

```
import { AsyncLocalStorage } from 'node:async_hooks'
const storage = new AsyncLocalStorage()
createServer((request, response) => {
    const id = randomUUID()
    storage.enterWith({ response, id })
    throw new Error ('oops!')
```

}).listen(3000, () => console.log('running at 30000'))

```
process.on('uncaughtException', () => {
    const { response, id } = storage.getStore()
    const shortenId = id.slice(0, 3)
    console.log(`[server] ${shortenId} has broken but will be nicely handled!`)
    response end(`wow! - req id: ${shortenId}`)
```

[server] 758 has broken but will be nicely handled! [client] wow! - req id: 758 received from API at 20:

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import { AsyncLocalStorage } from 'node:async_hooks'
const storage = new AsyncLocalStorage()

createServer((request, response) => {
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process_on('uncaughtException', () => {
   const { response, id } = storage.getStore()
   const shortenId = id.slice(0, 3)
   console.log(`[server] ${shortenId} has broken but will be nicely handled!`)
   response.end(`wow! - req id: ${shortenId}`)
})
```

[server] 758 has broken but will be nicely handled!
[client] wow! - req id: 758 received_from API at 20