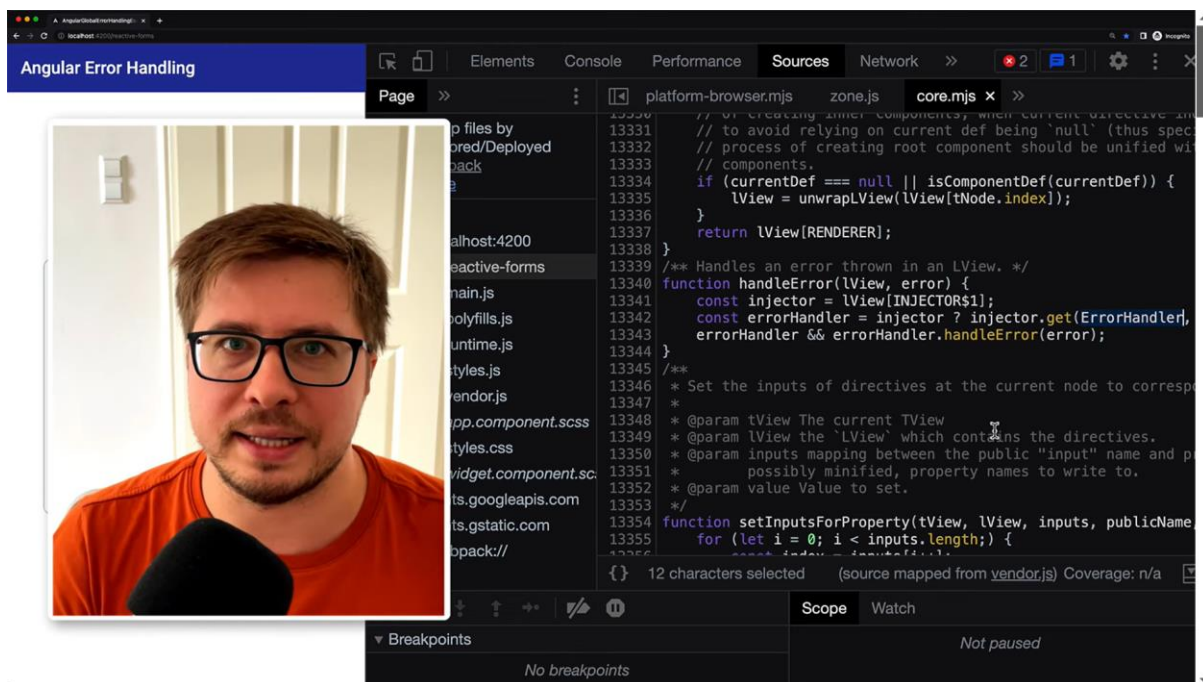
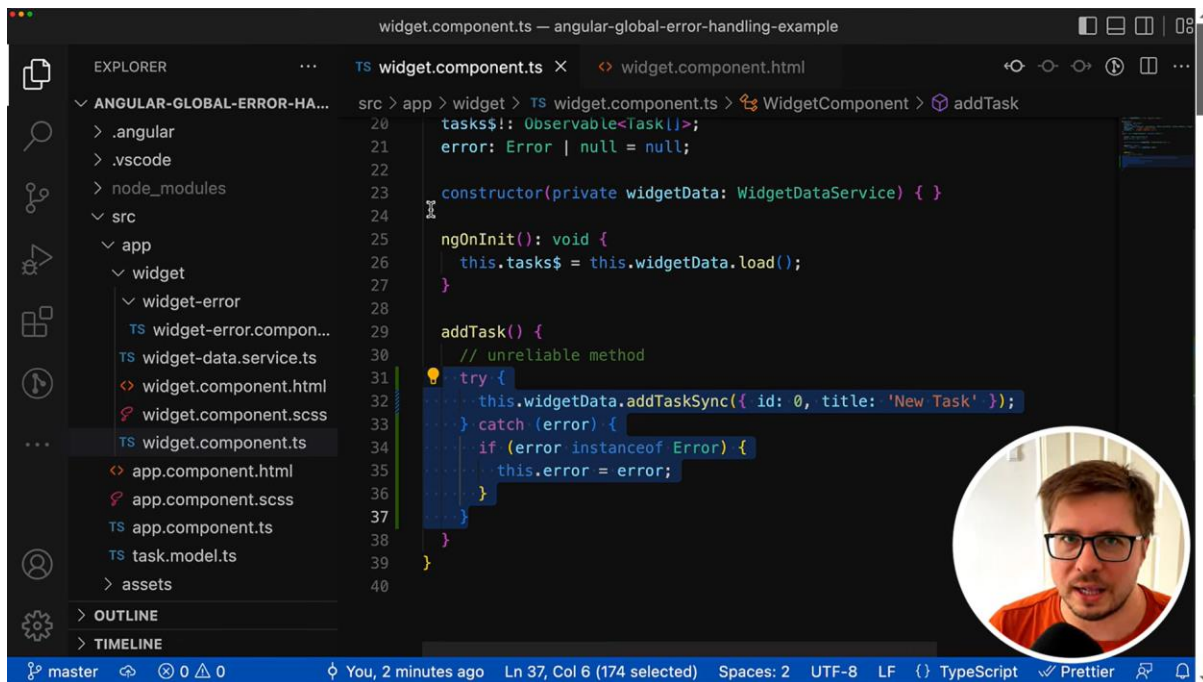
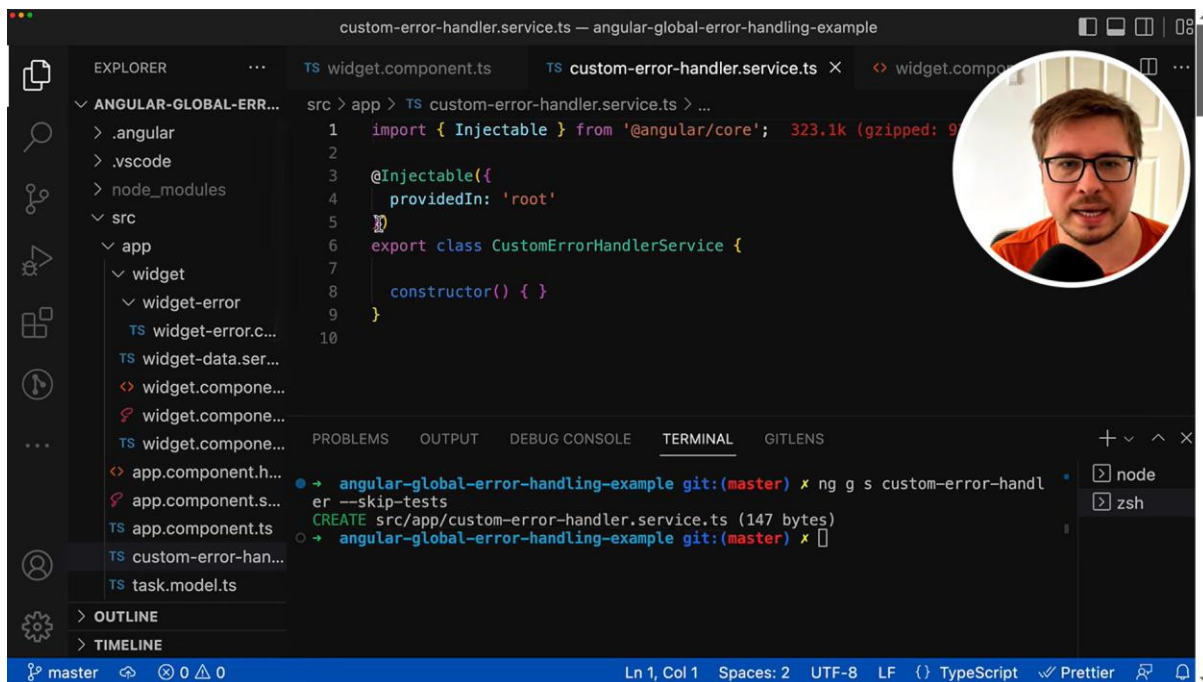


