



03-SECTION

05-lecture

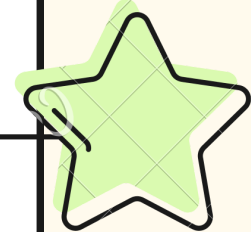
ooo

# JAVA SCRIPT

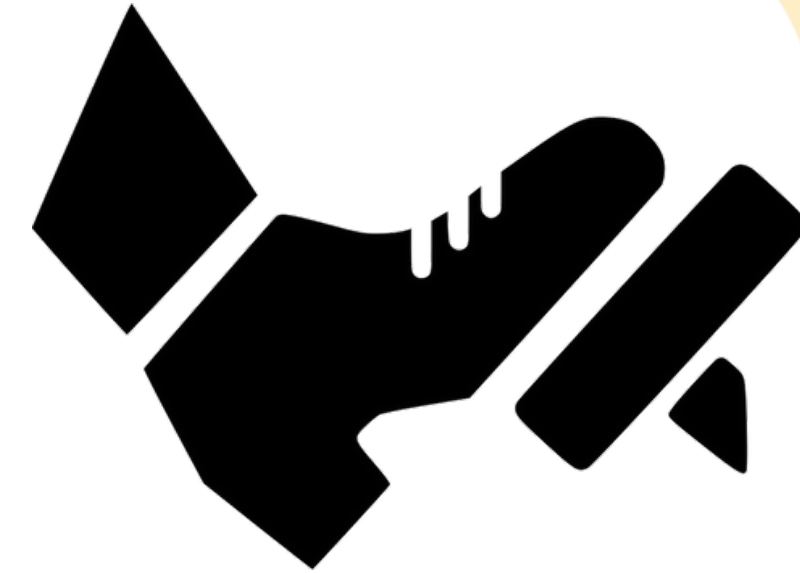
Nevermind



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# CONTROLLING LOOPS WITH BREAK



```
1 for(let i = 0; i < 5; i++) {  
2   console.log(i, "i");  
3 }
```

```
1 for(let i = 0; i < 5; i++) {  
2   console.log(i, "i");  
3   break;  
4 }
```

# ERROR HANDLING

Ba'zi bir error'lardan qochib bo'lmaydi, shunday vaziyatlarda nima qilish kerak?

User Input Errors

user 'hi' degan string kiritishi  
mumkin, number o'rniga

Network Errors

server offline

...

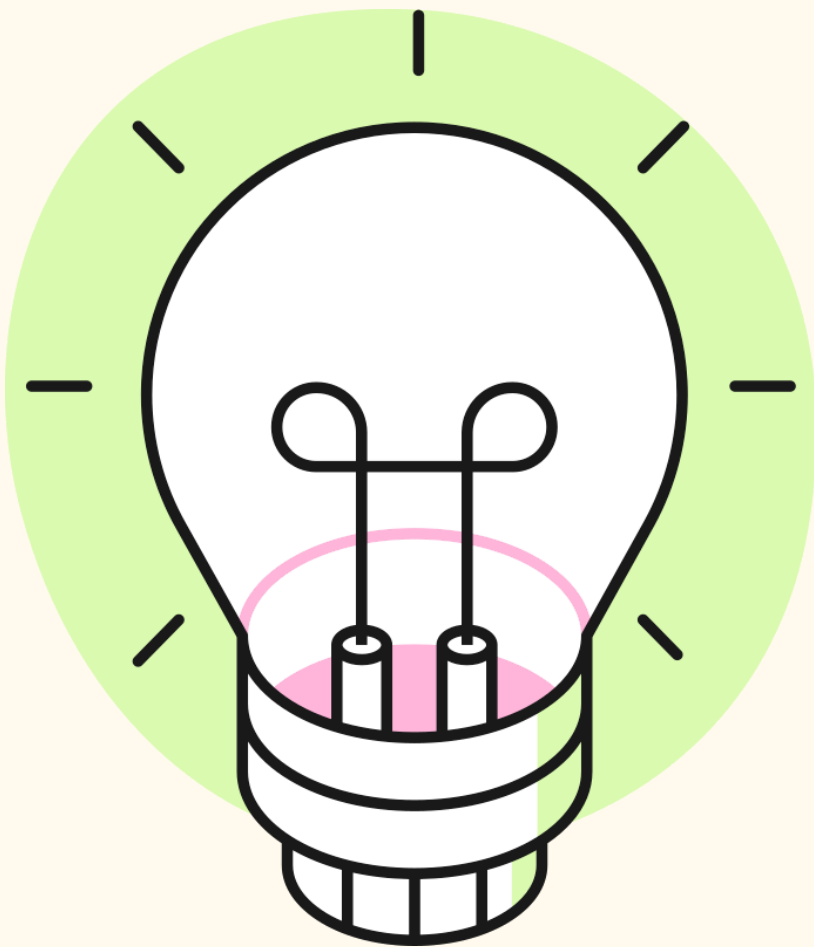
error'larni iloji bo'lsa hal qilish yoki kodga zarar  
yetkazmasligi uchun uloqtirish (throw) va ushlab olish (catch)

```
try{ ... } catch(error) { ... }
```

# THROWING CUSTOM ERRORS



```
1 let str1 = 'Salom';  
2  
3 if(typeof str1 === 'string') {  
4   throw {message: "Bu string, number kerak!"};  
5 }  
6
```



# XULOSA

1. Break orqali loop'larni boshqarish
2. Continue orqali loop'larni boshqarish
3. Labeled Statement'lar orqali loop ni boshqarish
4. Error'ni ushlash
5. Odatiy muammolarni uloqtirish
6. Try-catch bilan ishlash