

## Lab 8: Exception Handling in UiPath

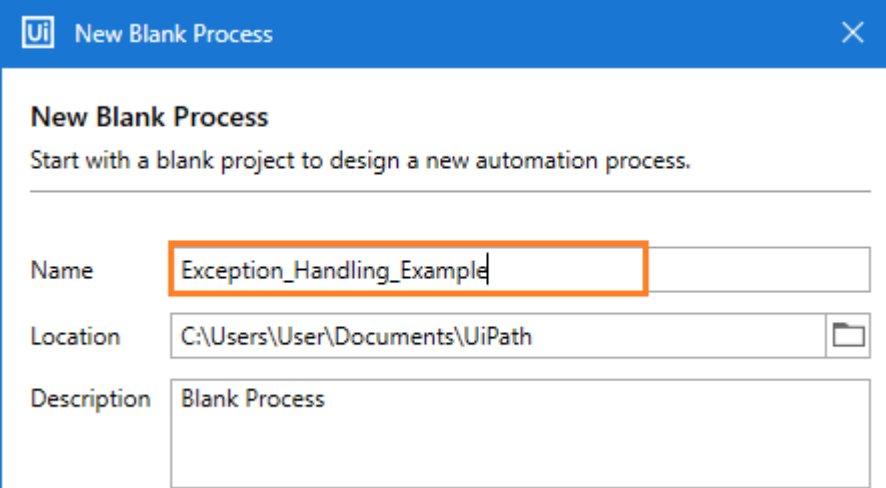
### Exception handling in Uipath

Exception Handling mainly deals with handling errors with respect to various activities in UiPath. The Error Handling activity offers four options:

- **Rethrow** : Rethrowing an exception If a **catch block** cannot handle the particular exception it has caught, you can rethrow the exception. The rethrow expression ( throw without assignment\_expression) causes the originally thrown object to be rethrown.
- **Terminate workflow** : Terminate workflow is used to terminate the workflow the moment the task encounters an exception.
- **Throw activity** : Throw activity is used when you want to throw an exception.
- **Try Catch activity** : Try Catch activity is used when you want to test something and handle the exception accordingly. So, whatever you want to test you can put it under the try section, and then if any exception occurs, then it can be handled using the catch section. Apart from the try-catch, we also have a **Finally section** that performs the activities irrespective of whether an exception occurs or not.

### Exception Handling in UiPath


Create a new process called **Exception\_Handling\_Example**



Ui New Blank Process

**New Blank Process**  
Start with a blank project to design a new automation process.

Name

Location  

Description

Selector Editor



Validate Indicate Element Repair Highlight

Edit Attributes



☒ url \*www.google.com\*

☒ tableCol 2

☒ tableRow 1

☒ type password

Edit Selector





```
<html url='*www.google.com*' />
```




```
<webctrl tableCol='2' tableRow='1' type='password' name='invalid' />
```


Open in UI Explorer

OK

Cancel

Activities  


  