1. try-catch blocks



Created custom-error-handler.service



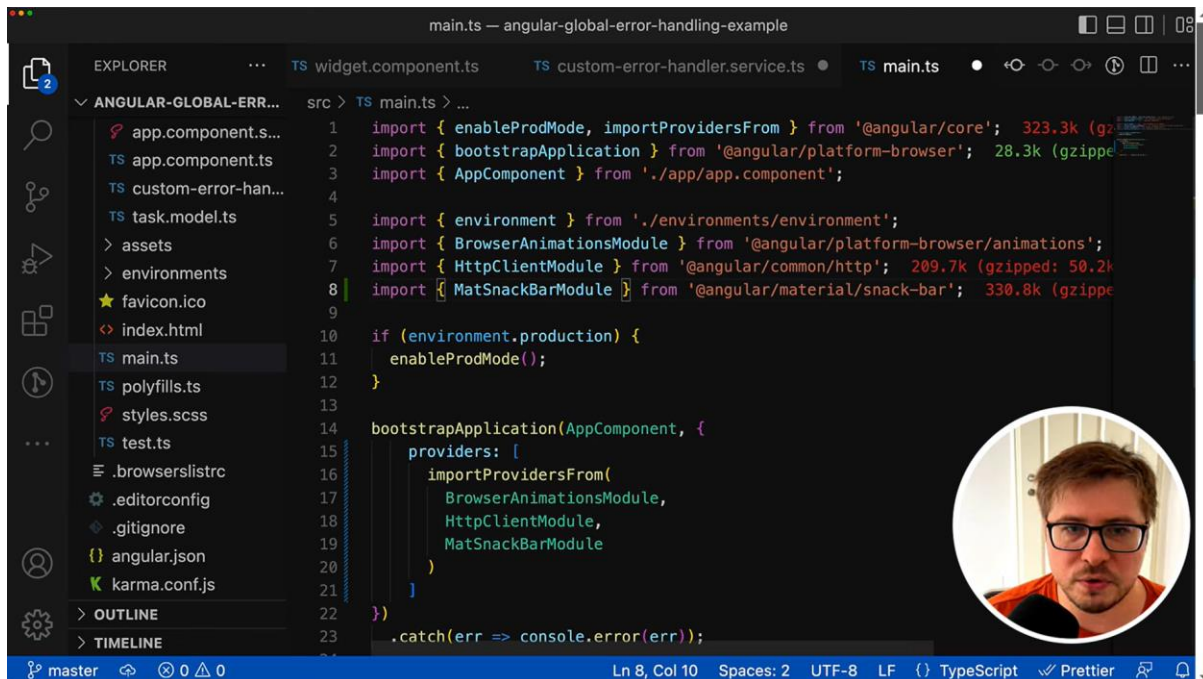
The image shows a VS Code editor window with the file explorer on the left and the editor on the right. The file explorer shows the project structure with a new file 'custom-error-handler.service.ts' created in the 'src/app' directory. The editor shows the code for 'custom-error-handler.service.ts' which is an injectable service. The terminal at the bottom shows the command 'ng g s custom-error-handl' and the output 'CREATE src/app/custom-error-handler.service.ts (147 bytes)'.

```
custom-error-handler.service.ts — angular-global-error-handling-example
```

```
1 import { Injectable } from '@angular/core';
2
3 @Injectable({
4   providedIn: 'root'
5 })
6 export class CustomErrorHandlerService {
7
8   constructor() {}
9
10 }
```

```
angular-global-error-handling-example git:(master) x ng g s custom-error-handl
er --skip-tests
CREATE src/app/custom-error-handler.service.ts (147 bytes)
angular-global-error-handling-example git:(master) x
```

