Lesson 6 Demo 4

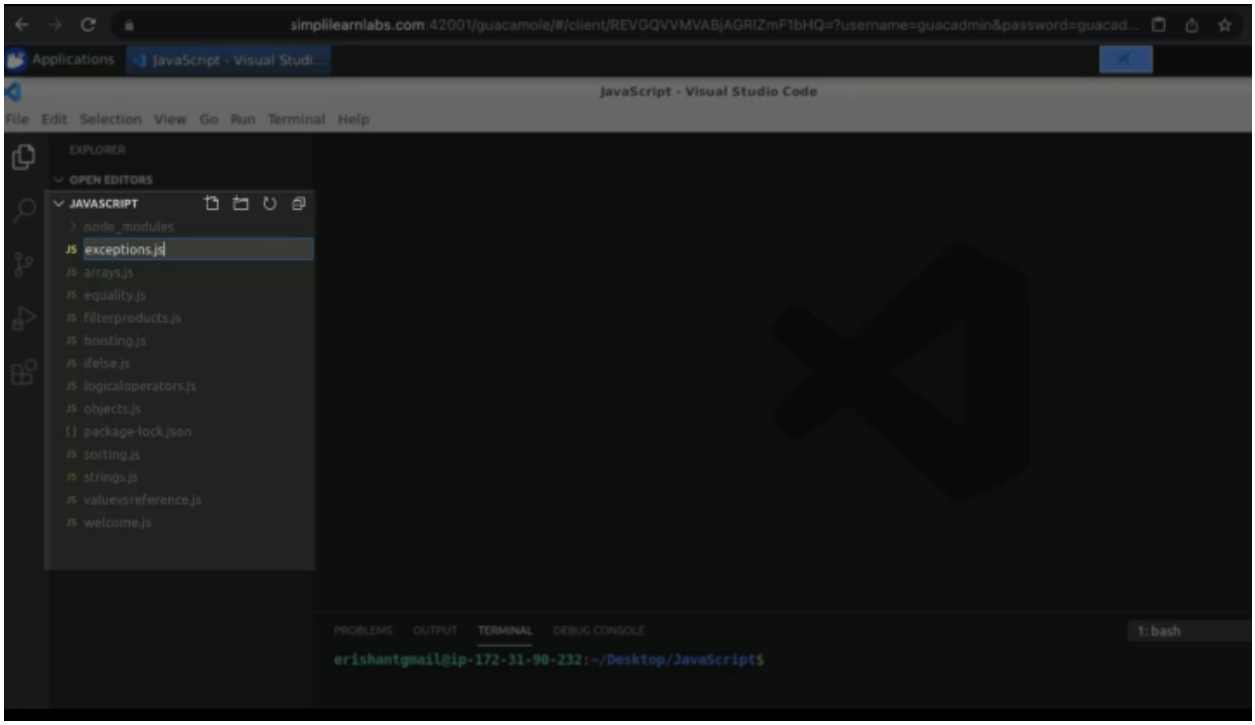
Working with Try-Catch

Objective: To work with try-catch

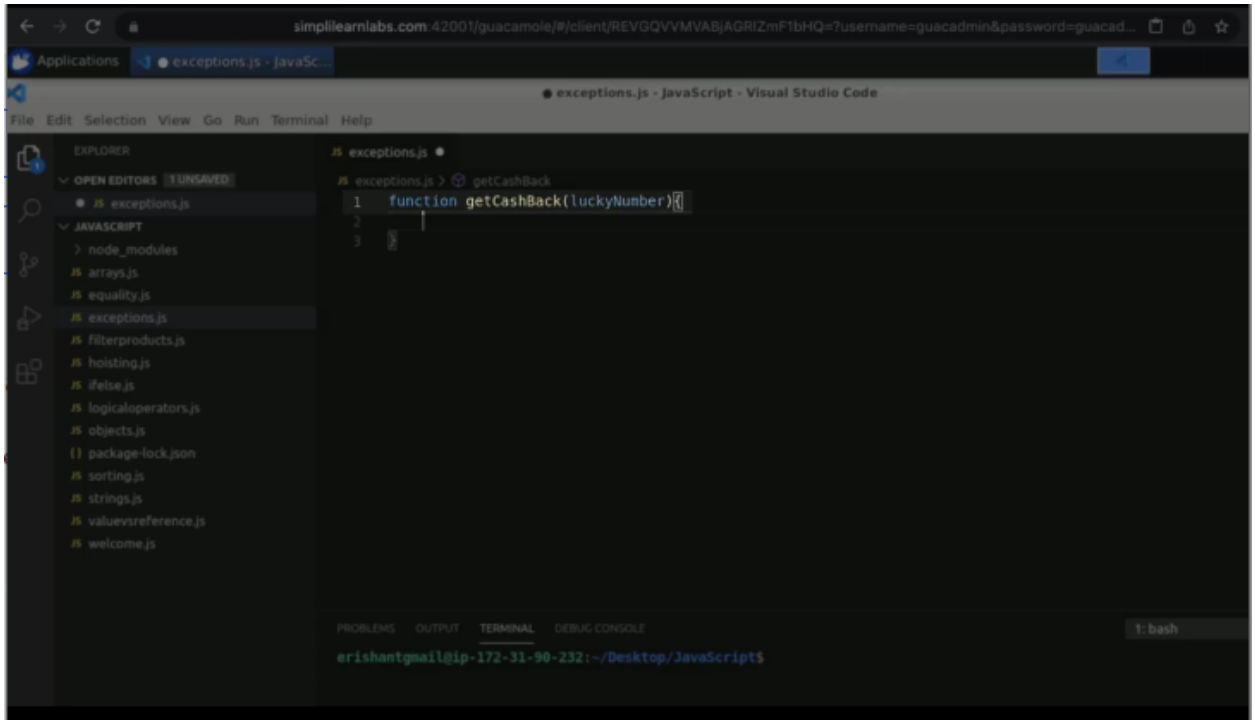
Prerequisites: None

Steps to perform:

