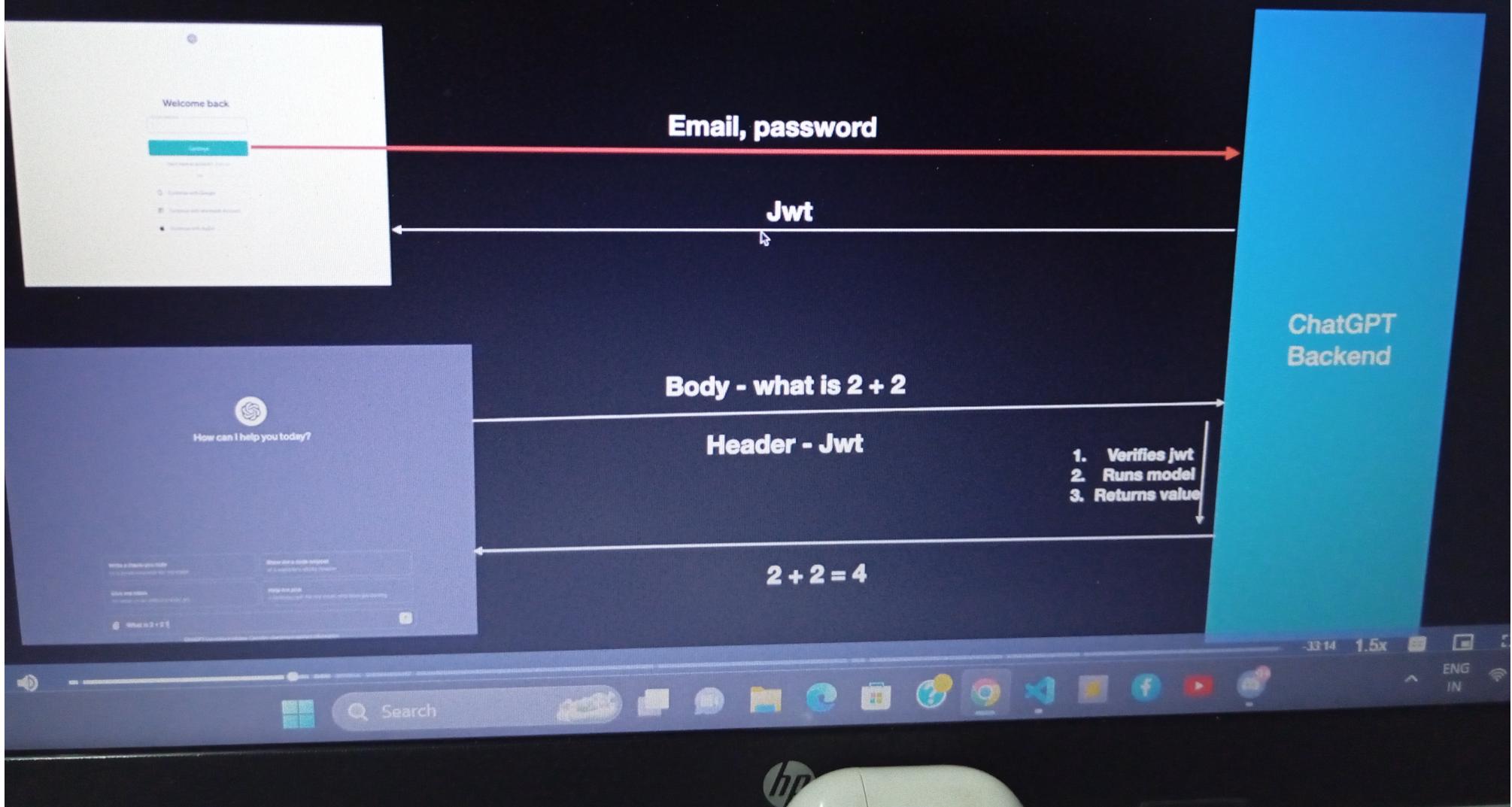
