

Exceptions

An exception is a way of a program reporting an “*error*” or “*event*” that needs to be addressed before the program continues executing. If this exception is not handled, then the program will crash, or end in an error state. Most languages provide a mechanism for both handling exceptions when they occur (usually with *try...catch* blocks) and they provide a way of defining and *throwing* custom exceptions.

The following sections provide some links for exception handling documentation in Java and in JavaScript.

In Java

Introduction to Exceptions (General/Java)

- <http://docs.oracle.com/javase/tutorial/essential/exceptions/definition.html>

What are the advantages of using Exceptions?

- <http://docs.oracle.com/javase/tutorial/essential/exceptions/advantages.html>

Exception Handling (Java)

- <http://docs.oracle.com/javase/tutorial/essential/exceptions/handling.html>

In JavaScript

Introduction to Exception Handling in JavaScript

- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Control_flow_and_error_handling#Exception_handling_statements

`throw` documentation

- <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/throw>

`try...catch` documentation

- <https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/try...catch>