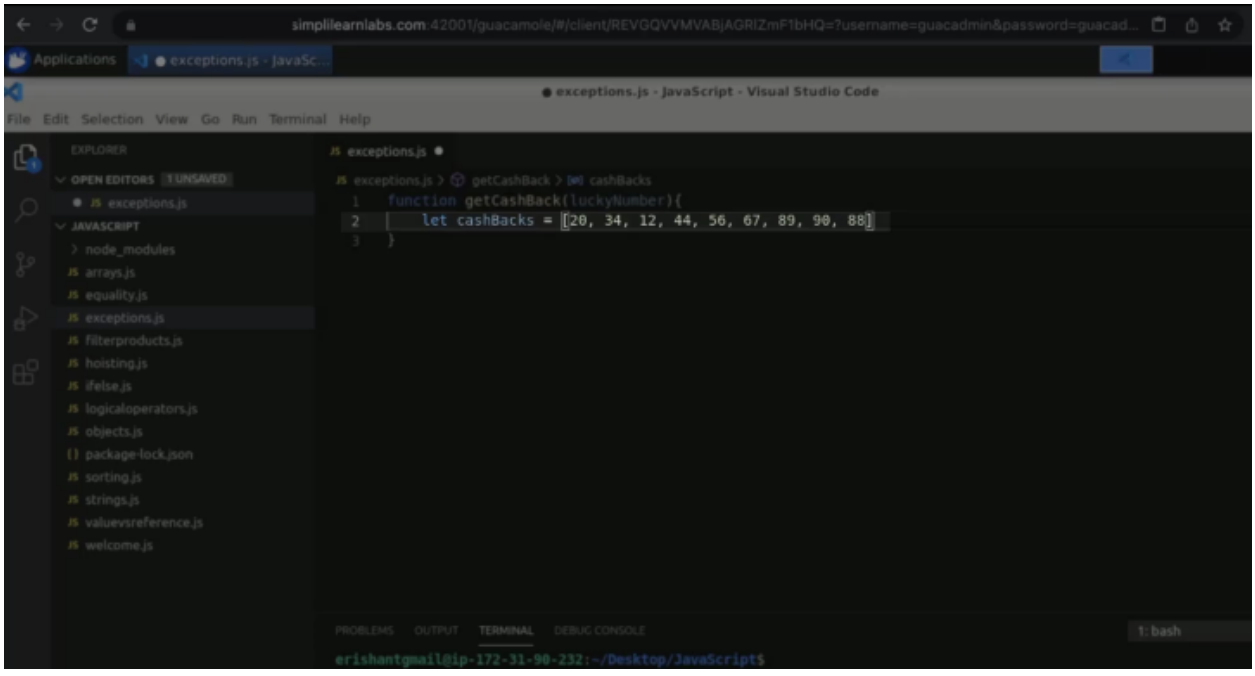
1. Create a file named ‘exceptions.js’.



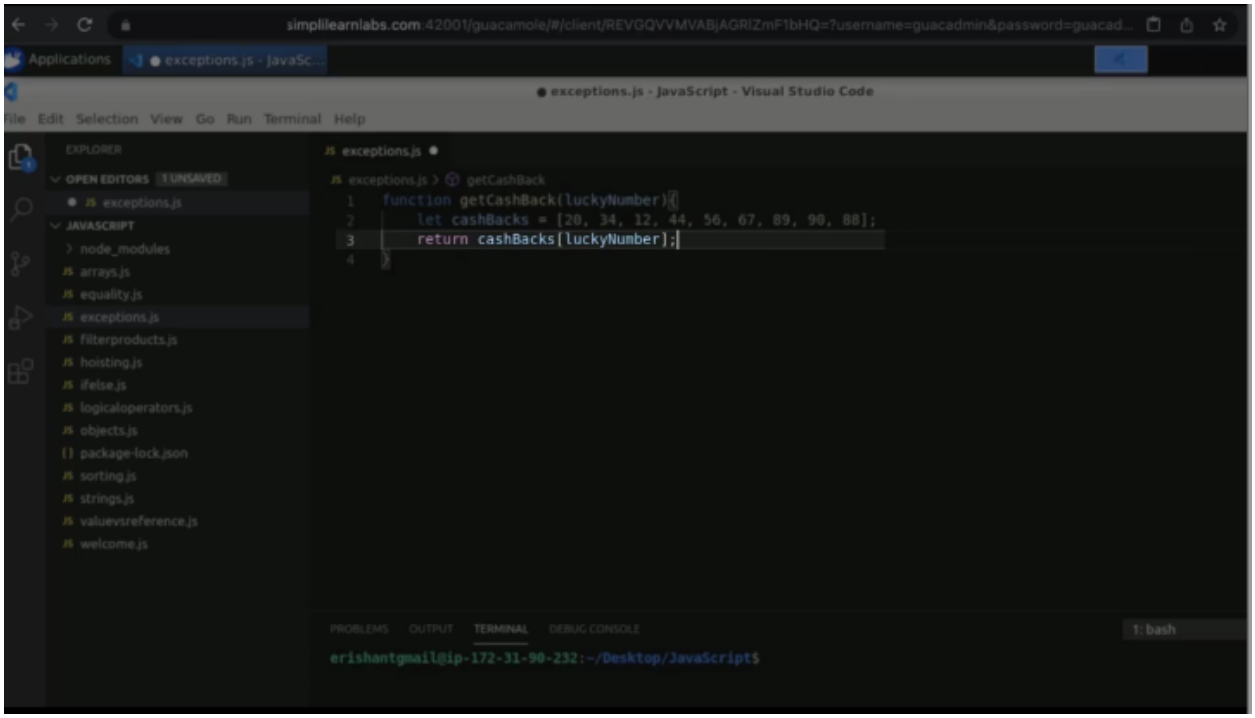
2. Add a function named ‘getCashBack’ with input as ‘luckyNumber’.



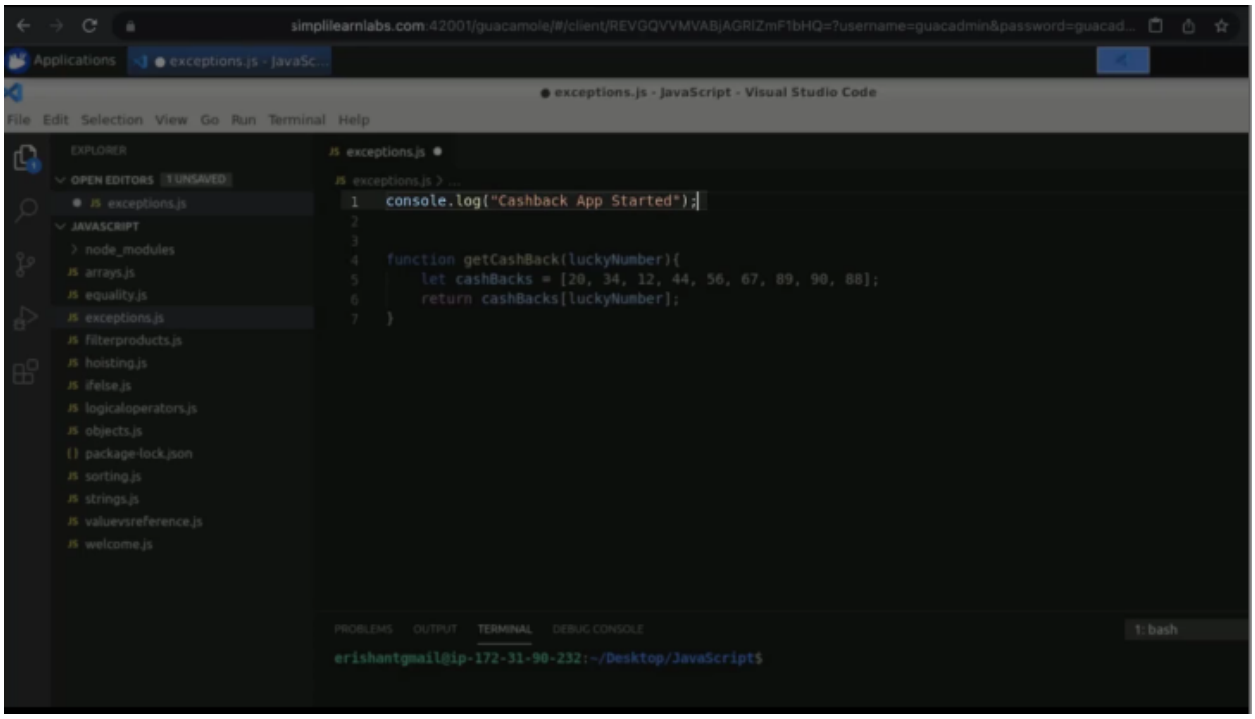
3. Create a cashbacks array with some random numbers.