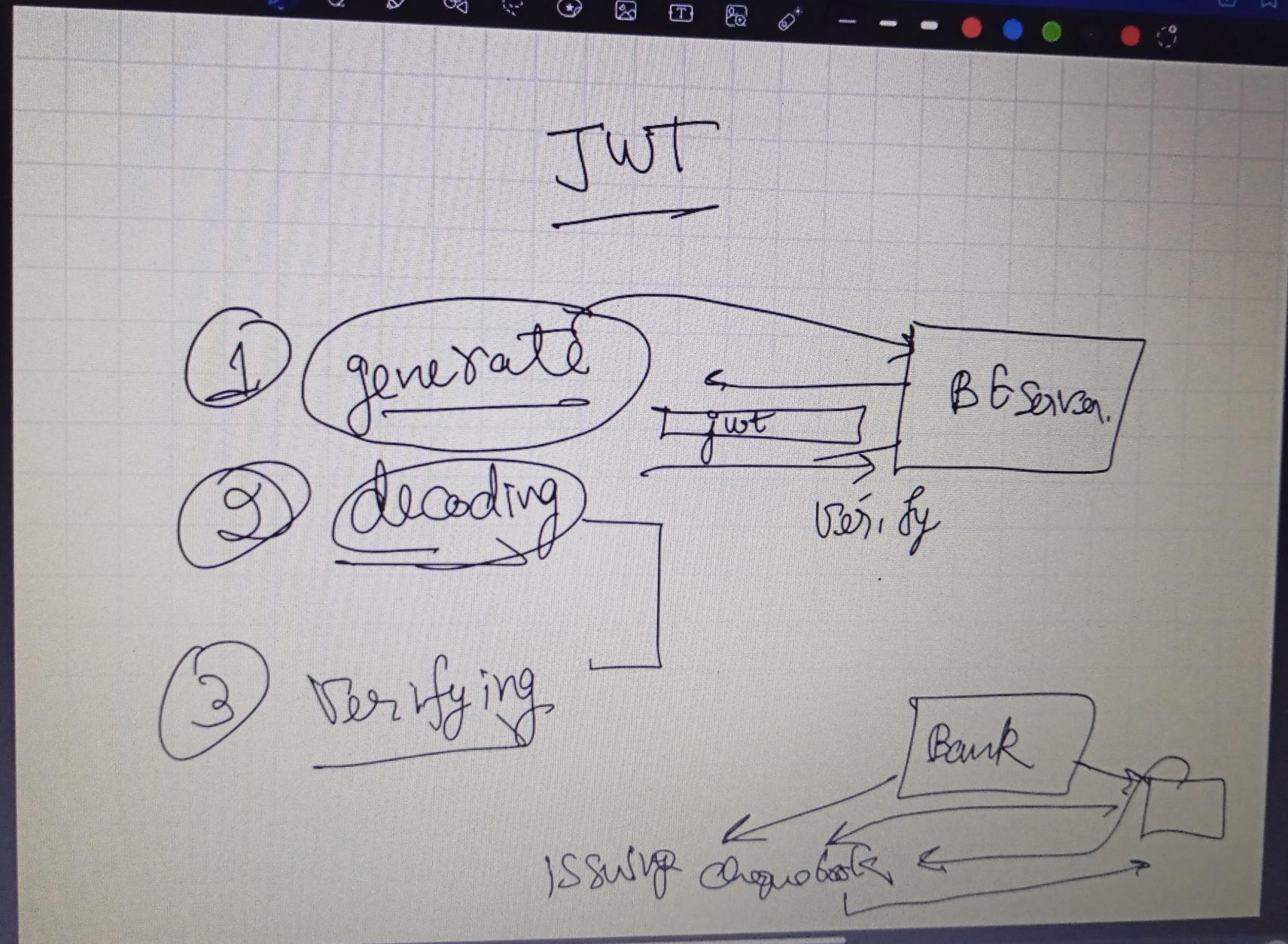