Import MatSnackBar

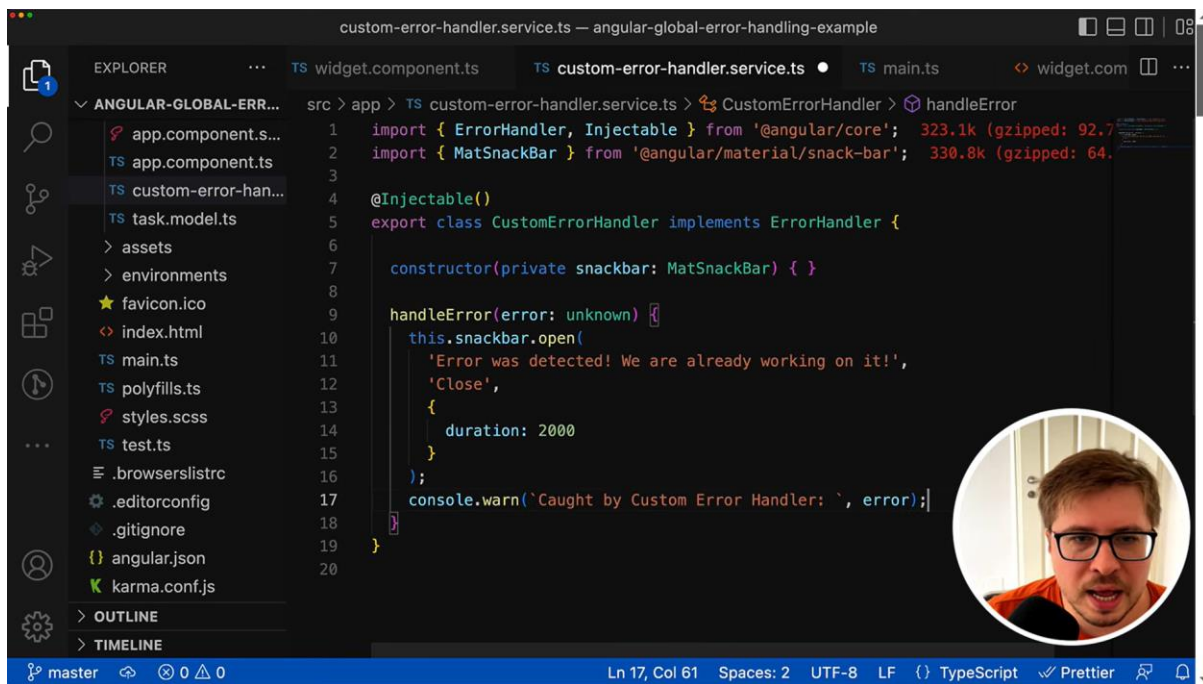


The image shows a VS Code editor window with the file explorer on the left and the editor on the right. The file explorer shows the project structure with a new file 'main.ts' created in the 'src' directory. The editor shows the code for 'main.ts' which imports 'MatSnackBarModule' from '@angular/material/snack-bar'. The terminal at the bottom shows the command 'ng g s main.ts' and the output 'CREATE src/main.ts (147 bytes)'.

```
main.ts — angular-global-error-handling-example
```

```
1 import { enableProdMode, importProvidersFrom } from '@angular/core';
2 import { bootstrapApplication } from '@angular/platform-browser';
3 import { AppComponent } from './app/app.component';
4
5 import { environment } from './environments/environment';
6 import { BrowserAnimationsModule } from '@angular/platform-browser/animations';
7 import { HttpClientModule } from '@angular/common/http';
8 import { MatSnackBarModule } from '@angular/material/snack-bar';
9
10 if (environment.production) {
11   enableProdMode();
12 }
13
14 bootstrapApplication(AppComponent, {
15   providers: [
16     importProvidersFrom(
17       BrowserAnimationsModule,
18       HttpClientModule,
19       MatSnackBarModule
20     )
21   ]
22 })
23 .catch(err => console.error(err));
```

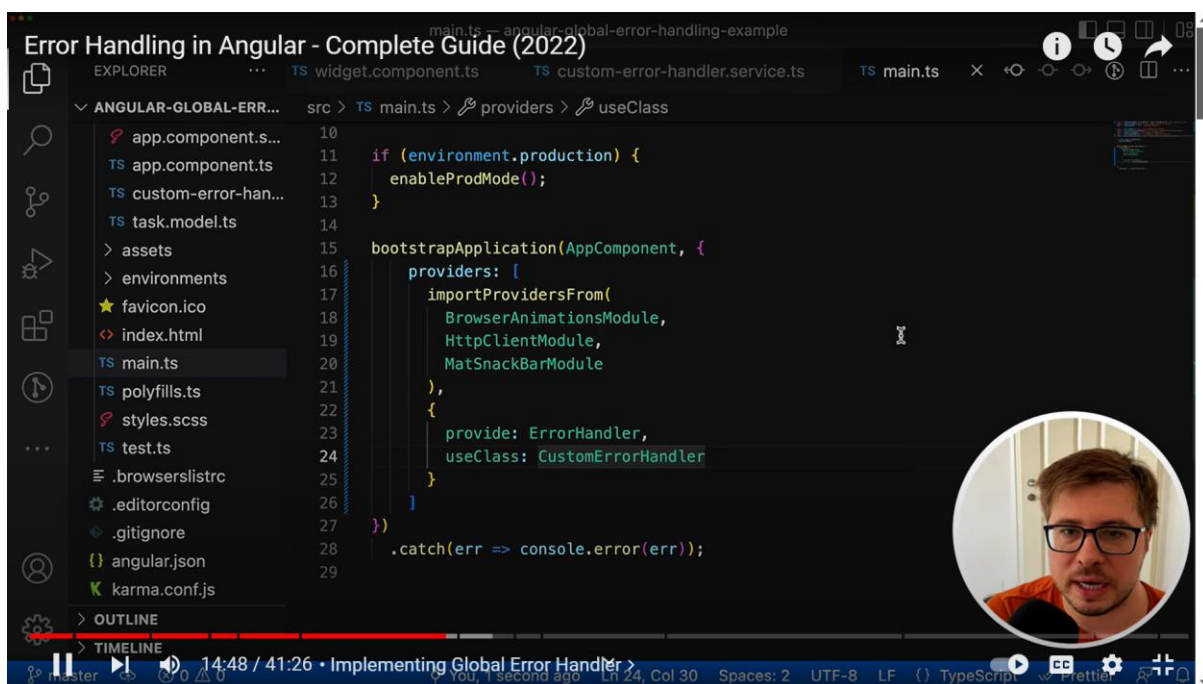
Error handler method



```
custom-error-handler.service.ts — angular-global-error-handling-example
EXPLORER
  ANGULAR-GLOBAL-ERR...
    app.component.s...
    app.component.ts
    custom-error-han...
    task.model.ts
    assets
    environments
    favicon.ico
    index.html
    main.ts
    polyfills.ts
    styles.scss
    test.ts
    .browserslistrc
    .editorconfig
    .gitignore
    angular.json
    karma.conf.js
    OUTLINE
    TIMELINE
  master
  0 0 0
  Ln 17, Col 61 Spaces: 2 UTF-8 LF TypeScript Prettier

src > app > TS custom-error-handler.service.ts > CustomErrorHandler > handleError
1 import { ErrorHandler, Injectable } from '@angular/core';
2 import { MatSnackBar } from '@angular/material/snack-bar';
3
4 @Injectable()
5 export class CustomErrorHandler implements ErrorHandler {
6
7   constructor(private snackbar: MatSnackBar) {}
8
9   handleError(error: unknown) {
10     this.snackbar.open(
11       'Error was detected! We are already working on it!',
12       'Close',
13       {
14         duration: 2000
15       }
16     );
17     console.warn('Caught by Custom Error Handler: ', error);
18   }
19 }
20
```