log message 


▼ Available

▼ Programming

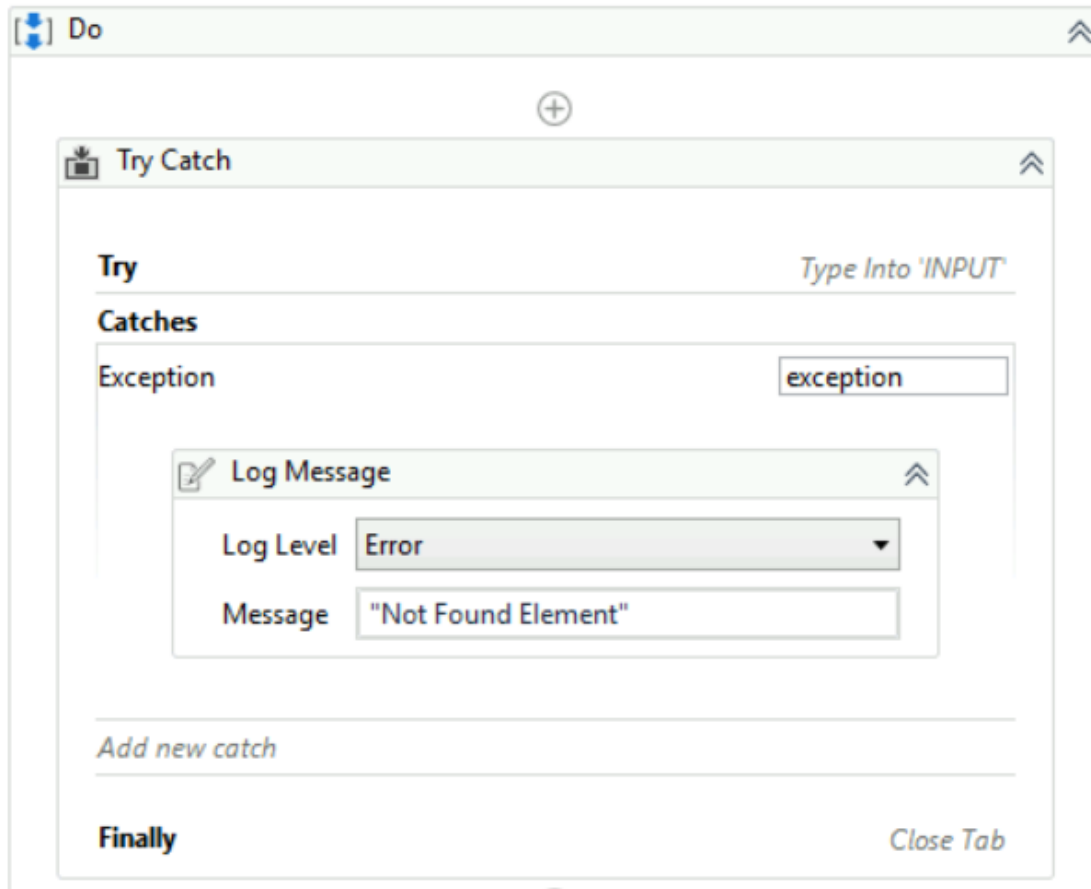
▼ Debug

 Add Log Fields

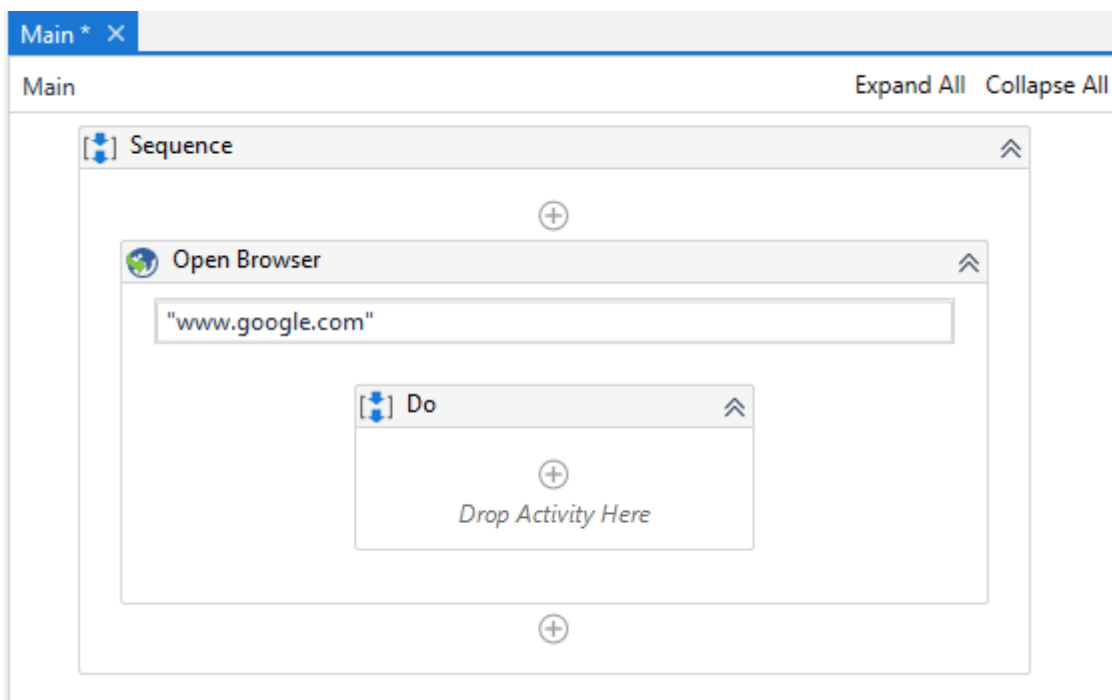
 **Log Message**

 Remove Log Fields

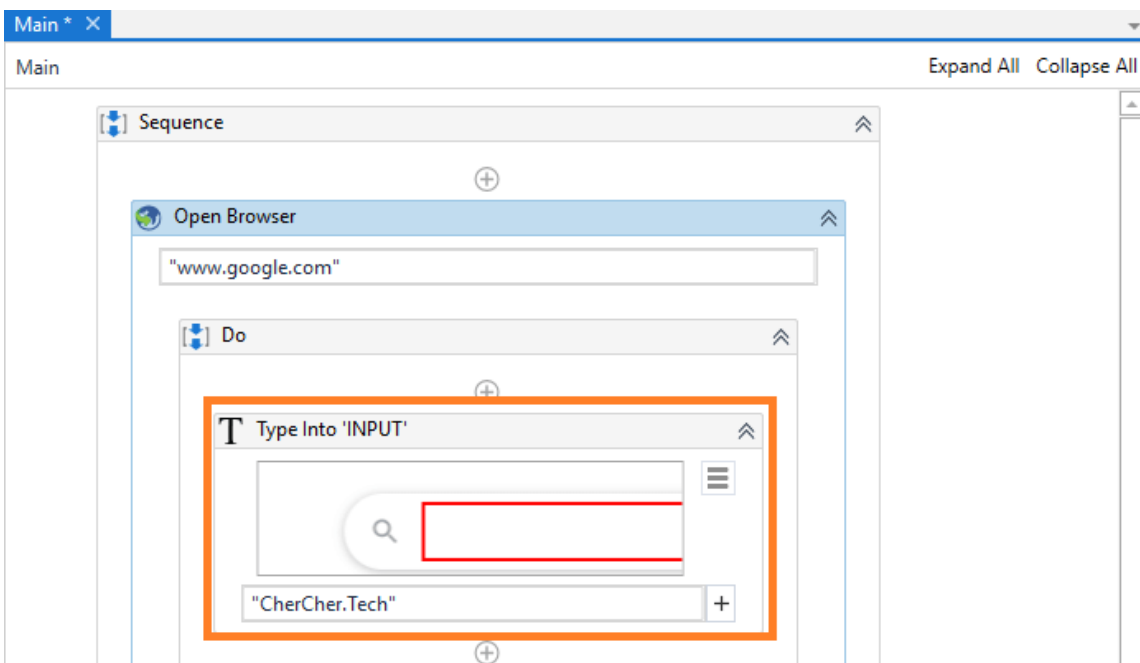




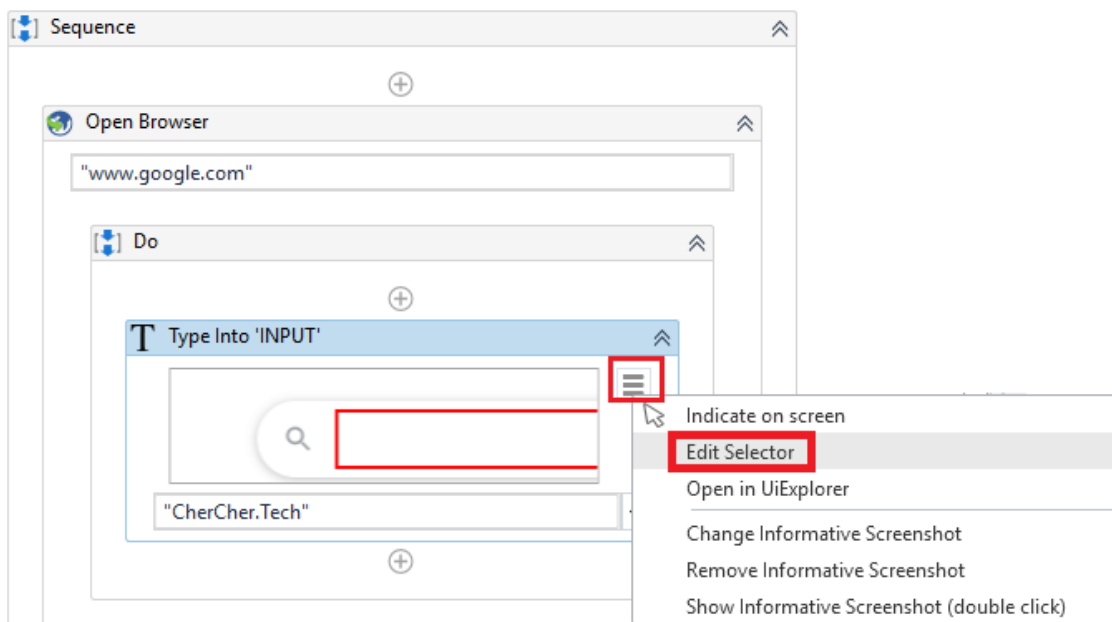
Once the **Exception\_Handling\_Example** process opened in the UiPath Studio, add **Open Browser activity** inside the sequence and then enter the google URL([www.google.com](http://www.google.com)) as shown below.



Next, add **Type Into activity** inside the **DO Container** of the sequence and then click on **Indicate element inside browser** and indicate the google search box on the browser (Make sure that the browser has opened). Next, enter the text you want to search on the Google search box.