ChatGPT example

Lets look at how general signup works in a website like ChatGPT

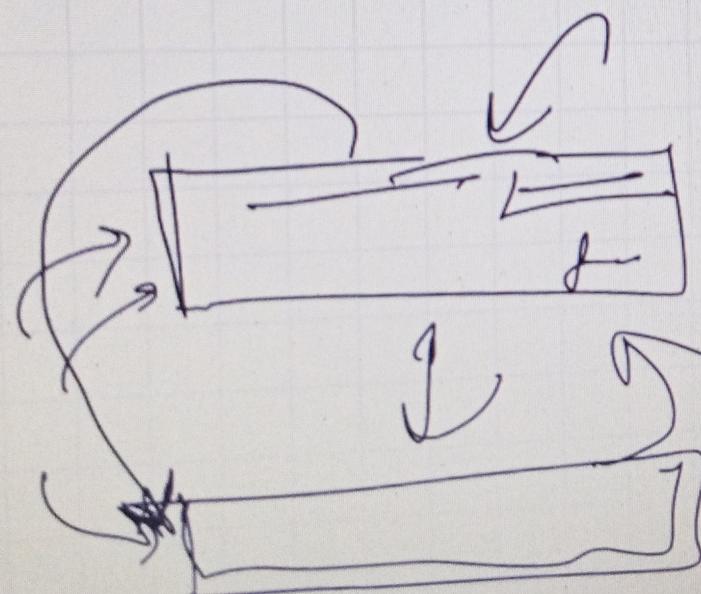




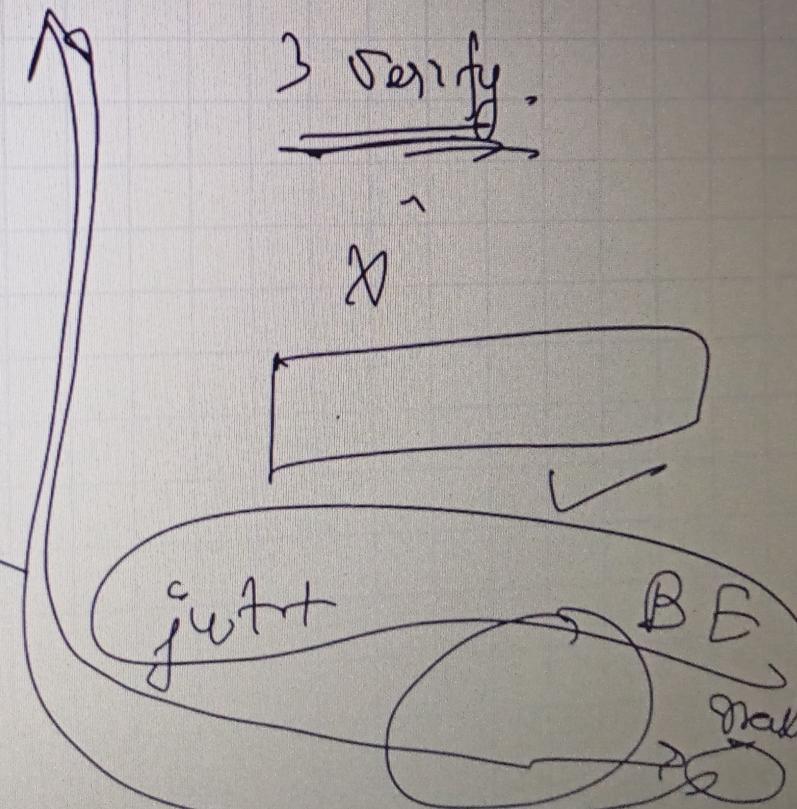
zerodha v

1 Generat

2 decode

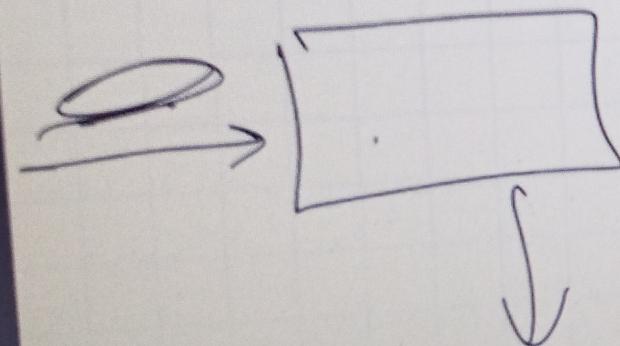


3 Verify

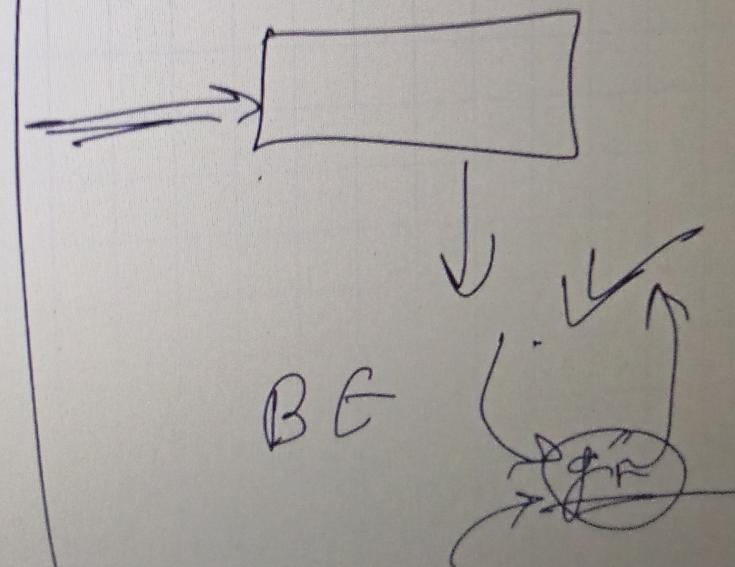


Appearance
✓ Title
Body
Slide No.
Background

decoding



(P) ify



Try catch

Throwing and catching errors in JS

A screenshot of a code editor interface, likely WebStorm, demonstrating error handling with try-catch blocks. The code in the editor is as follows:

```
1
2 v function getLength(name) {
3   return name.length;
4 }
5
6 const ans = getLength("harkirat")
7 console.log(ans)
8
```

The code consists of eight numbered lines. Lines 1 through 4 define a function named `getLength` that returns the length of a string. Lines 6 and 7 log the result of calling `getLength` with the argument "harkirat" to the console. Line 8 is a blank line.

On the right side of the interface, there is a "Console" tab showing the output of the code execution. The output is a single number:

```
8
```

The "Run" button at the top right of the editor has been highlighted with a green box.

Try catch

Throwing and catching errors in JS

A screenshot of a Node.js development environment. On the left, the code editor shows `index.js` with the following content:

```
1
2 v function getLength(name) {
3   return name.length;
4 } 
5 
6 const ans = getLength()