Inject this on main.ts or model for global level use



```
Error Handling in Angular - Complete Guide (2022)
main.ts — angular-global-error-handling-example
EXPLORER
  ANGULAR-GLOBAL-ERR...
    app.component.s...
    app.component.ts
    custom-error-han...
    task.model.ts
    assets
    environments
    favicon.ico
    index.html
    main.ts
    polyfills.ts
    styles.scss
    test.ts
    .browserslistrc
    .editorconfig
    .gitignore
    angular.json
    karma.conf.js
    OUTLINE
    TIMELINE
  master
  0 0 0
  Ln 24, Col 30 Spaces: 2 UTF-8 LF TypeScript Prettier

src > TS main.ts > providers > useClass
10
11 if (environment.production) {
12   enableProdMode();
13 }
14
15 bootstrapApplication(AppComponent, {
16   providers: [
17     importProvidersFrom(
18       BrowserModule,
19       HttpClientModule,
20       MatSnackBarModule
21     ),
22     {
23       provide: ErrorHandler,
24       useClass: CustomErrorHandler
25     }
26   ]
27 })
28 .catch(err => console.error(err));
29
```

Throw error for capturing global based

Angular Error Handling

Backlog Widget

Delectus Aut Autem

Quis Ut Nam Facilis Et Officia Qui

Fugiat Veniam Minus

Add new Task

Widget Error:
Value zero (0) is not allowed as a task id

[webpack-dev-server] Server started: Hot Module Replacement disabled, Live Reloading enabled, Progress disabled, Overlay enabled.

Angular is running in development mode. Call enableProdMode() to enable production mode.

Caught by Custom Error Handler: Error: Value zero (0) is not allowed as a task id

custom-error-handler.service.ts:17

WidgetDataService.addTaskSync (widget-data.service.ts:18:13)

WidgetComponent.addTask (widget.component.ts:32:23)

WidgetComponent.template_button_click_9_listener (widget.component.html:10:20)

executeListenerWithErrorHandling (core.mjs:15694:16)

wrapListenerIn_markDirtyAndPreventDefault (core.mjs:15729:22)


HTMLButtonElement.<anonymous> (platform-browser.mjs:459:38)

ZoneDelegate.invokeTask (zone.js:406:31)

Object.onInvokeTask (core.mjs:26278:33)

ZoneDelegate.invokeTask (zone.js:405:60)

Zone.runTask (zone.js:178:47)



Try-catch does not handle this error but by global

Error Handling in Angular - Complete Guide (2022)