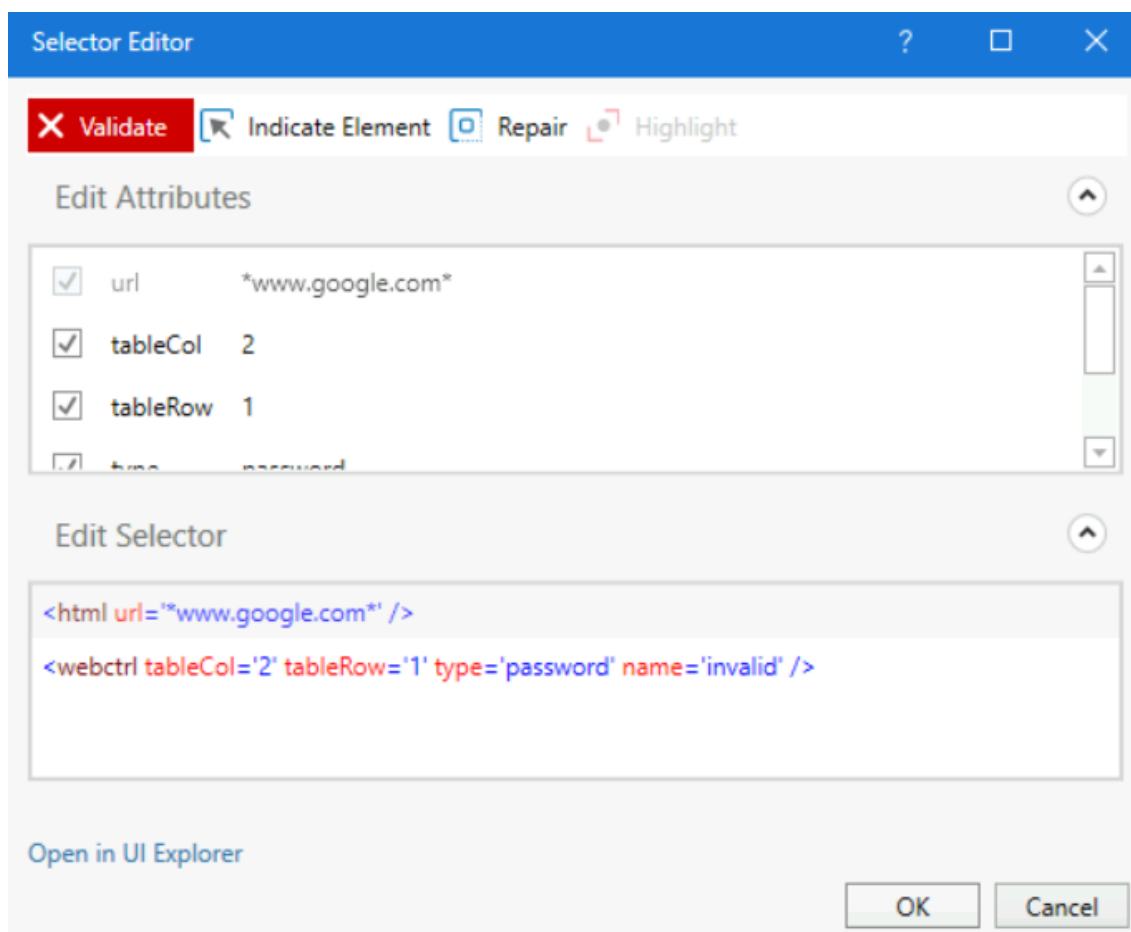


Click on the three horizontal lines on the **Type into activity** and select **Edit Selector**.

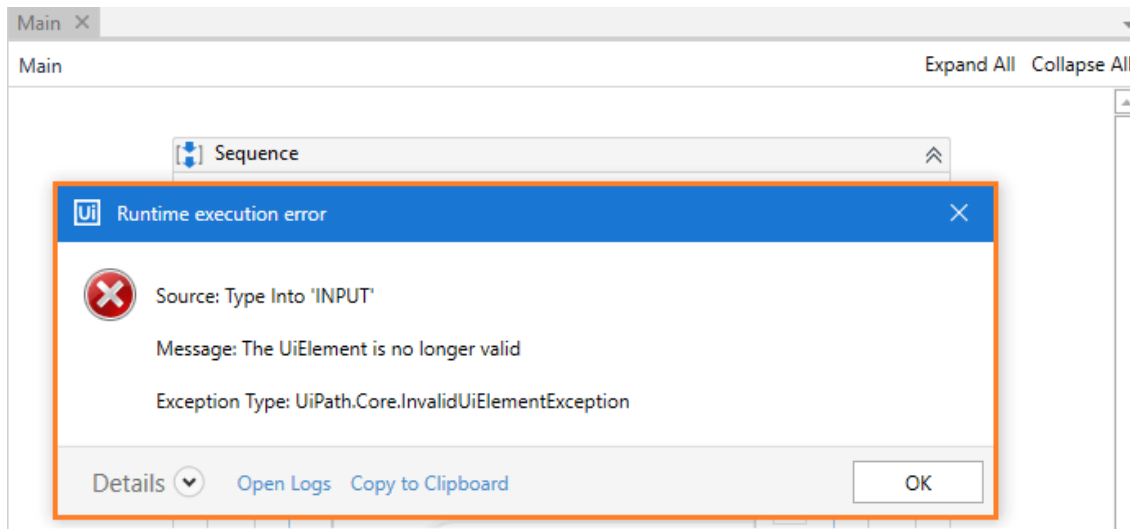


Paste the following snippet in the **Edit Selector Wizard** and then click on the **ok button**.

```
<webctrl tableCol='2' tableRow='1' type='password' name='invalid' />
```