7 console.log(ans)
8
```

The code editor has a green "Run" button at the top. On the right, the "Console" tab is active, showing the output of the run. The output shows the code being executed and then an error message:

```
8
/home/runner/WillingOnerlookedPacket/index.js:3
return name.length;
^
TypeError: Cannot read properties of undefined (reading 'length')
  at getLength (/home/runner/WillingOnerlookedPacket/index.js:3:1)
  4)  at Object.<anonymous> (/home/runner/WillingOnerlookedPacket/index.js:6:13)
      at Module._compile (node:internal/modules/cjs/loader:1376:14)
      at Module._extensions..js (node:internal/modules/cjs/loader:1435:10)
      at Module.load (node:internal/modules/cjs/loader:1207:32)
      at Module._load (node:internal/modules/cjs/loader:1023:12)
      at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:135:12)
      at node:internal/main/run_main_module:28:49
Node.js v20.10.0
```

The system tray at the bottom shows various icons and status information.

Try catch

Throwing and catching errors in JS

The screenshot shows a Node.js development environment with two tabs: 'index.js' and 'Run'. The 'index.js' tab contains the following code:

```
1
2 v function getLength(name) {
3   return name.length;
4 }
5 
6 const ans = getLength()
7 console.log(ans)
8
```

The 'Run' tab shows the output of the script. An arrow points from the word 'Exception' in the bottom left to the error message in the 'Run' tab.