EXPLORER


src > app > widget > TS widget.component.ts

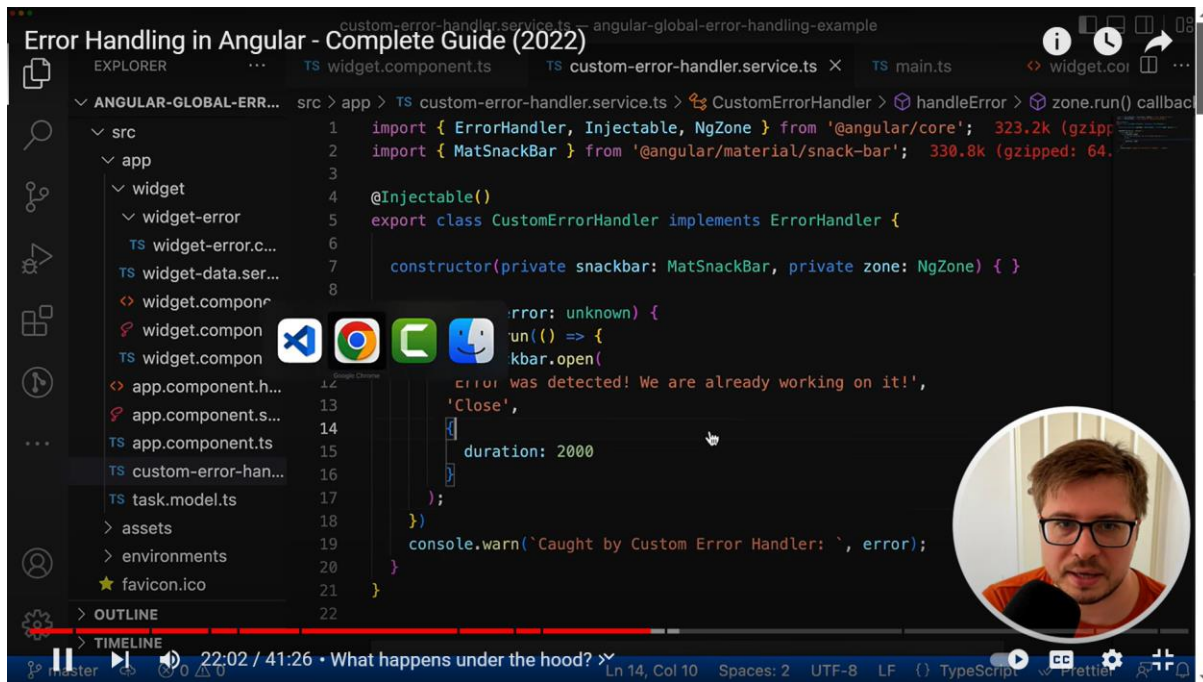
WidgetComponent

addTask

setTimeout() callback

```
22
23
24
25 constructor(private widgetData: WidgetDataService) { }
26
27 ngOnInit(): void {
28   this.tasks$ = this.widgetData.load();
29 }
30
31 addTask() {
32   // unreliable method
33   try {
34     setTimeout(() => {
35       this.widgetData.addTaskSync({ id: 0, title: 'New Task' });
36     });
37   } catch (error) {
38     if (error instanceof Error) {
39       this.error = error;
40       throw error;
41     }
42   }
43 }
```



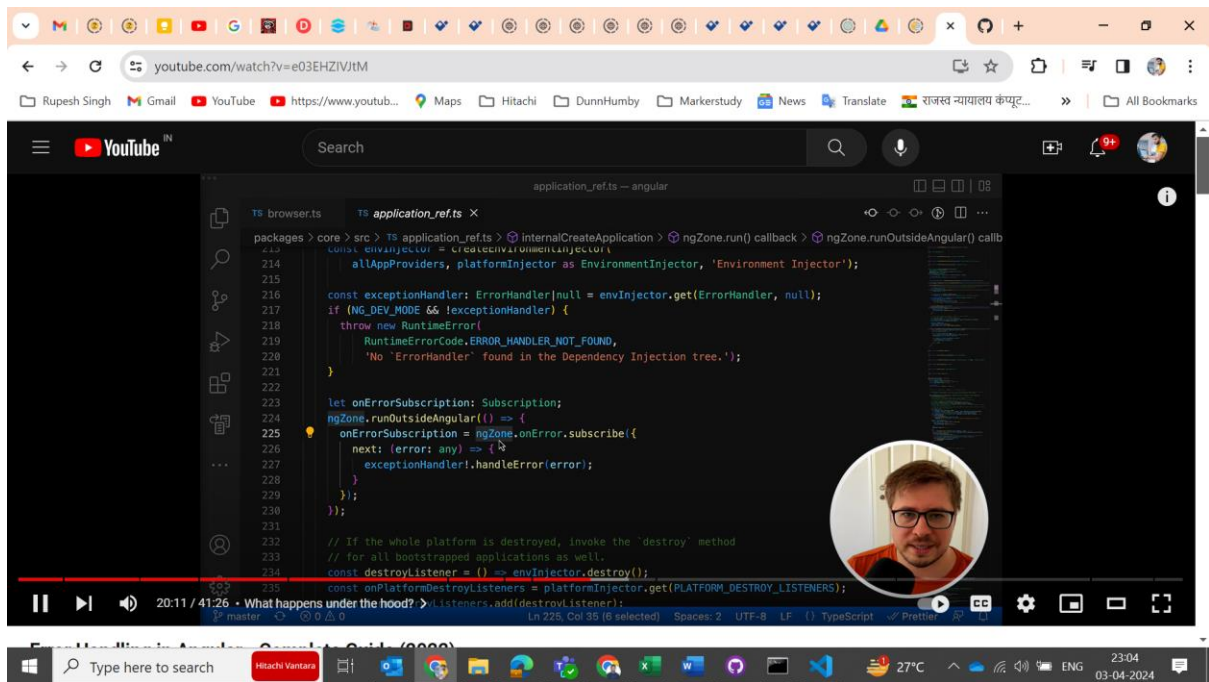


`throw error // used for send global based error`

Try-catch will not work with Async call

```
try {
  // this is an example
  setTimeout(() => {
    this.widgetData.addTaskSync({ id: 0, title: 'New Task' });
  });
}
catch (error) {
  if (error instanceof Error) {
    this.error = error
    throw error // for global error
  }
}
```

