

# Events

An event is thrown by the VoiceXML platform for any type of reason, such as a user not responding to an input, not responding correctly, or requesting help, etc. An event is also thrown if there is a semantic error in the VoiceXML document, or when the `<throw>` element is encountered. The `<throw>` element generates an event (user-defined or system) and the `<catch>` element catches the event thrown by the VoiceXML document, dialog, or form item.

<code>&lt; throw &gt;</code>	The <code>&lt; throw &gt;</code> element generates predefined or user-defined events.
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Following is an example of the use of the `<throw>` element:

<code>&lt;throw event="nomatch" /&gt;</code>
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In this case, an event is generated when an input by the user is not recognized as part of the active grammar. The attribute for the `<throw>` element is `event`, which defines the event to be thrown.

<code>&lt; catch &gt;</code>	The <code>&lt;catch&gt;</code> element catches the event thrown by the VoiceXML document, dialog, or form item.
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Following is an example of the use of the `<catch>` element:

<code>&lt;catch event="nomatch" /&gt;</code>
<code>&lt;throw event="event.password.invalid" /&gt;</code>
<code>&lt;/catch&gt;</code>

Following is a set of available `<catch>` elements:

<code>&lt; error &gt;</code>	The <code>&lt; error &gt;</code> catch element catches events of type <code>error</code> .
<code>&lt; help &gt;</code>	The <code>&lt; help &gt;</code> catch element catches events if no help is available.
<code>&lt; noinput &gt;</code>	The <code>&lt; noinput &gt;</code> catch element catches events if there was no input by the user.
<code>&lt; nomatch &gt;</code>	The <code>&lt; nomatch &gt;</code> catches events if an input by the user is not recognized as part of the active grammar.

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