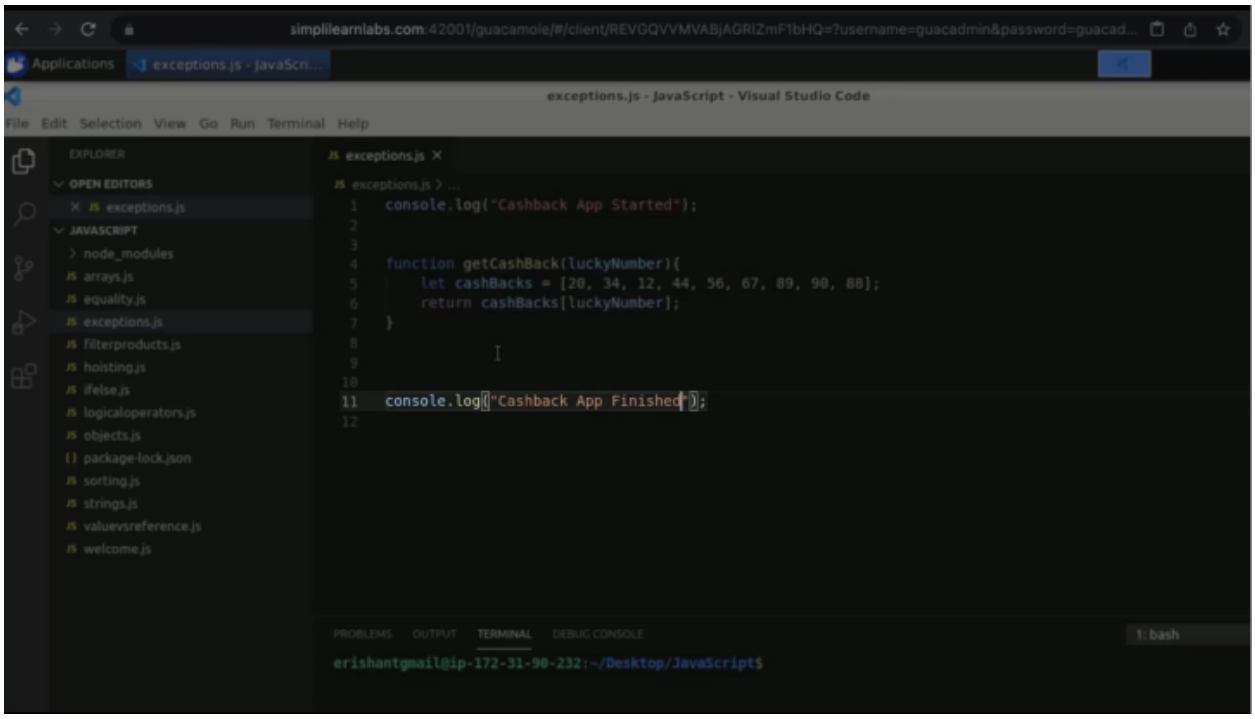
4. Pass a return function.



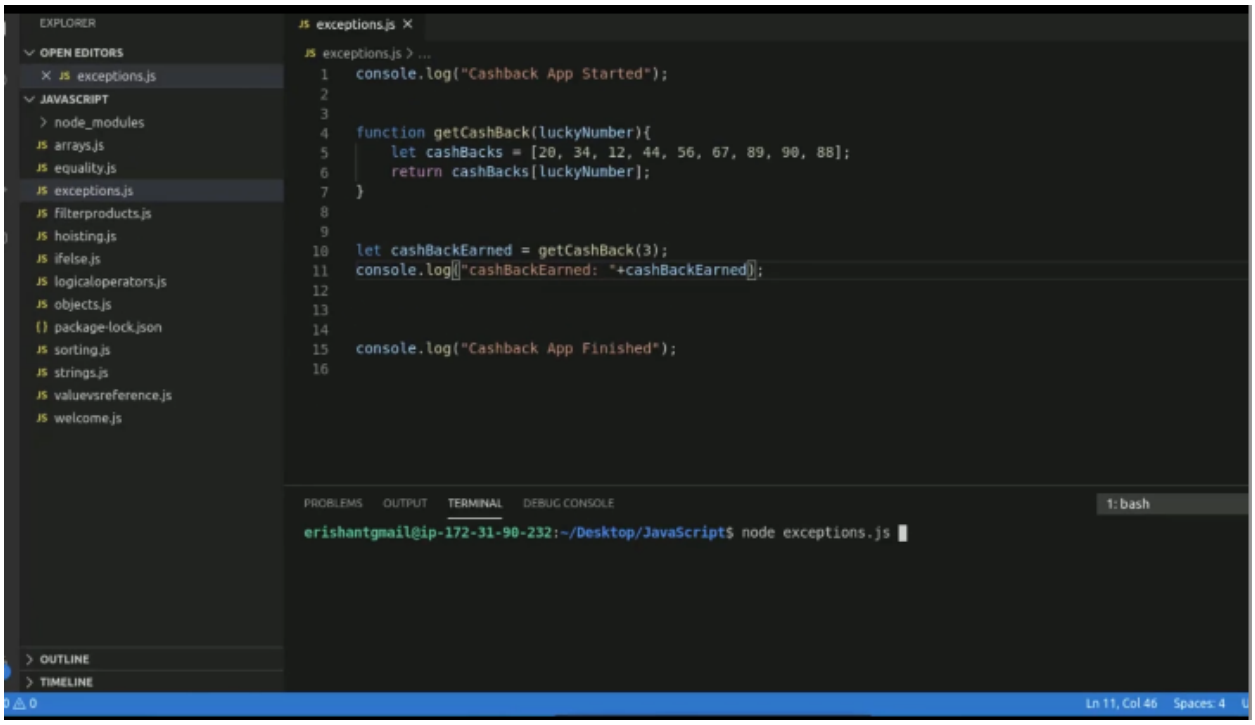
5. Add a console. Log statement.