But why because ngzone find bellow screen



Pipe are used for error handling

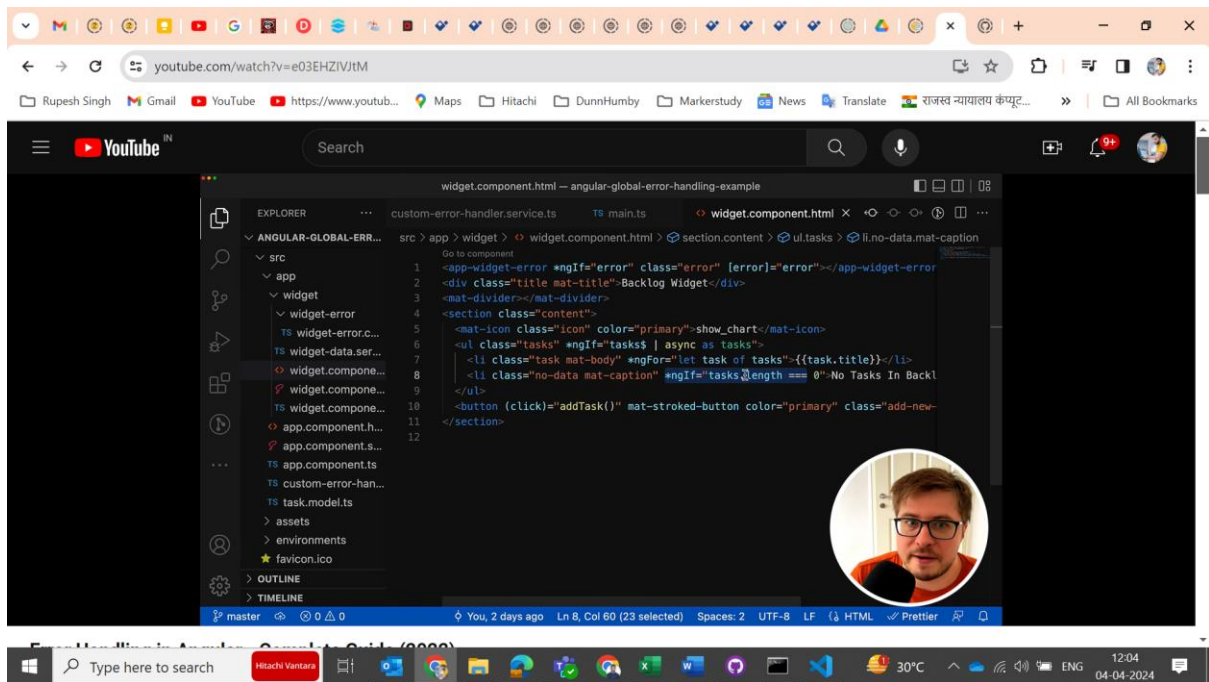
```
load() {
  return
this.http.get<Task[]>(`https://jsonplaceholder.typicode.com/dfs/todos?_start=
0&_limit=3`).pipe(
  catchError(() => {
    console.info('Error handled by widget service...')
    return throwError(() => new Error('Could not load Data'));
  })
)
}
```

This code will show for both error and message

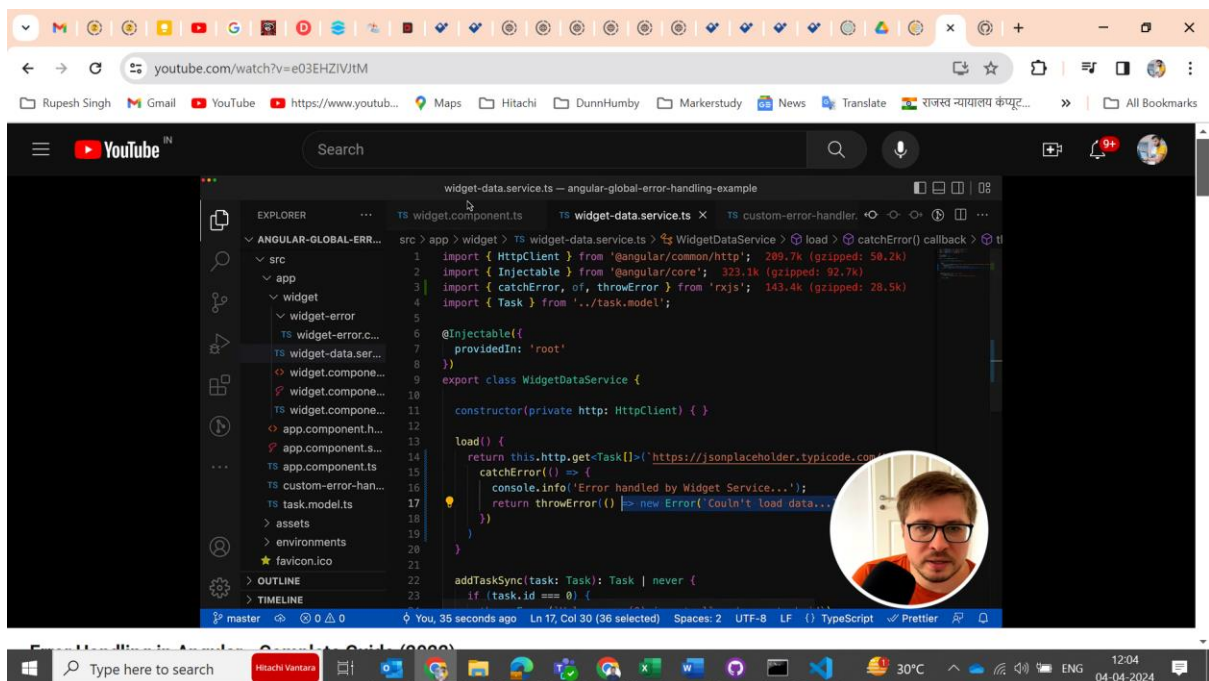
```
ngOnInit(): void {
  this.tasks$ = this.widgetData.load().pipe(
    tap({
      error: (error: Error | null): any => this.error = error
    }),
    catchError(err => of([])),
  );
}
```

YouTube video player showing a tutorial on Angular Error Handling. The video title is "Angular Error Handling". The video content displays a web application with a "Backlog Widget" and a "Widget Error" message. The error message indicates a "404 Not Found" error for the URL "https://jsonplaceholder.typicode.com/todos?_start=0&_limit=3". The video player interface includes a search bar, a video progress bar, and a list of related videos.

YouTube video player showing a tutorial on Angular Error Handling. The video title is "Angular Error Handling". The video content displays a web application with a "Backlog Widget" and a "Widget Error" message. The error message indicates a "404 Not Found" error for the URL "https://jsonplaceholder.typicode.com/todos?_start=0&_limit=3". The video player interface includes a search bar, a video progress bar, and a list of related videos.



