09

Exception Handling

WHAT YOU WILL LEARN

* Exception Handling

JavaScript Exception

* When executing JavaScript code, different errors can occur.
* Errors can be coding errors made by the programmer, errors due to wrong input, and other unforeseeable things.

**JavaScript try and catch**

The try statement allows you to define a block of code to be tested for errors while it is being executed.

The catch statement allows you to define a block of code to be executed, if an error occurs in the try block.

The JavaScript statements try and catch come in pairs:

The finally statement lets you execute code, after try and catch, regardless of the result:

**Text, letter

Description automatically generated**

**JavaScript Throws Errors**

When an error occurs, JavaScript will normally stop and generate an error message.

The throw statement allows you to create a custom error.

Technically you can **throw an exception (throw an error)**.

The exception can be a JavaScript String, a Number, a Boolean or an Object:

The Error Object

* JavaScript has a built in error object that provides error information when an error occurs.
* The error object provides two useful properties: name and message.

Graphical user interface, text, application

Description automatically generated

* Graphical user interface, text, application, email

  Description automatically generated
* A picture containing graphical user interface

  Description automatically generated
* Text

  Description automatically generated
* Text

  Description automatically generated with medium confidence
* Text

  Description automatically generated