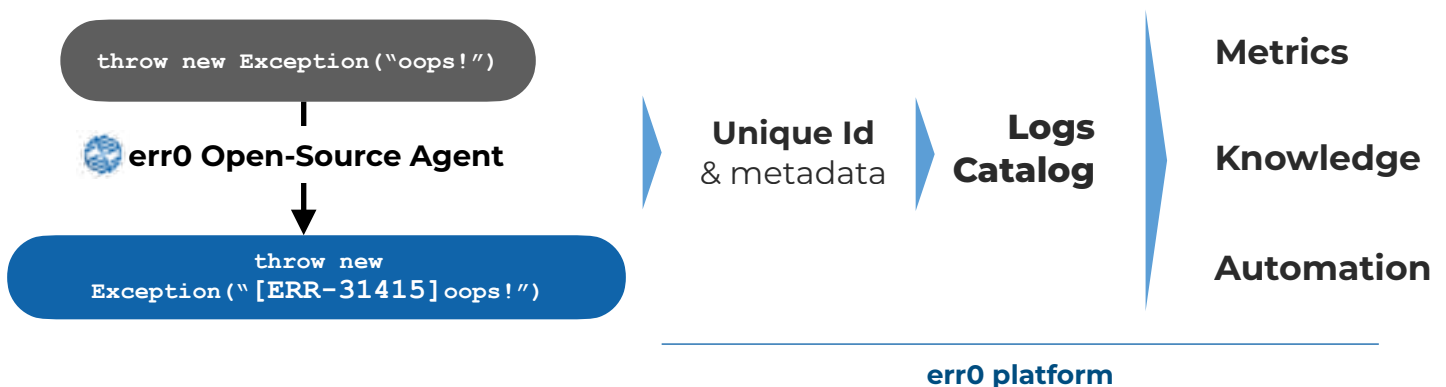
LOGS MANAGEMENT

Automate the configuration of your monitoring with 0 false positive

CUSTOMER EXPERIENCE

Automate support documentation and improve resolution time

ERROR CODE MANAGEMENT



5 MINUTES INTEGRATION

1. Setup a **numbering policy**
2. Run the err0 **open-source agent** on your code
3. Check the **unique inserted error code** with the **diff**
4. **Commit** in your repos.

ERR0 USERS SEE IMMEDIATE RESULTS

- Improvement of the **quality and completeness of errors and logs**
- More and **better code comments** as they are valued as a source of knowledge
- No more log duplicates, **each error code is unique**
- Efficient debugging and problem resolution, via **end-to-end log knowledge** - engineering, QA and support
- **Automate** the **configuration** of your favorite **logs management** to always alert on the most significant events
- **Communicate** log and error **changes** to all stakeholders
- **0 false-positive**, always accurate, simple pattern matching for all errors
- Dynamically set the **priority** and **severity** of errors to **propagate** via **automation**
- Publish **knowledge base** for your **support** team or users

TRY IT NOW WITH ERR0 FREE TIER

<http://bit.ly/3PJofAw>

No credit card required

Open-Source Agent

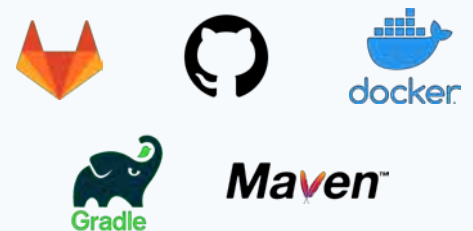
err0 agent is open-source
(APL 2.0)

github.com/Err0-io

Supported Languages(*)



CI/CD integrations



Apps integrations



© 2023, err0
www.err0.io
github.com/Err0-io
contact@err0.io