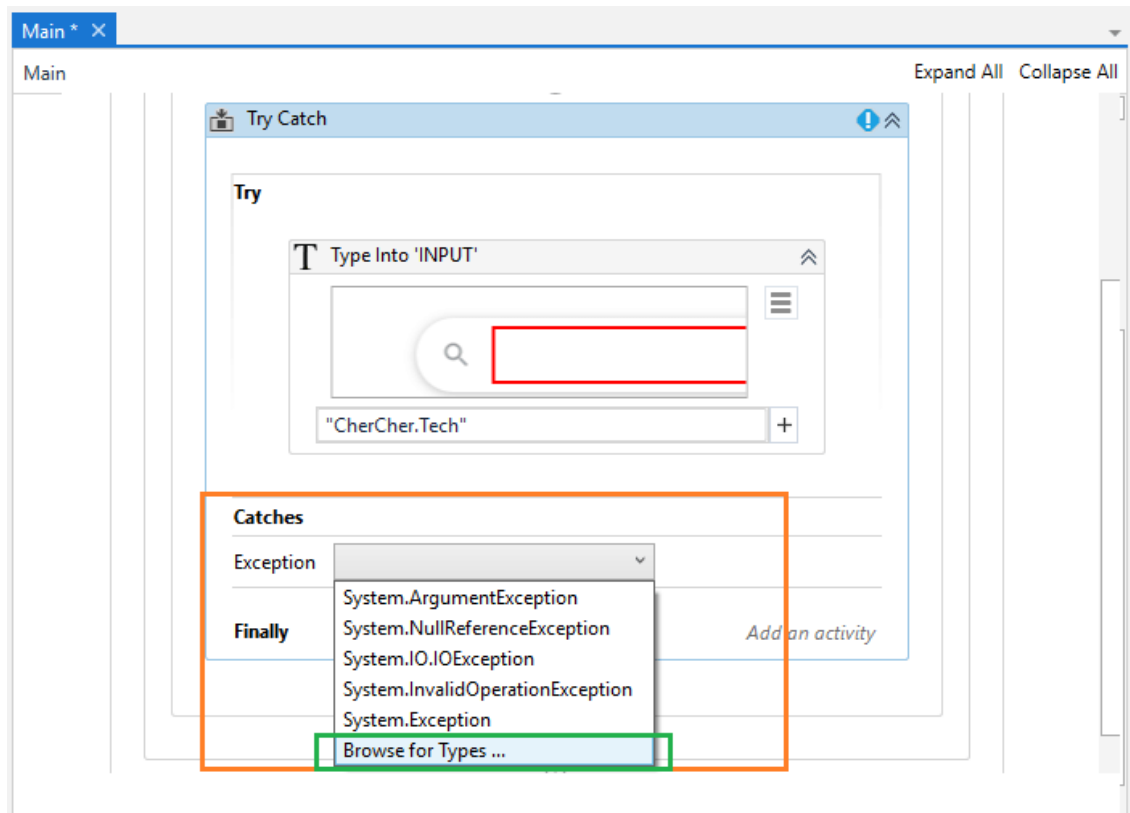


By creating an error scenario, we will understand how the exception happens and then how to handle this exception. Save and run the sequence, You will get an **Exception**.

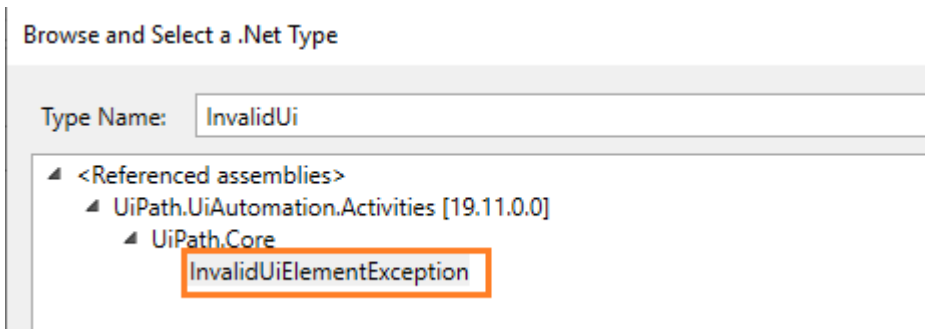


These are very realistic scenarios in our production, we have to handle this kind of run-time exceptions happened in our production. These exceptions can be handled with the help of **Try Catch Block**.