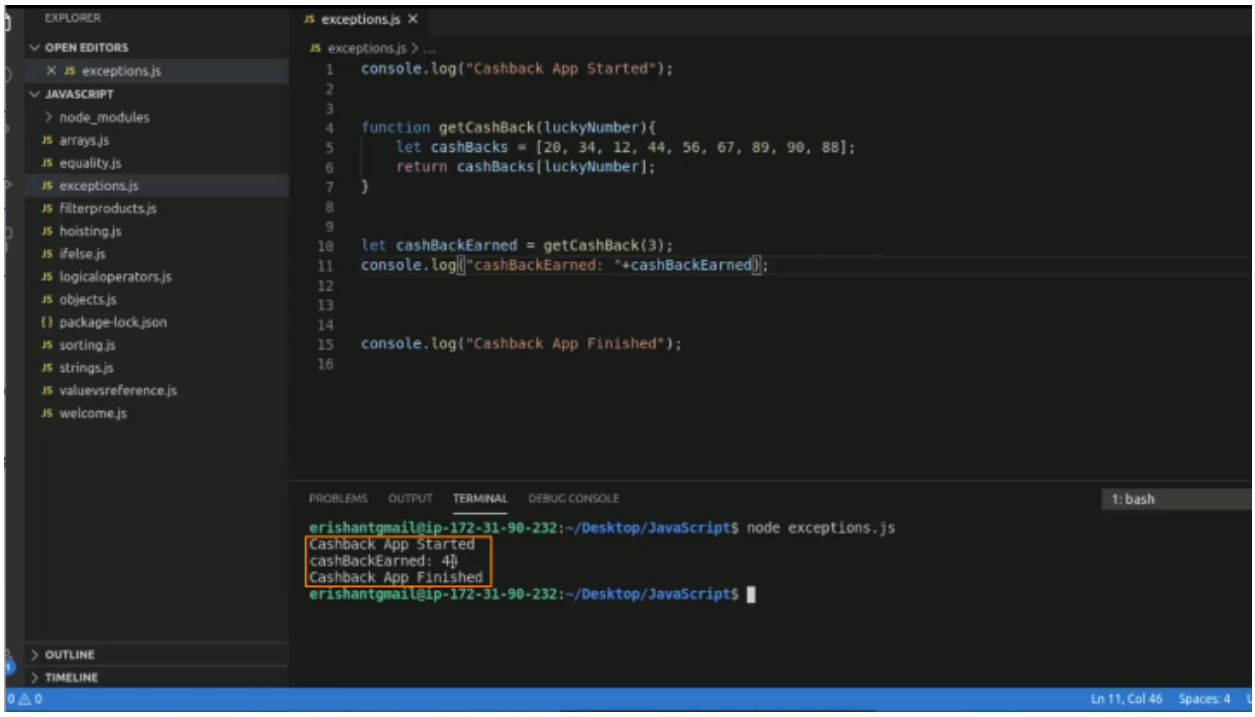
6. The second log statement should return ‘Cashback app finished’.



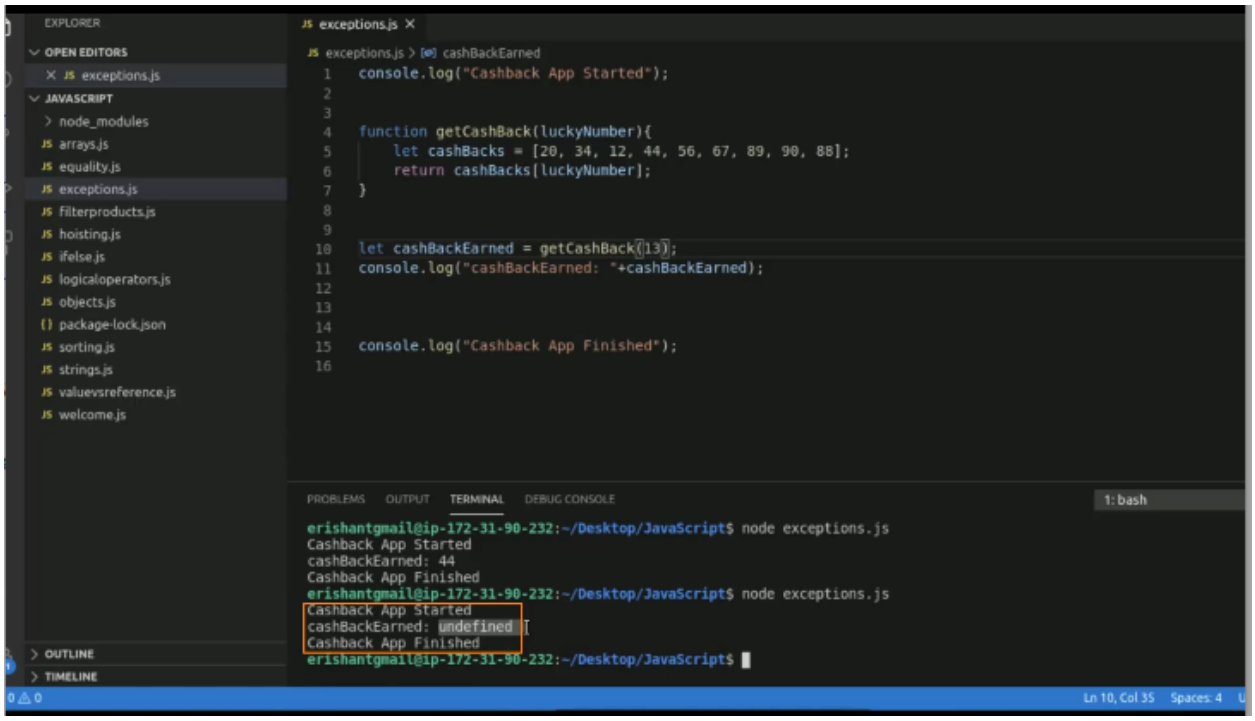
7. Add a code with a log statement within a function as ‘cashBackEarned’.