... ➔ _ Console × Shell × +

Run 355ms on 20:29:00, 12/20 ·

8

Run Debug with AI 341ms on 20:29:09, 12/20 ·

/home/runner/WillingOnelookedPacket/index.js:3
return name.length;

TypeError: Cannot read properties of undefined (reading 'length')
at getLength (/home/runner/WillingOnelookedPacket/index.js:3:1)
4) at Object.<anonymous> (/home/runner/WillingOnelookedPacket/index.js:6:13)
at Module._compile (node:internal/modules/cjs/loader:1376:14)
at Module._extensions..js (node:internal/modules/cjs/loader:1435:10)
at Module.load (node:internal/modules/cjs/loader:1207:32)
at Module._load (node:internal/modules/cjs/loader:1023:12)
at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:135:12)
at node:internal/main/run_main_module:28:49

Node.js v20.10.0

Exception

x ▲ 100xdevs cohort x ▲ 100xdevs cohort x +

100xdevs.com/courses/3/42

schools.com devdocs.io webarchive.org developer.mozilla.org crop-circle.imageon... Photobucket | My B... Free Online Image... Typing Practice

Try catch

Throwing and catching errors in JS

When an exception is raised
the process exits since the JS program
doesn't want to proceed anymore

Control never reaches here

The screenshot shows a Node.js development interface. On the left, the code editor displays `index.js` with the following content:1 function getLength(name) {
2 return name.length;
3 }
4
5 const ans = getLength();
6 console.log(ans);
7
8 console.log("hi there");
9A white arrow points from the text "Control never reaches here" to the closing brace of the `getLength` function at line 3. To the right, the terminal window shows the error output:TypeError: Cannot read properties of undefined (reading 'length')
at getLength (/home/runner/WillingOneLookedPacket/index.js:2:1)
5) at Object.<anonymous> (/home/runner/WillingOneLookedPacket/index.js:5:13)
at Module._compile (node:internal/modules/cjs/loader:1376:14)
at Module._extensions..js (node:internal/modules/cjs/loader:1435:10)
at Module.load (node:internal/modules/cjs/loader:1297:32)
at Module._load (node:internal/modules/cjs/loader:1023:12)
at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:135:12)
at node:internal/main/run_main_module:28:49
Node.js v20.10.0

The system tray at the bottom indicates it's 19:10, 1.5x zoom, ENG IN, with various icons for battery, signal, and notifications.

Try catch

Throwing and catching errors in JS

But you might want the program to still continue executing. That is where you can use try catches



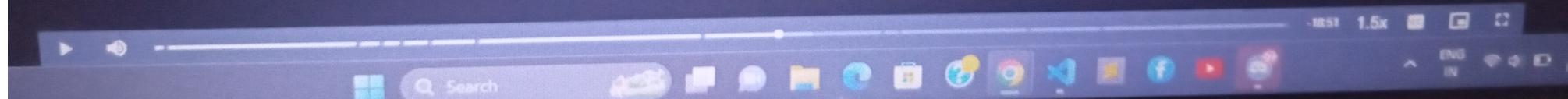
```
function getLength(name) {
  return name.length;
}

const ans = getLength();
console.log(ans);
console.log("hi there");


```

```
TypeError: Cannot read properties of undefined (reading 'length')
    at getLength (/home/runner/WILLingOneLookedPacket/index.js:2:1)
    at Object.<anonymous> (/home/runner/WILLingOneLookedPacket/index.js:5:13)
    at Module._compile (node:internal/modules/esm/loader:1379:14)
    at Module._extensions..js (node:internal/modules/esm/loader:1393:12)
    at Module.load (node:internal/modules/esm/loader:1207:32)
    at Module._load (node:internal/modules/esm/loader:1083:12)
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:125:12)
    at node:internal/main/run_main_module:26:49

Node.js v20.18.0
```



