



**Exception Handling**

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```
f getOrElseDefault(defa...    List<FinishedPretzel>
f getOrElseElse {...} (...    List<FinishedPretzel>
f getOrElseThrow() for ...    List<FinishedPretzel>
f map {...} (transform: (List<F...    Result<R>
f mapCatching {...} (transform:...    Result<R>
f onFailure...    Result<List<FinishedPretzel>>
f onSuccess...    Result<List<FinishedPretzel>>
f recover {...    Result<List<FinishedPretzel>>
f recoverCatching    Result<List<FinishedPre...
```



```
fun main() = runBlocking {  
    val pretzels = runCatching {  
        bakePretzels()  
    }  
}
```



# Exception Handling

```
fun main() = runBlocking {  
    val pretzels = runCatching {  
        bakePretzels()  
    }.  
    getOrDefault(defa... List<FinishedPretzel>  
    getOrElse {...} (... List<FinishedPretzel>  
    getOrThrow() for ... List<FinishedPretzel>  
    map {...} (transform: (List<F... Result<R>  
    mapCatching {...} (transform:... Result<R>  
    onFailure... Result<List<FinishedPretzel>>  
    onSuccess... Result<List<FinishedPretzel>>  
    recover {... Result<List<FinishedPretzel>>  
    recoverCatching Result<List<FinishedPre...
```

# Communication Between Coroutines

## channels