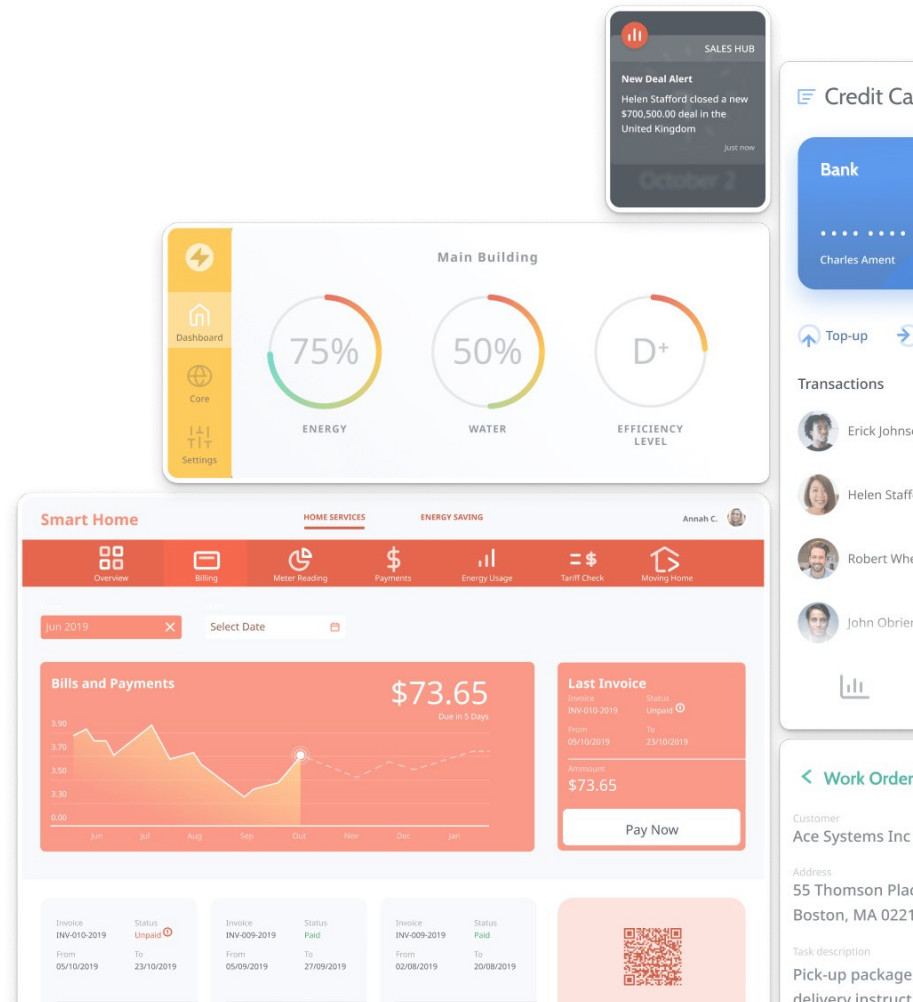




# Exceptions

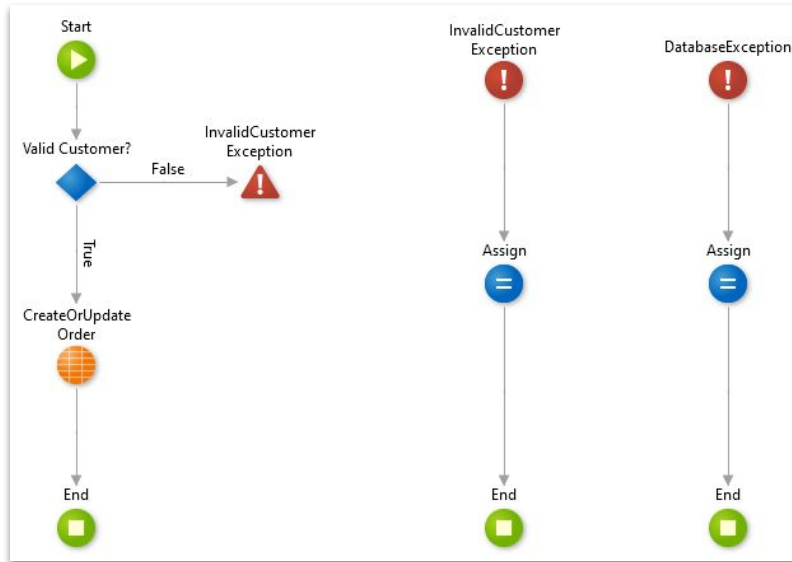
Reactive Developer Boot Camp



# What you will learn here

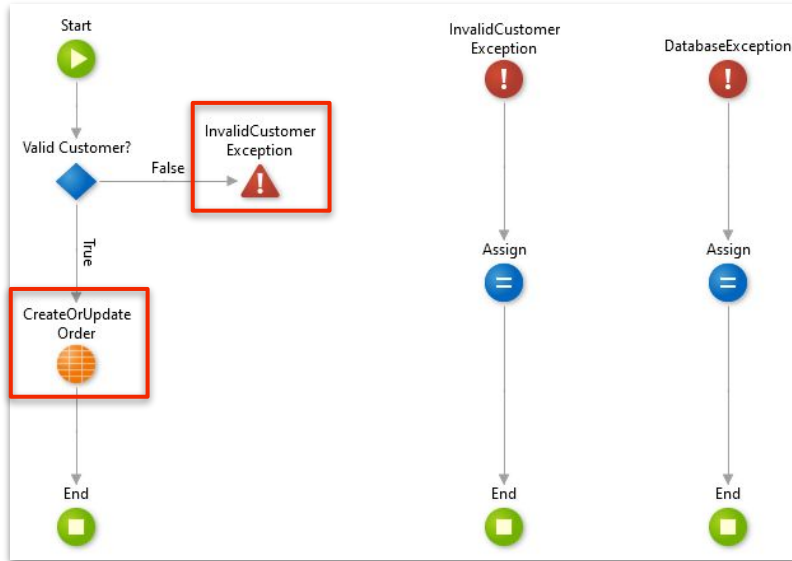
- Raising Exceptions
- Exception Handler Flows
- Global Exception Handler

