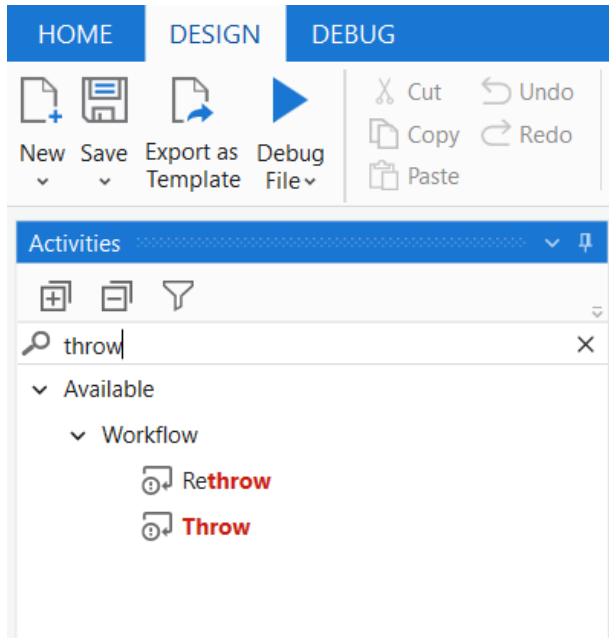✅ **Frequently Asked - Interview Questions**

29. What is the difference between throw and rethrow?

The "**Throw**" activity in UiPath is to generate your own exceptions like an invalid mobile number or when the required application is not responding.
They can be a system or business exception.

The "**Rethrow**" activity in UiPath takes an existing exception that has been encountered and regenerates it at a higher level.

This is useful mainly in a situation where you don't want to throw an exception immediately but throw it later after performing any additional steps which might be required and then throw it.

30. Can you please name a few of the exceptions that you have faced during your automation?

Based on the type of automation that we are performing, we might have different exceptions - below are a few of them:

UiPath.Core.SelectorNotFoundException - This is one of the most seen common exceptions when we are working on UI Automation and the elements are not available on the screen during execution.

System.NullReferenceException - This exception/error mostly occurs when we are using a variable or performing any operation on it with no value set to it.

System.IO.FileNotFoundException - This exception occurs when we are trying to access a file that doesn't exist.

System.IndexOutOfRangeException - This Exception occurs when we are trying to access an element in an array, list, or a datatable when it doesn't actually exist.

System.OutOfMemoryException - When data or data sets that reside in memory become so large that the common language runtime is unable to allocate enough contiguous memory for them, an OutOfMemoryException exception results.

System.invalidcastexception - An InvalidCastException exception is thrown when the conversion of an instance of one type to another type is not supported. For example, attempting to convert a Char value to a DateTime value throws an InvalidCastException exception.