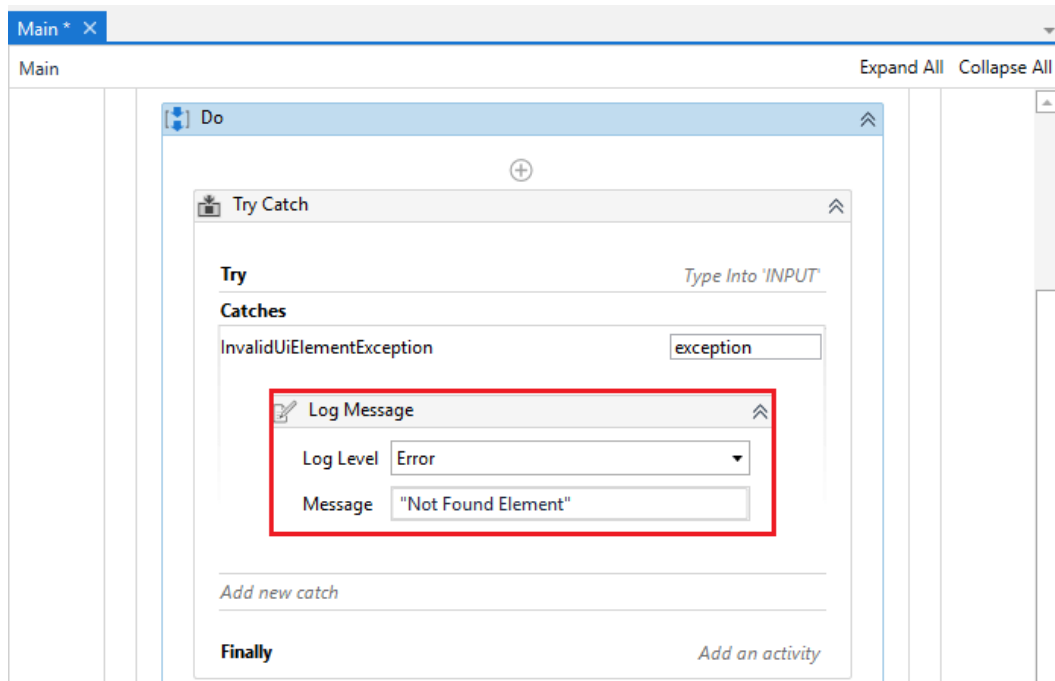
Add **Try Catch activity** inside the sequence and move the **Type Into activity** inside the **Try block**. And then select the exception type which you are facing. If the exception type which you are facing is not present in the list then click on the **Browser for Types...** and search for it.



I am clicking on **Browser for Types...** and search for **InvalidUiElementException** and then **click on ok**

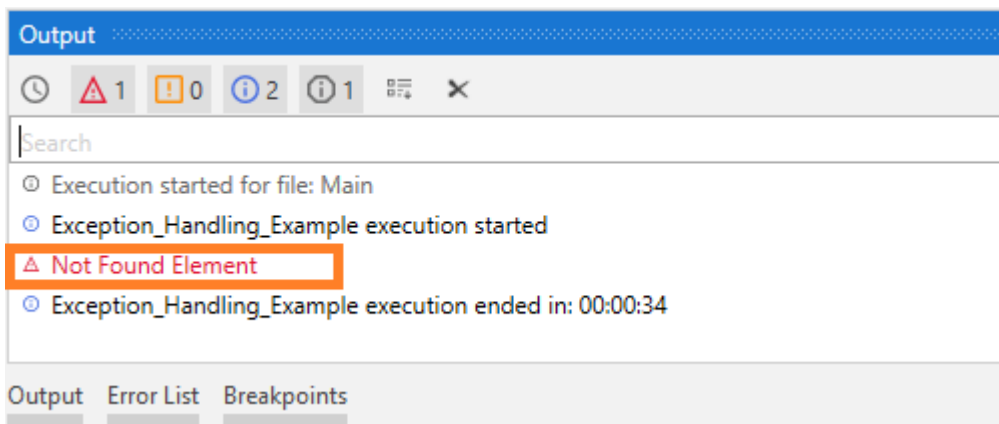


- Add **Log Message** activity inside the **Exception block**
- Set **Log Level to Error**
- And then enter the Message as **Not Found Element** as shown below.



So, the error message will be displayed on the output screen when you run the sequence.





So, whenever an error occurs in the **Try block** it will jump to the **catch block** and instead of stopping the execution It will display a Not Found Element message on the **Output pane**.

The **Finally block** is the place where you want to execute something even if the error occurs or even if the error does not occur. Now, add **Close tab activity** inside the **Finally block meaning** that if the error occurs or not occurs the tab will be closed.