# Raising Exceptions



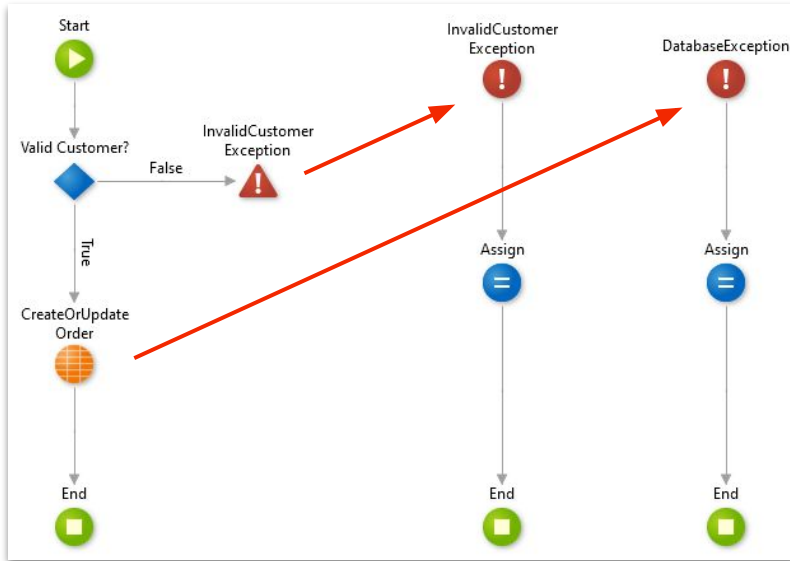
- An **Exception** is thrown when an operation fails unexpectedly at runtime
- An Exception causes an **interruption in the execution** of the flow
  - Execution is moved to an Exception Handler flow
  - Execution does not return to the original flow

