`ErrorHandler` method takes an error message as input and returns a JSON response representing the error message.

Here's how it works:

1. It receives an error message as a parameter.

2. It creates a new anonymous object with a single property named `Error`, which holds the value of the error message. This object represents the error message in a structured format.

3. It uses the `JsonConvert.SerializeObject` method from the `Json.NET` library to serialize the error object into a JSON string. This converts the structured object into a string that adheres to the JSON format.

4. It assigns the serialized JSON string to the `jsonResponse` variable.

5. It returns the JSON response as a dynamic type. The dynamic type allows the JSON response to be treated as a generic object, enabling flexibility in how it is used or accessed.

In practice, this `ErrorHandler` method is commonly used to format error messages into a standardized JSON response format, making it easier to handle and process error messages consistently in applications.