

Catch Me If you Can

21 JUNE 2017 on JavaScript (/tag/javascript/), Error-Handling (/tag/error-handling/)

1a) Write a function that returns the sum of two numbers. Throw an error if either argument is not of the data type `number`:

```
function sum(x, y){  
  //check data types first and throw error  
  return x + y;  
}
```

1b) Call the `sum` function inside a `try` block using `"1"` and `"2"` as arguments. Use `console.log` within a `catch` block to inform the user of the error.

2a) Given a user object, write a function called `login` that takes a `username` and `password` as parameters. Throw an error if either of them don't match. Otherwise, log to the console a message saying `"login successful!"`

```
var user = {username: "sam", password: "123abc"};  
function login(username, password){  
  //check credentials  
}
```


2b) Call the `login` function within a `try` block. In one instance use the correct credentials, and in another use incorrect ones. Make sure you see the appropriate message!

Ben Turner (/404/)

Web developer and teacher of all things logic. In a past life I was a Vulcan.

<http://btdev.surge.sh/> (<http://btdev.surge.sh/>)

Share this post

 (<https://twitter.com/irtext=Catch%20Me%20If%20me-if-you-can/>)

Search for another post

SEARCH!

(/unit-testing-javascript/)

READ THIS NEXT

Unit Testing JavaScript

This section is to help you learn quickly what, why and how of Unit testing. What is unit testing?...

(/error-handling/)

YOU MIGHT ENJOY

Error Handling

When running JavaScript errors can occur. These can be made by mistakes in programming, unexpected values in input and...