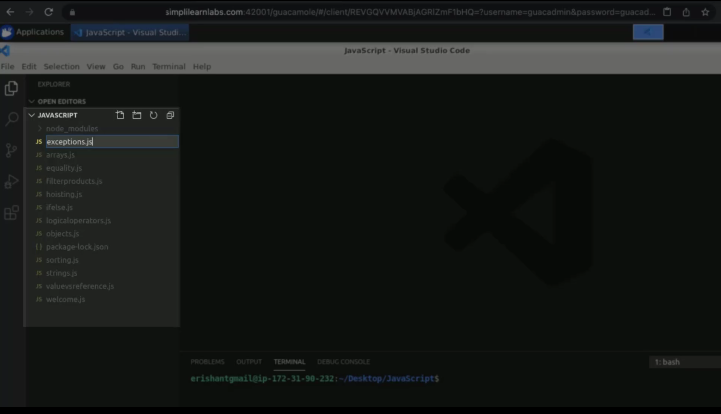
A close up of a logo

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**Lesson 6 Demo 4**

**Working with Try-Catch**

**Steps to perform:**

1. Create a file named ‘exceptions.js’.  
     
   
2. Add a function named ‘getCashBack’ with input as ‘luckyNumber’.  
     
   A screenshot of a computer

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3. Create a cashbacks array with some random numbers.  
     
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4. Pass a return function.  
     
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5. Add a console. Log statement.  
     
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6. The second log statement should return ‘Cashback app finished’.  
     
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7. Add a code with a log statement within a function as ‘cashBackEarned’.  
     
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8. Run the code.  
     
   Text

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9. If you pass the number as 13, then it will show the following result.  
     
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10. Add one if else loop.  
      
    Text

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11. Re-run the program.  
      
    Text

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12. Create an object of an error with a message.  
      
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13. Use the keyword ‘throw’ the error.  
      
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14. Run the program.  
      
    Text

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15. Add a try block.  
      
    Text

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16. Add a catch block as well.  
      
    Text

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17. Pass a log message.  
      
    Text

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18. Execute the code.  
      
    Text

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