Downstream



Global handling of HTTP errors

And retry http request

To create re

```
ng g interceptor global-http-error-handler --skip-tests
```

1. step

```
intercept(request: HttpRequest<unknown>, next: HttpHandler):  
Observable<HttpEvent<unknown>> {  
  return next.handle(request).pipe(  
    retry({  
      count: 3,  
      delay: (_, retryCont) => timer(retryCont * 1000), // 1sec ,2sec, 3sec  
    }),  
    catchError(err => {  
      console.log('Error handled by HTTP interceptor...')  
      return throwError(() => {  
        console.log('Error rethrow by Http Interceptor')  
        return err  
      })  
    })  
  );  
}
```

2. step

import this on main.ts

```
{provide:HTTP_INTERCEPTORS,useClass:GlobalHttpErrorHandlerInterceptor,multi:true}
```

3. component.ts

```
ngOnInit(): void {  
  this.tasks$ = this.widgetData.load().pipe(  
    tap({  
      error: (error: Error | null): any => {  
        this.error = error  
        console.log('Update components error property showing ' )  
      }  
    })  
  )  
}
```

```

    }},
    catchError(err => {
      console.log('replacing ther failed obeserables with an emoty array')
      return of([])
    }),
  );
}

```

4. Step data.service.ts

```

load() {
  return
  this.http.get<Task[]>(`https://jsonplaceholder.typicode.com/todos?_start=0&_limit=3`).pipe(
    catchError(() => {
      console.info('Error handled by widget service...')
      return throwError(() => {
        console.log('Error rethrogh by widget service')
        return new Error('Could not load Data')
      });
    })
  )
}

```

Map() operator are skipped

How data is flow if everything is fine

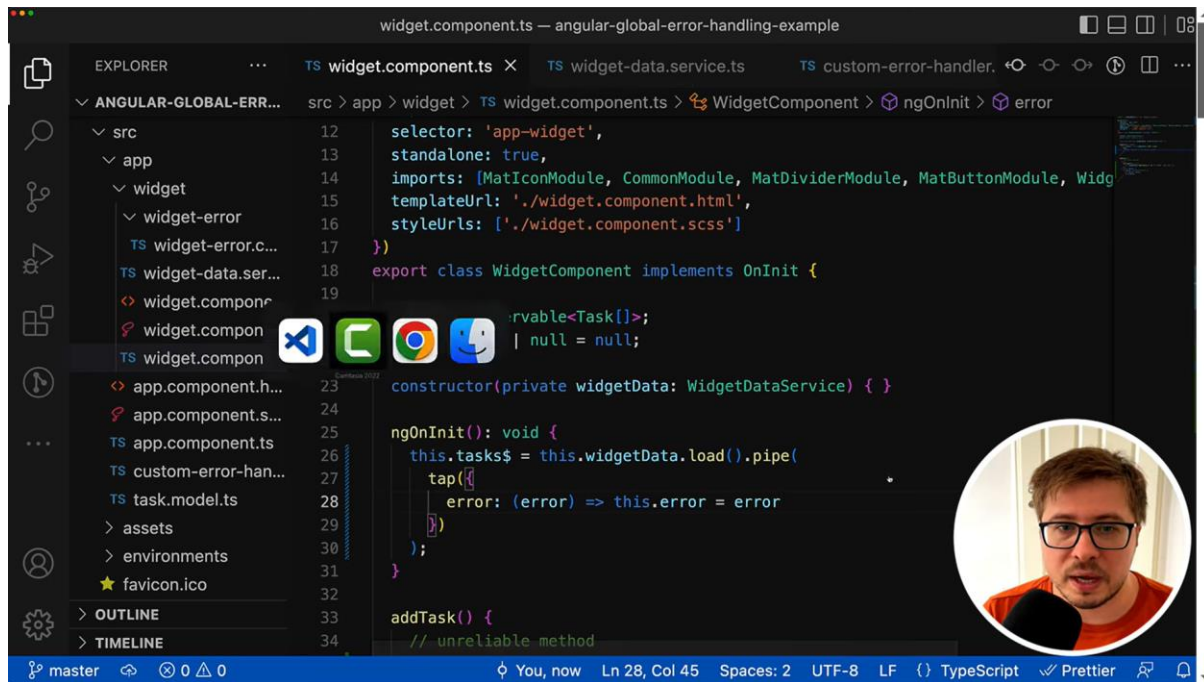
The screenshot shows a video player interface for a video titled "Error Handling in Angular - Complete Guide (2022)". The video is at the 39:32 mark out of 41:26. On the left, a "Data flow" sidebar lists RxJS operators: `map(data => ...)`, `filter(data => !!data)`, `catchError(err => ...)`, `take(1)`, and `retry({...})`. Orange arrows indicate a downward flow from `map` to `filter`, then to `catchError`, and finally to `retry`. The main area displays a TypeScript code snippet from `widget.component.ts` showing a `load()` method that uses `pipe()` to chain `map()` and `catchError()` operators. A circular video feed of the presenter is visible in the bottom right corner. The video player controls at the bottom show the timeline and playback status.

If error came how data flow

This screenshot is similar to the previous one but at the 40:01 mark. An orange arrow labeled "Error" points from the `map` operator to the `catchError` operator in the "Data flow" sidebar. In the code editor, the `catchError` operator is highlighted, and the presenter's video feed shows him pointing at the code. The video player controls at the bottom indicate the video is at 40:01 / 41:26.