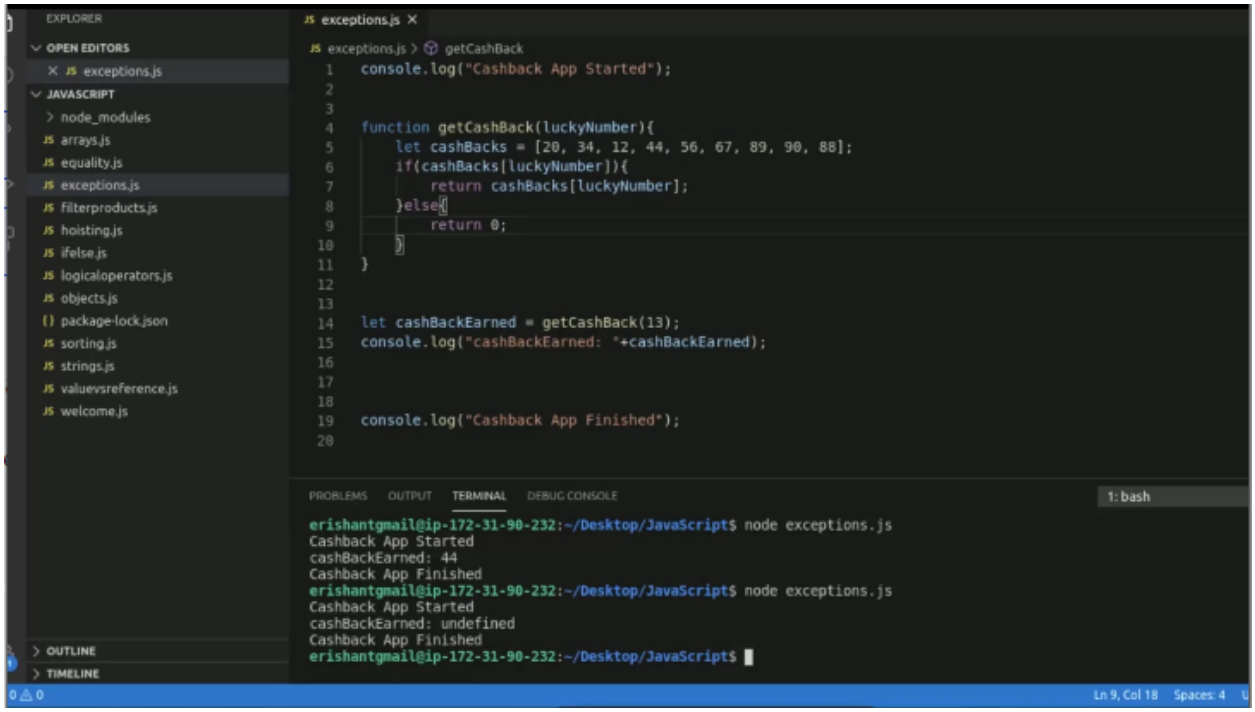
8. Run the code.



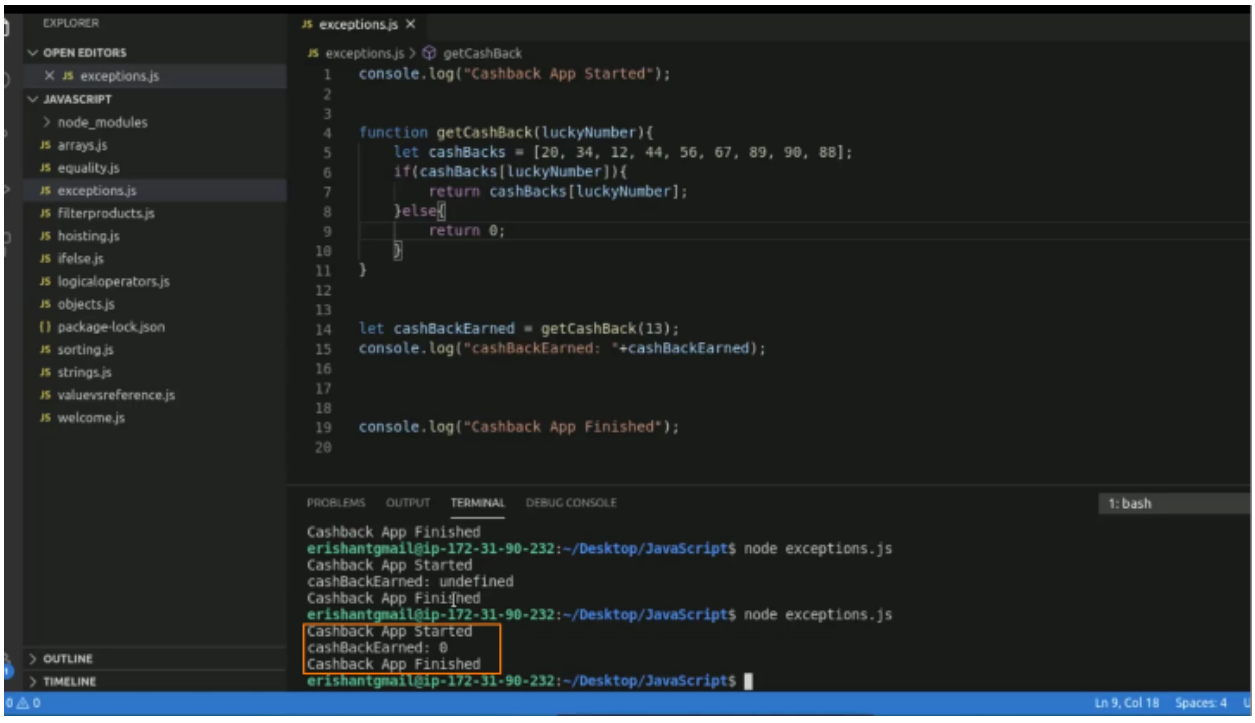
9. If you pass the number as 13, then it will show the following result.



