Slide 14.21: JavaScript events (cont.) Slide 14.23: JavaScript throw statement Home



JavaScript Try...Catch Statement

There are two ways of catching errors in a web page:

- by using the try...catch statement or
- by using the <u>onerror</u> event.

The try...catch statement allows you to test a block of code for errors. The try block contains the code to be run, and the catch block contains the code to be executed if an error occurs. Note that try...catch is written in lowercase letters. Using uppercase letters will generate a JavaScript error!

The example tries to display the message "Welcome guest!" by using the try...catch statement. Since alert is misspelled, a JavaScript error occurs.

```
<html><body>
  <script type="text/javascript">
    try {
        // Run some code here
    }
    catch( err ) {
        // Handle errors here
    }
    </script>
  </body></html>
```

```
<html>
 <head>
  <script type="text/javascript">
  function message( ) {
     adddlert( "Welcome guest!" );
    catch( err ) {
    var txt = "Error!\n";
    txt += "Click OK to continue,\n";
    txt += "or Cancel to go home.\n\n";
    if (!confirm(txt)) window.home();
  }
 </script>
 </head>
  <input type="button" value="View message"</pre>
     onclick="message( )">
 </body>
</html>
```



The exception argument is a variable in which to store the error, in this

case it is the variable err. It will be discussed in the next slide. The onclick event executes JavaScript code when a click event occurs; that is, when an object on a form is clicked.

Demonstration

The following demonstration shows how the script of HTML and JavaScript is displayed on the Web.

```
Display the HTML
                                                         Reset
<html>
<body>
  <script type="text/javascript">
  var x=prompt( "Enter a number between 0 and 10:","" )
   try {
    if (x>10)
    throw "Err1"
    else if (x<0)
    throw "Err2"
   catch( er ) {
   if ( er=="Err1" )
    alert( "Error! The value is too high" )
    if( er == "Err2" )
    alert( "Error! The value is too low" )
  </script>
 </body>
```

Slide 14.21: JavaScript events (cont.) Slide 14.23: JavaScript throw statement Home

