Catch()

```
const cart = ["shoes", "pants", "kurta"];
createOrder(cart)
  .then(function (orderId) {
   // ✓ Step 1: Order created successfully
    console.log("∰ Order created with ID:", orderId);
    return orderId;
 })
  .catch(function (err) {
   // A This catch handles any error in the above step ONLY
    console.log("X Error in createOrder:", err.message);
   // A Returning `null` to allow chain to continue gracefully
   // Instead of stopping the chain completely, we return a fallback
    return null;
 })
  .then(function (orderId) {
   // 🖾 Step 2: Continue chain even if order creation failed
   if (orderId === null) {
     console.log("⚠ Skipping payment as order creation failed.");
     return;
    }
   // ✓ If orderId is valid, proceed to payment
   return proceedToPayment(orderId);
 })
  .then(function (paymentInfo) {
   // 	≡ Step 3: Handle payment success
   if (paymentInfo) {
     console.log("✓", paymentInfo);
    }
 })
  .catch(function (err) {
   // ⚠ Final safety net: handles any error in payment or below
   console.log("X Final error handler:", err.message);
 });
// 🗱 Producer function - simulates placing an order
function createOrder(cart) {
  return new Promise(function (resolve, reject) {
   // Step 1: Validate cart
   if (!validateCart(cart)) {
     const err = new Error("Cart is not Valid");
     reject(err); // X Reject promise if cart invalid
    // ■ Step 2: Order placed (simulated)
    const orderId = "12345";
    resolve(orderId); // ☑ Resolve with mock orderId
```

```
});
}

// Simulate payment processing
function proceedToPayment(orderId) {
   return new Promise(function (resolve, reject) {
        // Simulate async success
        resolve(" Payment Successful for Order ID: " + orderId);
     });
}

// Mock cart validation logic
function validateCart(cart) {
      // Toggle this to false to simulate cart validation failure
      return Array.isArray(cart) && cart.length > 0;
}
```

- How .catch() Works in Promise Chaining:
 - **a** .catch() **only handles errors that occur above it** in the chain.
 - **@** You can **place** .catch() **anywhere** to handle errors locally and **continue** the chain afterward.
 - • A final .catch() at the end acts as a global error handler, like a safety net.

✓ Summary:

Situation	Behavior
Error before first .catch()	That .catch() handles it
Error after .catch()	Will skip .catch() and continue unless another .catch
Return from .catch()	Allows the chain to gracefully recover
No .catch() at all	! Unhandled promise rejection (runtime warning)

Absolutely! Here's a **polished and well-commented version** of your promise chaining example with a detailed explanation of how .catch() works and emojis to make it more engaging and readable:

```
const cart = ["shoes", "pants", "kurta"];

createOrder(cart)
  .then(function (orderId) {
    // ☑ Step 1: Order created successfully
    console.log(" Order created with ID:", orderId);
    return orderId;
    })
    .catch(function (err) {
        // ⚠ This catch handles any error in the above step ONLY
```

```
console.log("X Error in createOrder:", err.message);
   // ⚠ Returning `null` to allow chain to continue gracefully
   // Instead of stopping the chain completely, we return a fallback
    return null;
 })
  .then(function (orderId) {
   // 🖾 Step 2: Continue chain even if order creation failed
   if (orderId === null) {
     console.log("⚠ Skipping payment as order creation failed.");
     return;
    }
   // ☑ If orderId is valid, proceed to payment
   return proceedToPayment(orderId);
 })
  .then(function (paymentInfo) {
   // 🚍 Step 3: Handle payment success
   if (paymentInfo) {
     console.log("♥", paymentInfo);
    }
 })
  .catch(function (err) {
   // ⚠ Final safety net: handles any error in payment or below
   console.log("X Final error handler:", err.message);
 });
// 🗱 Producer function - simulates placing an order
function createOrder(cart) {
  return new Promise(function (resolve, reject) {
   // 	♦ Step 1: Validate cart
   if (!validateCart(cart)) {
     const err = new Error("Cart is not Valid");
     reject(err); // X Reject promise if cart invalid
    }
   // 

Step 2: Order placed (simulated)
    const orderId = "12345";
    resolve(orderId); // ✓ Resolve with mock orderId
 });
}
// Simulate payment processing
function proceedToPayment(orderId) {
 return new Promise(function (resolve, reject) {
   // Simulate async success
   resolve(" Payment Successful for Order ID: " + orderId);
 });
}
// ✓ Mock cart validation logic
function validateCart(cart) {
 // Toggle this to false to simulate cart validation failure
```

```
return Array.isArray(cart) && cart.length > 0;
}
```

- How .catch() Works in Promise Chaining:
 - **a** .catch() **only handles errors that occur above it** in the chain.
 - **@** You can **place** .catch() **anywhere** to handle errors locally and **continue** the chain afterward.
 - • A final .catch() at the end acts as a global error handler, like a safety net.

✓ Summary:

Situation	Behavior	
Error before first .catch()	That .catch() handles it	
Error after .catch()	Will skip .catch() and continue unless another .catch	
Return from .catch()	Allows the chain to gracefully recover	
No .catch() at all	! Unhandled promise rejection (runtime warning)	

Scenario:

You want to:

- 1. Create an order 🛒
- 2. Proceed to payment =
- 3. Show order summary 😭

We'll simulate failures at different points and catch them accordingly.

✓ Code with Multiple .catch() Blocks:

```
const cart = ["shoes", "pants", "kurta"];

createOrder(cart)
  .then(function (orderId) {
    console.log("
    Order created with ID:", orderId);
    return orderId;
})
  .catch(function (err) {
    // 
    Handles error in createOrder ONLY
    console.log("
    Error in creating order:", err.message);
```

```
// Decide whether to stop or continue
   return null; // Let's continue the chain gracefully
 })
  .then(function (orderId) {
   if (orderId === null) {
     return null;
   }
   // Proceed to payment
   return proceedToPayment(orderId);
 })
  .catch(function (err) {
   console.log("X Error in payment:", err.message);
   // Optional fallback or continue
   return "FailedPayment"; // Pass fallback to next then
 })
  .then(function (paymentInfo) {
   if (paymentInfo === null) {
     console.log("⚠ No payment info available.");
     return;
   }
   console.log("  Payment Response:", paymentInfo);
   return showOrderSummary(); // Proceed to final step
 })
  .catch(function (err) {
   // Mandles error in showOrderSummary
   console.log("X Error in showing summary:", err.message);
 });
// & Function definitions
function createOrder(cart) {
  return new Promise(function (resolve, reject) {
   if (!validateCart(cart)) {
     return reject(new Error("Cart is invalid"));
   }
   const orderId = "12345"; // Simulated order ID
   resolve(orderId);
 });
}
function proceedToPayment(orderId) {
  return new Promise(function (resolve, reject) {
   // Simulate failure
   const isPaymentSuccessful = false;
   if (!isPaymentSuccessful) {
     return reject(new Error("Payment failed"));
```

```
resolve(" Payment Successful for Order ID: " + orderId);
});
}

function showOrderSummary() {
  return new Promise(function (resolve, reject) {
    resolve(" Order Summary Displayed");
  });
}

function validateCart(cart) {
  return Array.isArray(cart) && cart.length > 0;
}
```

☆ Key Points:

- Sa You can **continue the chain after a .catch()** by returning a fallback.
- Use multiple .catch() blocks to isolate error handling by stage.

■ Want to simulate an error in showOrderSummary() too?

Just change this:

```
resolve(" ② Order Summary Displayed");
```

to:

```
reject(new Error("Summary service unavailable"));
```