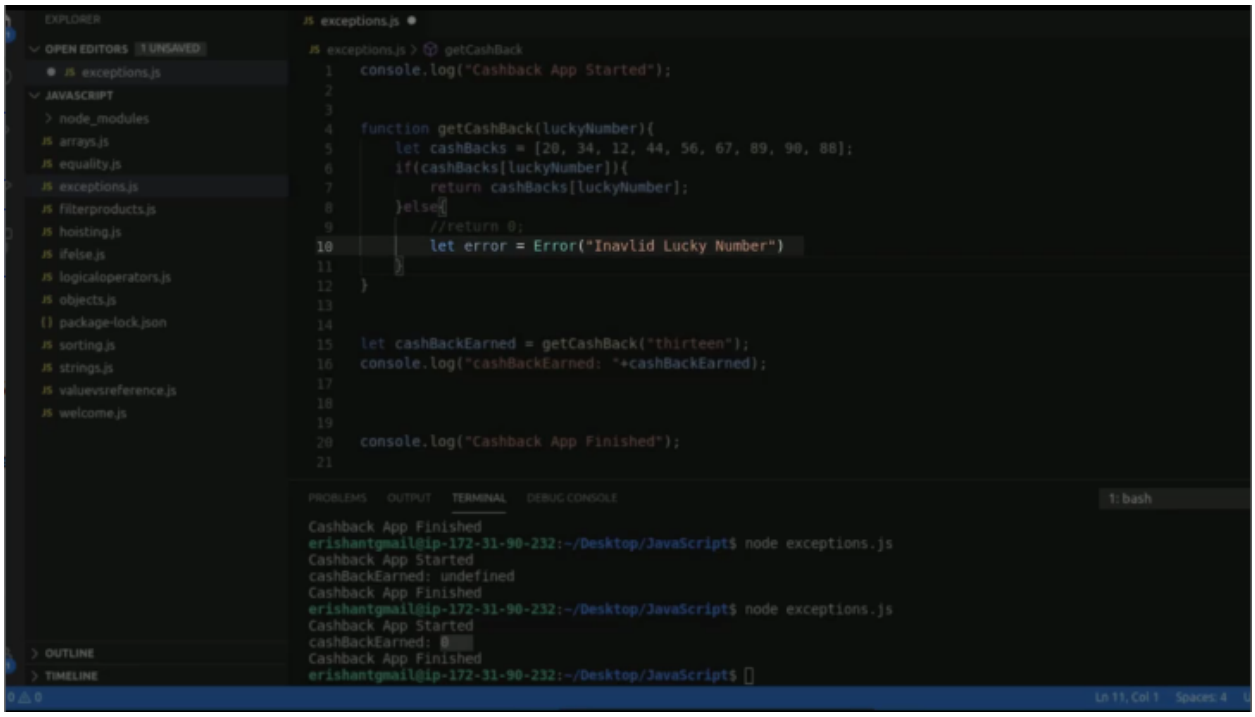
10. Add one if else loop.



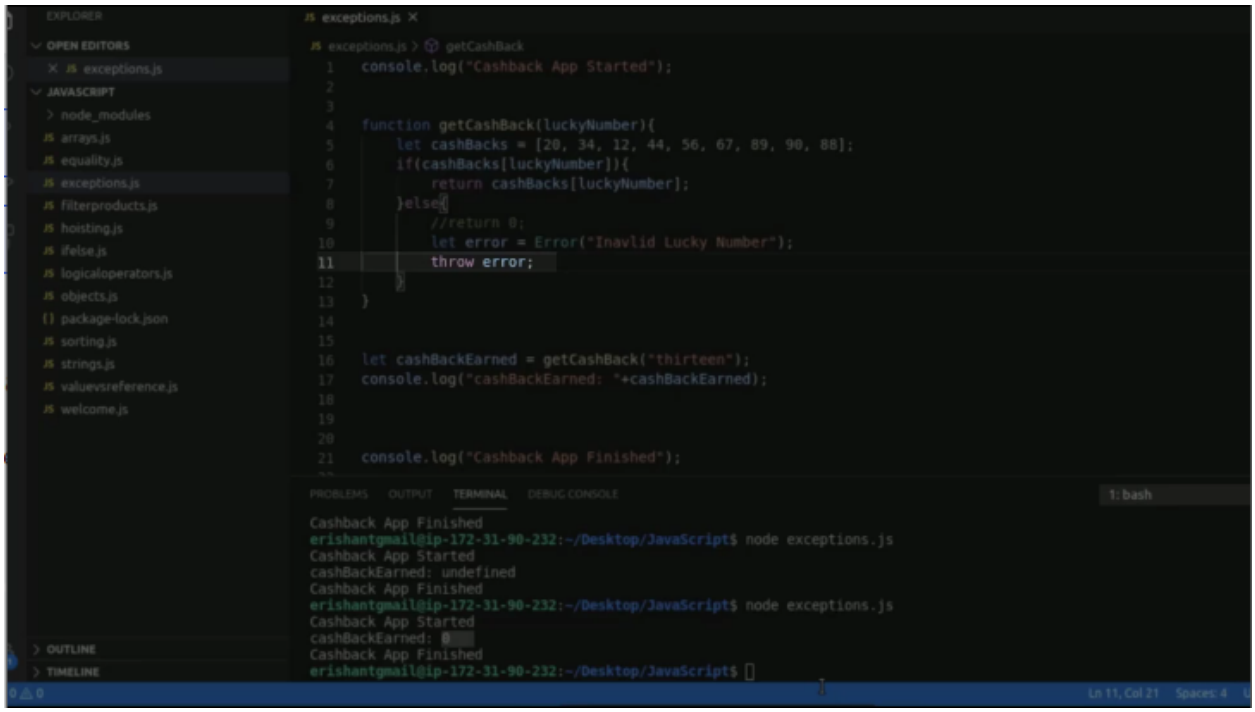
11. Re-run the program.



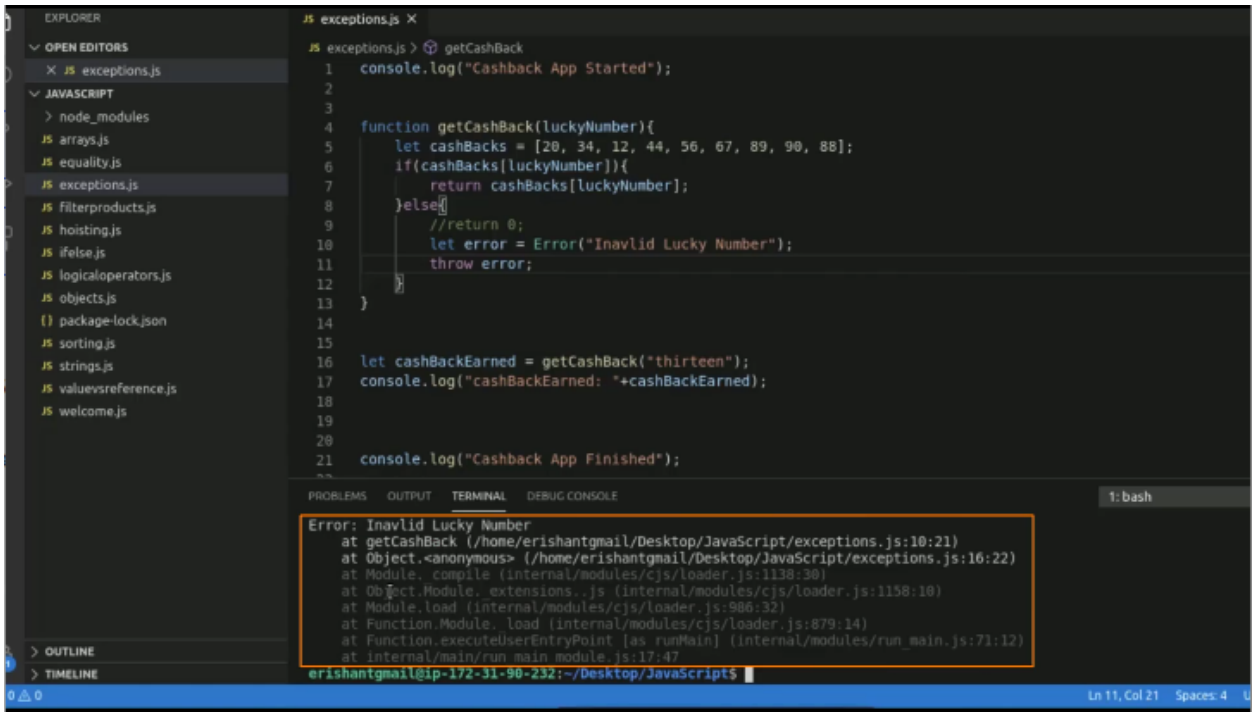
12. Create an object of an error with a message.



