Visual Basic: Year 12 Tutorial Booklet

## Year 12: Visual Basic Tutorial.



## Simple Error Trapping.

Programs should never crash!

The best way to deal with run-time errors is to trap them with an error handler. This is a sections of code that handle these errors when they occur.

Run-time errors are referred to as Exceptions.

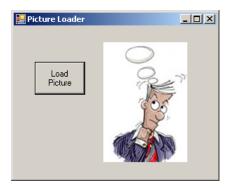
An error handler uses the Try...Catch...Finally code block.

This is what you do...

HANDS ON

[1] Create a new Windows Application.

On the form place a PictureBox (picPhoto) and set the Image property to an existing graphic and a Button (btnChange).



The program is going to change the picture when the button is pressed.

[2] Add this event handler to the Click event of the button.

(You will need to put the full path of a valid picture into the red text)

```
Private Sub btnChange_Click(ByVal sender As Object, ByVal e As
System.EventArgs) Handles btnChange.Click
   picPhoto.Image = System.Drawing.Bitmap.FromFile("R:\homer.gif")
End Sub
```

Run the program and see if the picture changes...(fix it if it doesn't!)



[3] Now, suppose the path of the picture is not correct...

Change the path to a picture file that does NOT exist...

```
Private Sub btnChange_Click(ByVal sender As Object, ByVal e As
System.EventArgs) Handles btnChange.Click
   picPhoto.Image = System.Drawing.Bitmap.FromFile("R:\marge.gif")
End Sub
```

...and run the program. This time you will get a run-time error, and a box like this will point to the line where the error was found:



[4] Change the code of the event handler to this...

```
Private Sub btnChange_Click(ByVal sender As Object, ByVal e As
System.EventArgs) Handles btnChange.Click
   Try
     picPhoto.Image = System.Drawing.Bitmap.FromFile("R:\marge.gif")
   Catch ex As Exception
     MsgBox("That file does not exist")
   End Try
End Sub
```

Running the program now, an error message should pop up...

