

04

Js errors

156-210 | Week 23

JUNE 2020

Thursday

try, catch, finally, throw

define custom error

regardless

then

for result

define code block

code block

code block

error

any handle

to run/try

Syntax

```
try {
  // Block of code
}
catch (error) {
  // Handle error
}
finally { }
```

JS -> create

error object

properties

name

message

sets/returns error name

sets/returns error message

JS -> stop

generate

err msg
(throw exception)

eg. 3

<body>

<label for="name">name</label>

<input type="text" id="name">

<input type="submit" value="Text" id="text">

onclick="testNumbers()"

<p id="result"></p>

<script>

function testNumbers()

var res = document.getElementById("result");

var txt = document.getElementById("name").value;

res.innerHTML = "";

try {

if (txt.trim() == "") throw "Empty";

if (!isNaN(txt)) throw "Not a Number";

txt = Number(txt);

if (txt > 10) throw "High";

if (txt < 5) throw "Low";

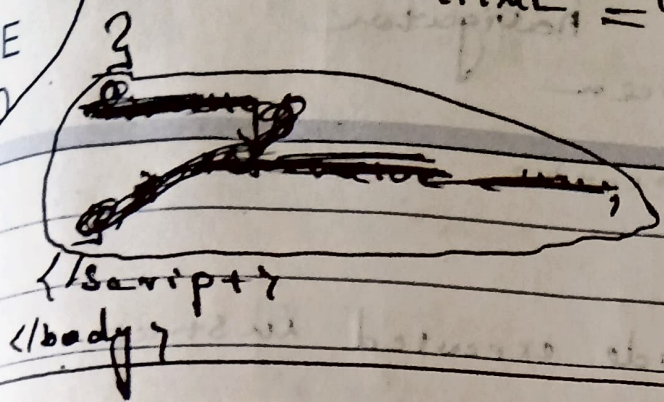
catch (error) { }

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var.innerHTML = "Error: " + err;

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```

<body>
  <p id="result"></p>
  <script>
    var re = document.getElementById("result");
    let num = 1;
    try {
      num.toFixed(500);
    } catch (err) {
      re.innerHTML = err.name;
    }
  </script>
</body>

```

value
Try changing to
"message"
o/p: RangeError

- ~ Name ~ RangeError
- ~ message ~ toPrecision() argument must be b/w 1 & 100
- ~ name ~ type ~ Range ~ Outside of range of legal values
- ~ Reference ~ If ~ use variable ~ not been declared
- ~ Syntax ~ Syntax related error
- ~ Type ~ use value ~ outside ~ range ~ expected types
- ~ URI ~ Illegal char in URI function ~