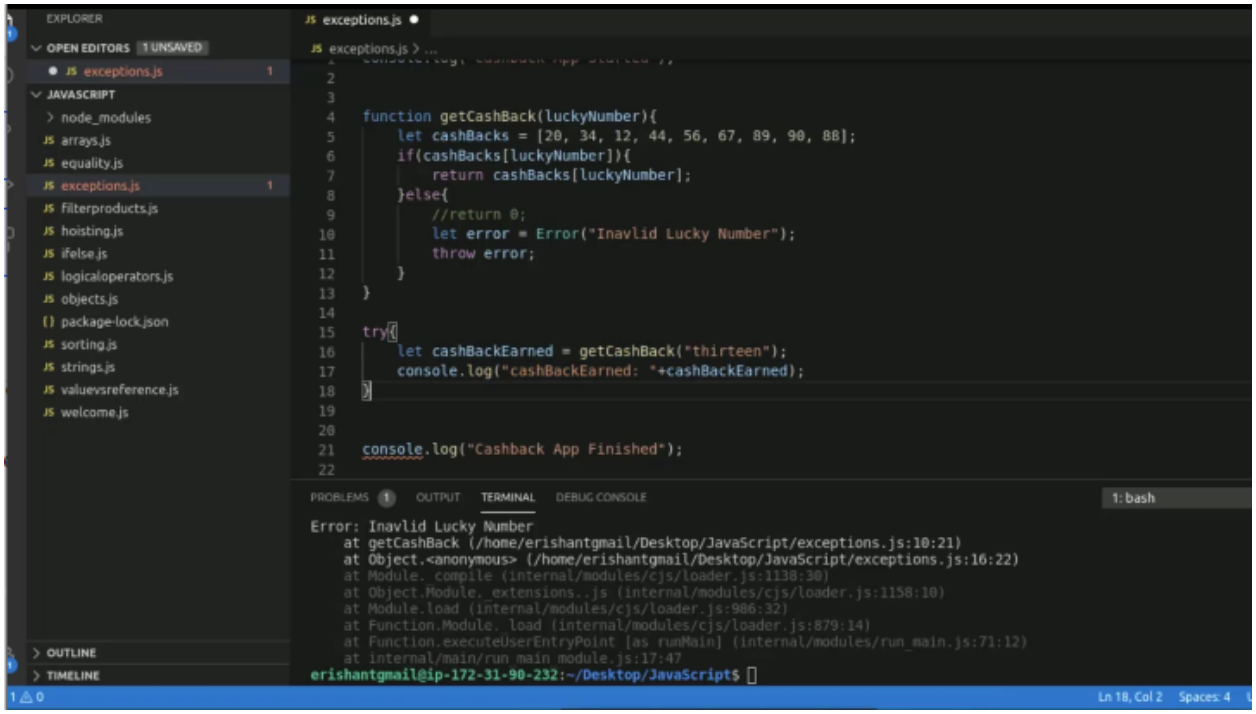
13. Use the keyword ‘throw’ the error.



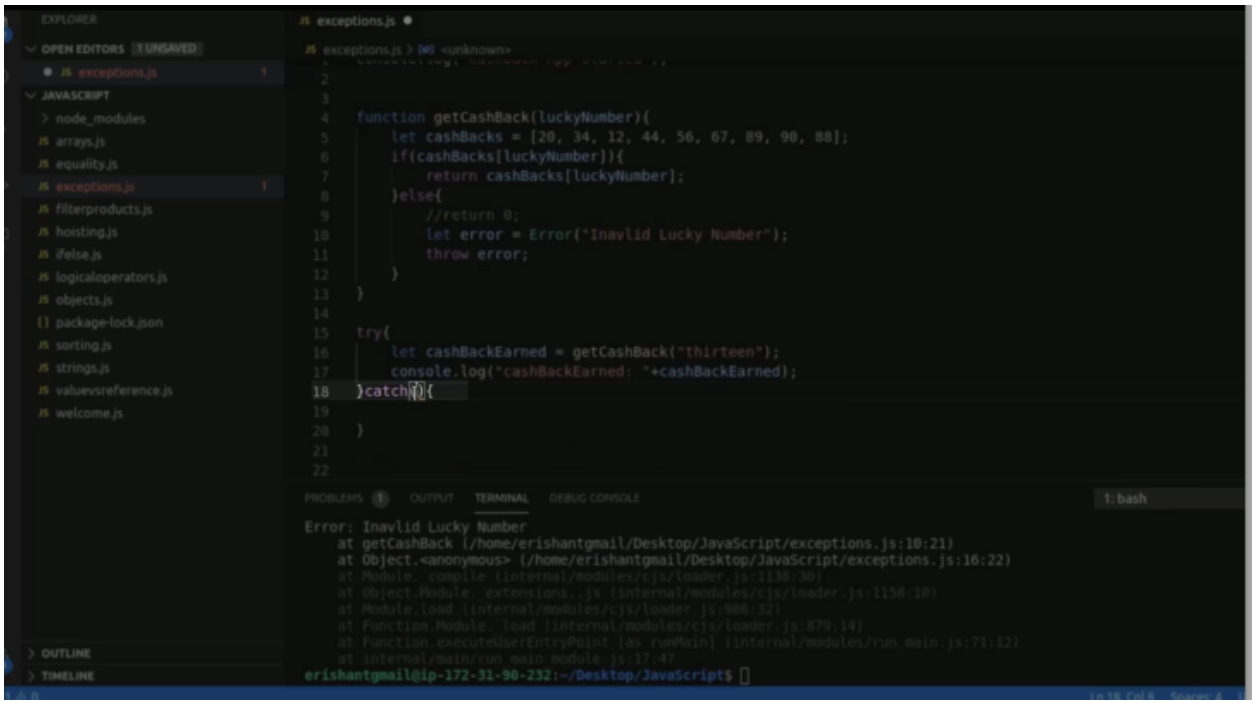
14. Run the program.



