

B.) Demonstrate the Exception handling in UiPath.

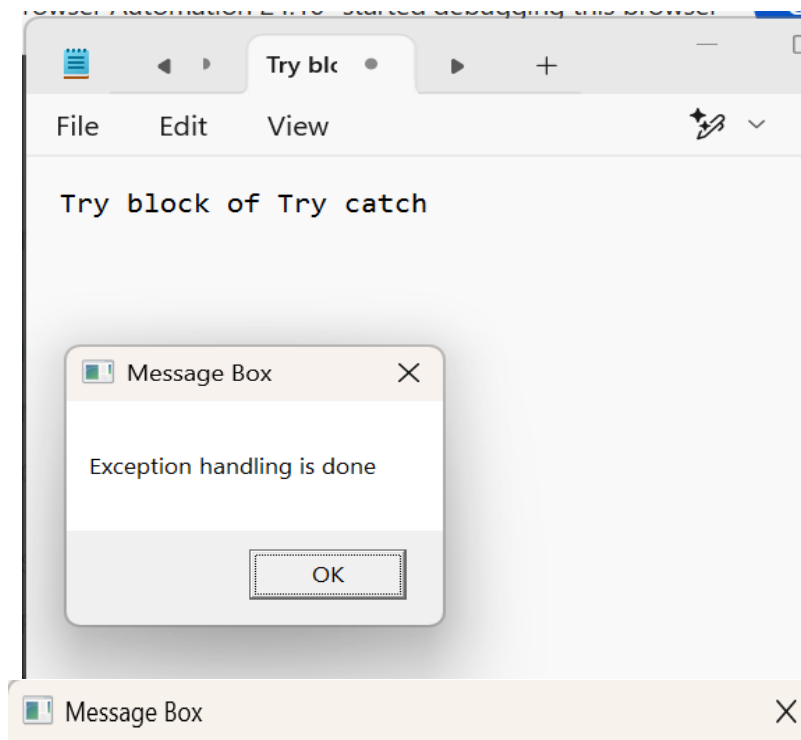
Main Sequence > Try Catch

Expand A

The screenshot displays the configuration of a Try Catch activity in UiPath. The main container is labeled 'Try Catch'. It is divided into three sections: 'Try', 'Catch', and 'Finally'.

- Try Section:** Contains a 'Type Into' activity targeting 'RichEditD2DPT'. The 'Text' property is set to '"Try block of Try catch"'. This section is expanded to show a preview of the text area.
- Catch Section:** The 'Catch' dropdown is set to 'System.Exception'. It contains a 'Body' section with a 'Message Box' activity. The 'Text' property of the message box is set to 'exception.ToString'. An 'Add catch' button is visible below this section.
- Finally Section:** Contains a 'Message Box' activity. The 'Text' property is set to '"Exception handling is done"'. This section is also expanded to show a preview of the message box.

Output



```
UiPath.Core.SelectorNotFoundException: No open windows found for  
'notepad.exe'. Please check if the application is running.  
at  
UiPath.Core.Activities.ObsoleteTaskAsyncCodeActivity`1.EndExecute(Asyn  
cCodeActivityContext context, IAsyncResult result)  
at  
System.Activities.AsyncCodeActivity.CompleteAsyncCodeActivityData.Co  
mpleteAsyncCodeActivityWorkItem.Execute(ActivityExecutor executor,  
BookmarkManager bookmarkManager)
```

