



# Tratamento de Exceções

Na linguagem JavaScript, **qualquer tipo de dado pode ser lançado como um erro**  
interrompendo o fluxo de execução

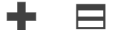
JS exception\_handling\_1.js x



TERMINAL



1: bash



```
1  const Rectangle = function(x, y) {
2    this.x = x;
3    this.y = y;
4    this.calculateArea = function() {
5      if (this.x > 0 && this.y > 0) {
6        return this.x * this.y;
7      } else {
8        throw "Invalid value for x or y";
9      }
10   }
11 };
12 const rectangle = new Rectangle(10, 2);
13 console.log(rectangle.calculateArea());
14
```

```
rodrigobranas:javascriptmasterclass $ node e
xception_handling/exception_handling_1.js
20
rodrigobranas:javascriptmasterclass $
```

JS exception\_handling\_2.js x



TERMINAL



1: bash



```
1  const Rectangle = function(x, y) {
2    this.x = x;
3    this.y = y;
4    this.calculateArea = function() {
5      if (this.x > 0 && this.y > 0) {
6        return this.x * this.y;
7      } else {
8        throw "Invalid value for x or y";
9      }
10   }
11 };
12 const rectangle = new Rectangle(-10, -2);
13 console.log(rectangle.calculateArea());
14
```

```
rodrigobranas:javascriptmasterclass $ node e
xception_handling/exception_handling_2.js

/Users/rodrigobranas/development/workspace/j
avascriptmasterclass/exception_handling/exce
ption_handling_2.js:8
      throw "Invalid value for x or y"
      ^
Invalid value for x or y
rodrigobranas:javascriptmasterclass $
```

JS exception\_handling\_3.js x



TERMINAL



1: bash



```
1  const Rectangle = function(x, y) {
2    this.x = x;
3    this.y = y;
4    this.calculateArea = function() {
5      if (this.x > 0 && this.y > 0) {
6        return this.x * this.y;
7      } else {
8        throw "Invalid value for x or y";
9      }
10   };
11 };
12 try {
13   const rectangle = new Rectangle(-10, -2);
14   console.log(rectangle.calculateArea());
15 } catch (e) {
16   console.log(e);
17 }
18
```

```
rodrigobranas:javascriptmasterclass $ node e
xception_handling/exception_handling_3.js
Invalid value for x or y
rodrigobranas:javascriptmasterclass $
```