# Raising Exceptions



- An Exception can be raised
  - Automatically (e.g. Database Exception)
  - Explicitly (Raise Exception)

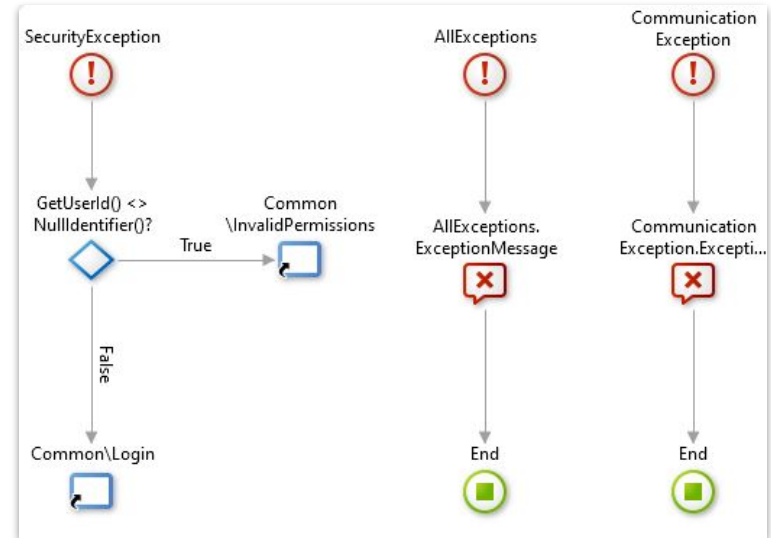
# ! ! Exception Handler



- When an Exception is Raised
  - Execution is moved to the handler **most specific to the Exception** thrown
  - Execution continues in the handler flow
- An Action flow can have several exception handler flows
  - Database Exceptions
  - Security Exceptions
  - Communication Exceptions
  - Custom User Exceptions

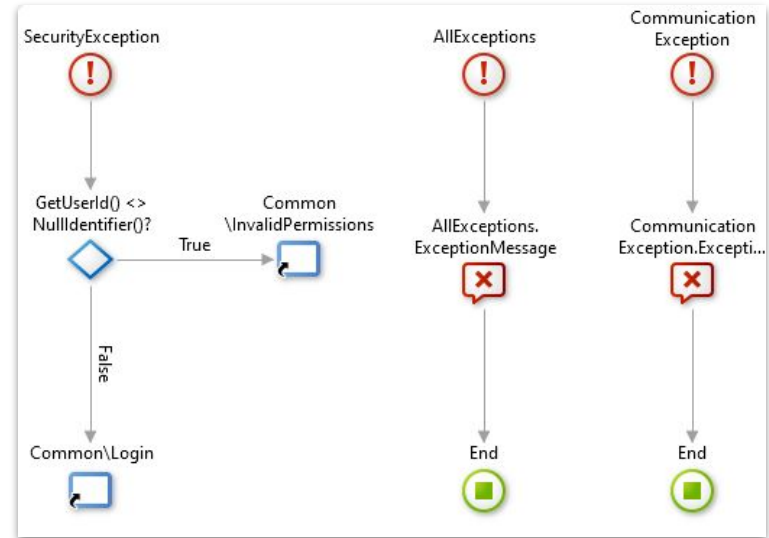
# ⚡ ⚡ Global Exception Handler

- If a handler does not exist in the current execution context:
  - Runtime *bubbles-up* to check any outer contexts until a matching handler is found



# ⚡ ⚡ Global Exception Handler

- Module Global Exception Handler
  - Located in the Common UI Flow (default)
  - At most one per module
  - Highest possible level to bubble-up
  - **Should handle All Exceptions**



# Questions?





Thank You!

