

VBScript Programmer's Reference, Second Edition

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Chapter 6

off, a small yellow triangle with an exclamation point (!) will appear in the status bar at the bottom of the browser window.

This will be the user's only indication that an error has occurred, and the actual error message will only come up if the user happens to notice the yellow icon and clicks on it. However, it is important to consider the likely possibility that users of your Web page will not care what the error is. There is nothing that they can do about it anyway. All they know is that the page is not working. This situation underlines the importance of thoroughly testing all of your browser-based VBScript code.

Handling Errors

What exactly does "error handling" mean? In the purest definition, error handling means take an active, rather than passive, approach to responding to errors. This means having extra code built into your script to deal with errors in case they occur. This can take the form of a "global" error handling scheme that does something such as:

- displaying the error to a user
- logging the error to a file, database, or the Windows Event Log
- e-mailing the error to a system administrator
- paging the system administrator
- some combination of all of the these

In addition to a general error handling scheme, you can trap for specific errors at specific points. For example, trying to connect to a database is a common point where errors occur. The password entered by the user might be wrong, or the database might have reached the maximum allowable connections. Knowing that connecting to a database is error prone, the experienced VBScript programmer will put a specific error trap in his or her code in the place where the code attempts a database connection.

The remainder of this section will introduce the elements necessary for handling errors in your VBScript programs.

The Err Object

The `Err` object is what is described in the Microsoft VBScript documentation as an "intrinsic object with global scope," which means that it is always available to any VBScript code. There is no need to declare a variable to hold an `Err` object and no need to instantiate it using `CreateObject` or `New`. There is exactly one `Err` object in memory at all times while a VBScript program is running.

The `Err` object contains information about the last error that occurred. If no error has occurred, the `Err` object will still be available, but it will not contain any error information. Error information is stored in the properties of the `Err` object; some of which are given in the table.

The properties and methods of the `Err` object are described in more detail in Appendix E.

The `Err` object also has two methods. The first is the `Clear` method, which erases all of the properties of the `Err` object so that the information about the last error is thrown away. The second is the `Raise`