**Assignment**

1. The try...catch construct helps in error identification and handling. The try statement allows for a block of code to be checked for errors and the catch statement helps to check for possible errors and it returns a block of code if the try statement has an error.
2. For example:

Function errorMessage() {  
  var message, x;  
  message = document.getElementById("p01");  
  message.innerHTML = "";  
  x = document.getElementById("demo").value;  
  try {  
    if(x == "") throw "is empty";  
    if(isNaN(x)) throw "is not a number";  
    x = Number(x);  
    if(x > 15) throw "is too high";  
    if(x < 5) throw "is too low";  
  }  
  catch(err) {  
    message.innerHTML = "Error: " + err + ".";  
  }  
  finally {  
    document.getElementById("demo").value = "";  
  }  
}

1. The throw statement eables programmers to create custom errors and display it. Also, the error can be a string,number or an object. The throw statement together with the try and catch statements help to display custom errors and control the flow of the program.
2. The finally statement enables programmers execute a block of code irrespective of the outcome of the result.

In summary, the try statement is executed first.Then, if there were no errors, then catch statement is ignored. However, if an error occurs, then the try execution is stopped, and the catch statement is executed.

Reference : <https://www.w3schools.com/js/js_errors.asp>

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