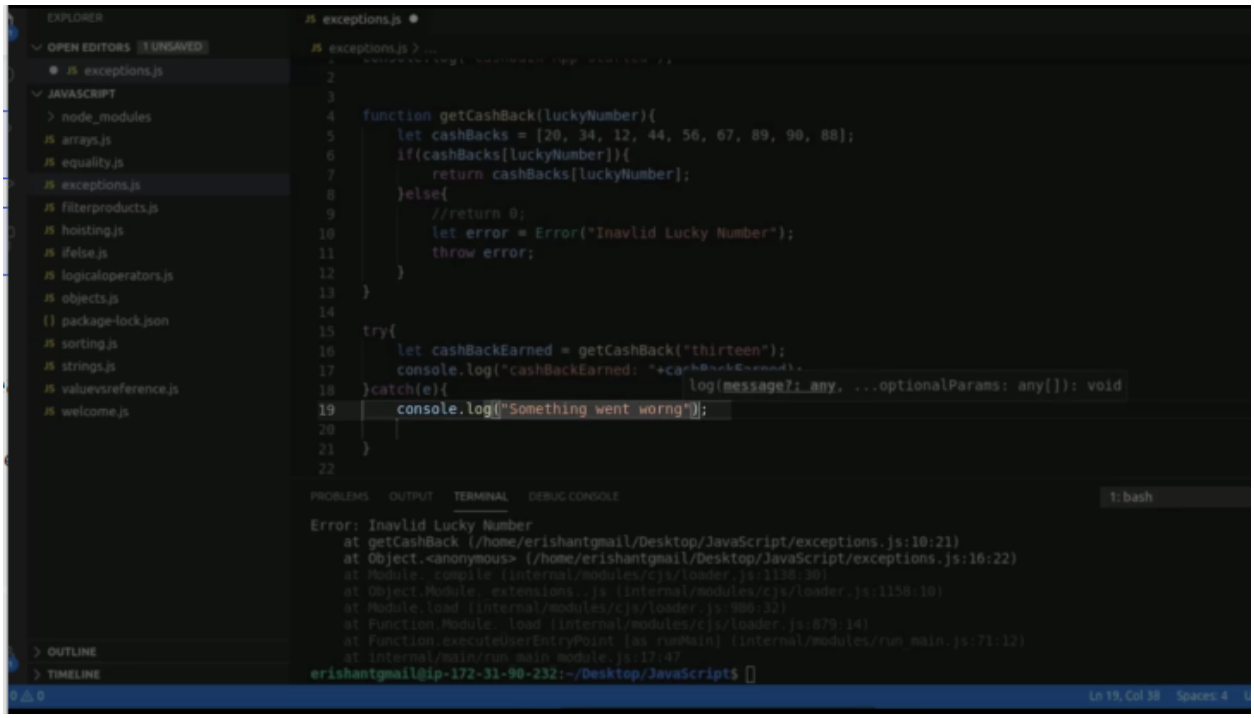
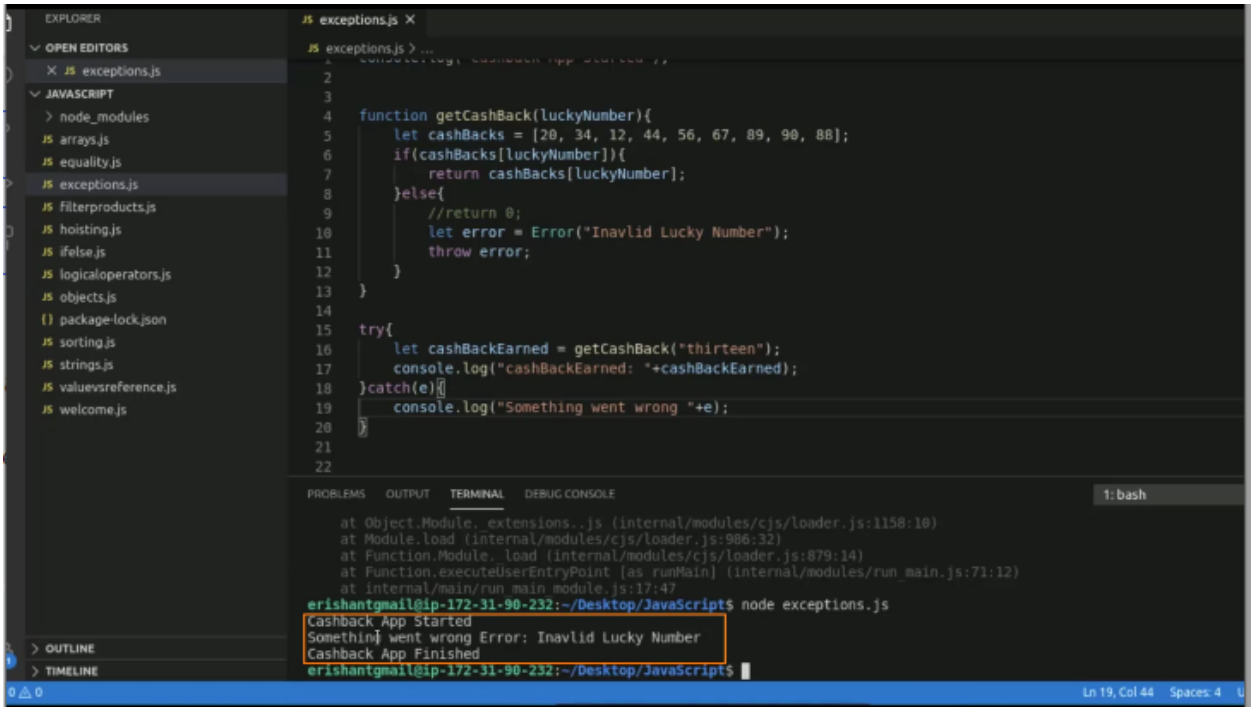
15. Add a try block.



16. Add a catch block as well.



17. Pass a log message.



18. Execute the code.