Try catch

Throwing and catching errors in JS

New code

```
index.js > ...
1  function getLength(name) {
2    return name.length;
3  }
4
5  try {
6    const ans = getLength();
7    console.log(ans);
8  } catch(e) {
9
10 }
11
12  console.log("hi there");
13 |
```

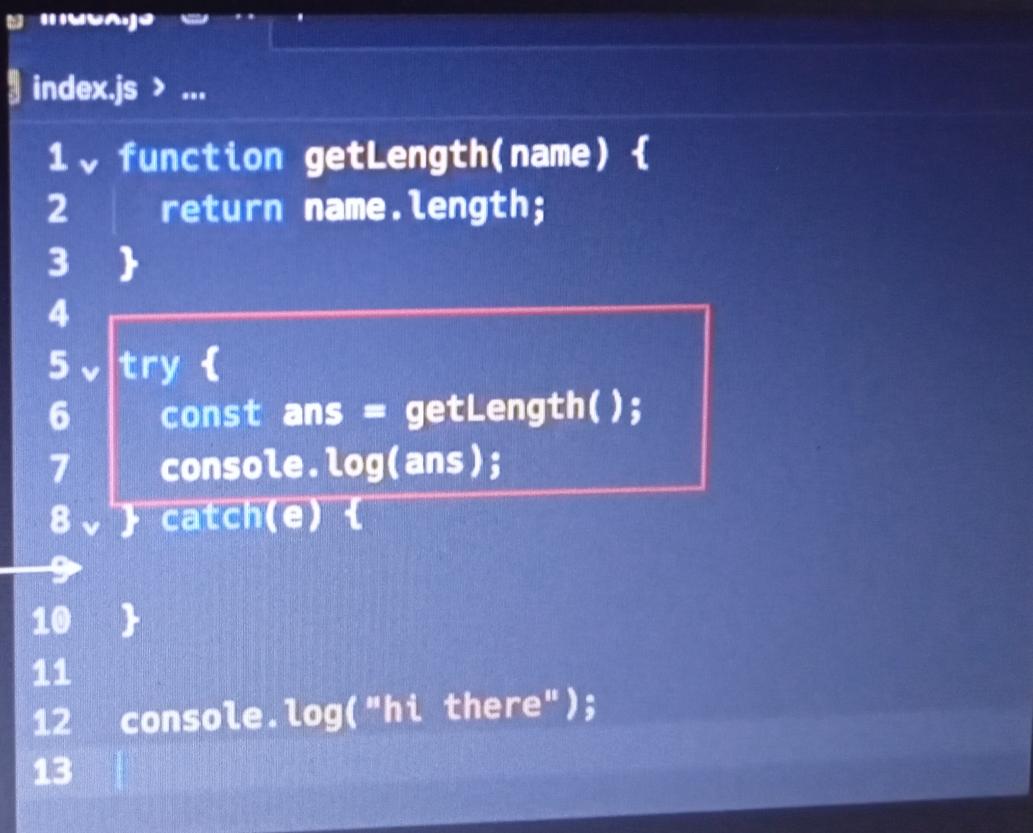
If no exception occurs,
Then it proceeds to line 12

Try catch

Throwing and catching errors in JS

New code

If an exception occurs,
then control reaches the catch



The screenshot shows a code editor window with a dark theme. The file is named 'index.js'. The code contains a try-catch block:

```
1 function getLength(name) {  
2   return name.length;  
3 }  
4  
5 try {  
6   const ans = getLength();  
7   console.log(ans);  
8 } catch(e) {  
9 }  
10  
11  
12 console.log("hi there");  
13
```

A red rectangular box highlights the try-catch block. A white arrow points from the text 'If an exception occurs, then control reaches the catch' to the opening brace of the catch block at line 8.

Try catch

Throwing and catching errors in JS

New code

Normal execution proceeds after

```
index.js > ...
1 function getLength(name) {
2   return name.length;
3 }
4
5 try {
6   const ans = getLength();
7   console.log(ans);
8 } catch(e) {
9
10 }
11
12 console.log("hi there");
13 |
```