Map() operator are ignored

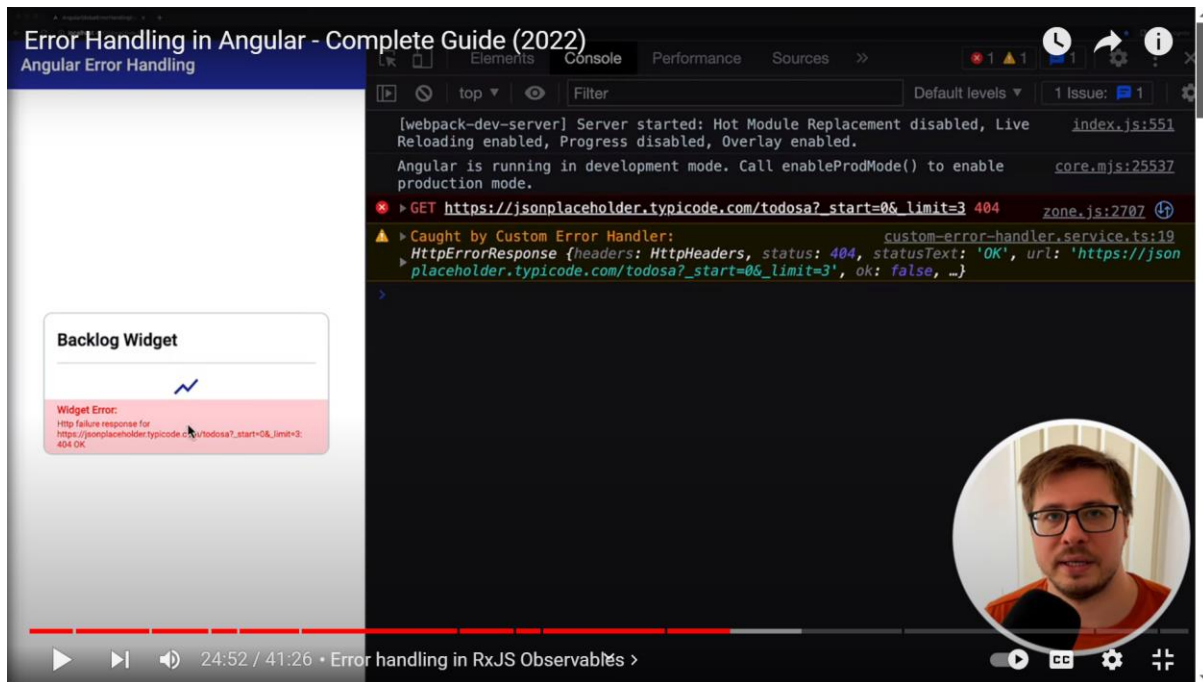
How pipe error are working let see



The screenshot shows a VS Code editor window titled "widget.component.ts — angular-global-error-handling-example". The Explorer panel on the left shows a project structure with a "src" directory containing "app", "widget", "widget-error", "widget-data.service", "widget.component", and "widget.component.scss". The main editor displays the code for "widget.component.ts". The code includes a component decorator with "selector: 'app-widget'", "standalone: true", and imports for "MatIconModule", "CommonModule", "MatDividerModule", "MatButtonModule", and "WidgetDataService". The "WidgetComponent" class implements "OnInit" and has a "tasks" property of type "Task[]". The "ngOnInit()" method uses an "async" pipe to call "this.widgetData.load()" and then uses a "tap" operator to handle errors, setting "this.error = error". The "addTask()" method is also shown, with a comment "unreliable method". A video overlay of a man with glasses and a beard is visible in the bottom right corner of the editor window.

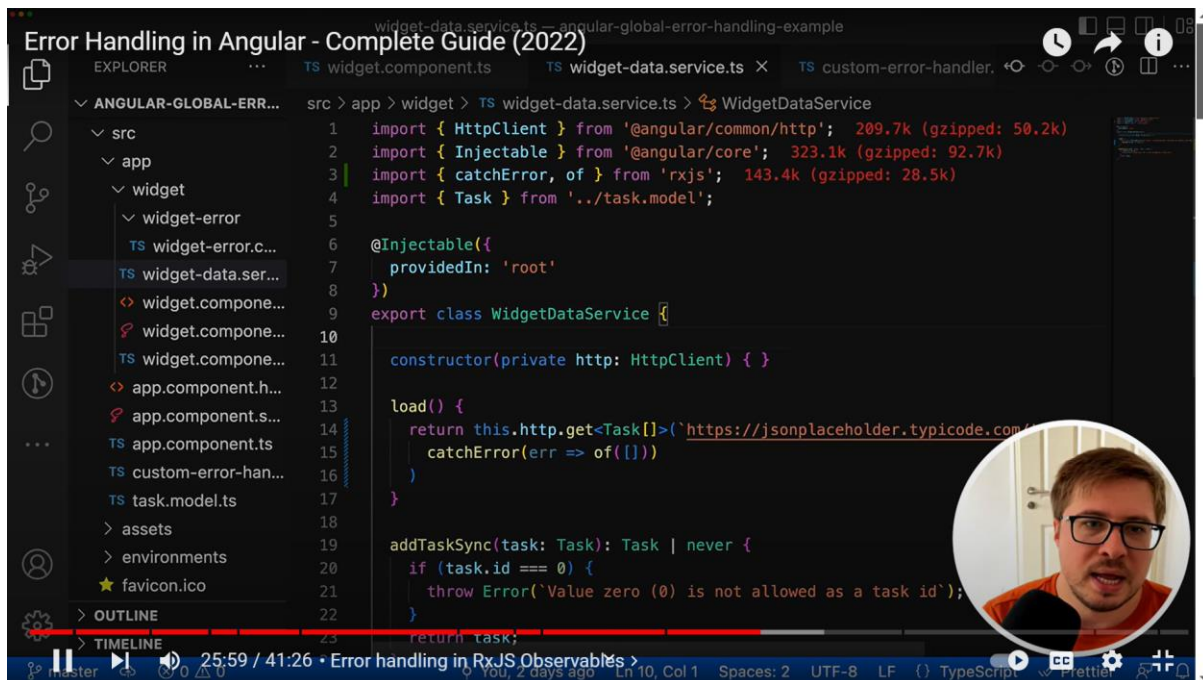
```
12 selector: 'app-widget',
13 standalone: true,
14 imports: [MatIconModule, CommonModule, MatDividerModule, MatButtonModule, WidgetDataService],
15 templateUrl: './widget.component.html',
16 styleUrls: ['./widget.component.scss']
17 })
18 export class WidgetComponent implements OnInit {
19   tasks: Task[];
20   | null = null;
21
22   constructor(private widgetData: WidgetDataService) {}
23
24   ngOnInit(): void {
25     this.tasks$ = this.widgetData.load().pipe(
26       tap({
27         error: (error) => this.error = error
28       })
29     );
30   }
31
32   addTask() {
33     // unreliable method
34   }
35 }
```

By using tap can trace error from service like this using async pipe



Catch and replace strategy in error

From service



<https://www.youtube.com/watch?v=e03EHZIVJtM>

Error Handling in Observables

2. error handling middleware
3. global error handling,
4. error handling within components.