

Function placement -

// write code 1st
// then place functions beneath it

Linters -

grammarly but for
code

Try ... catch

```
try {  
}  
} catch (err) {  
}
```

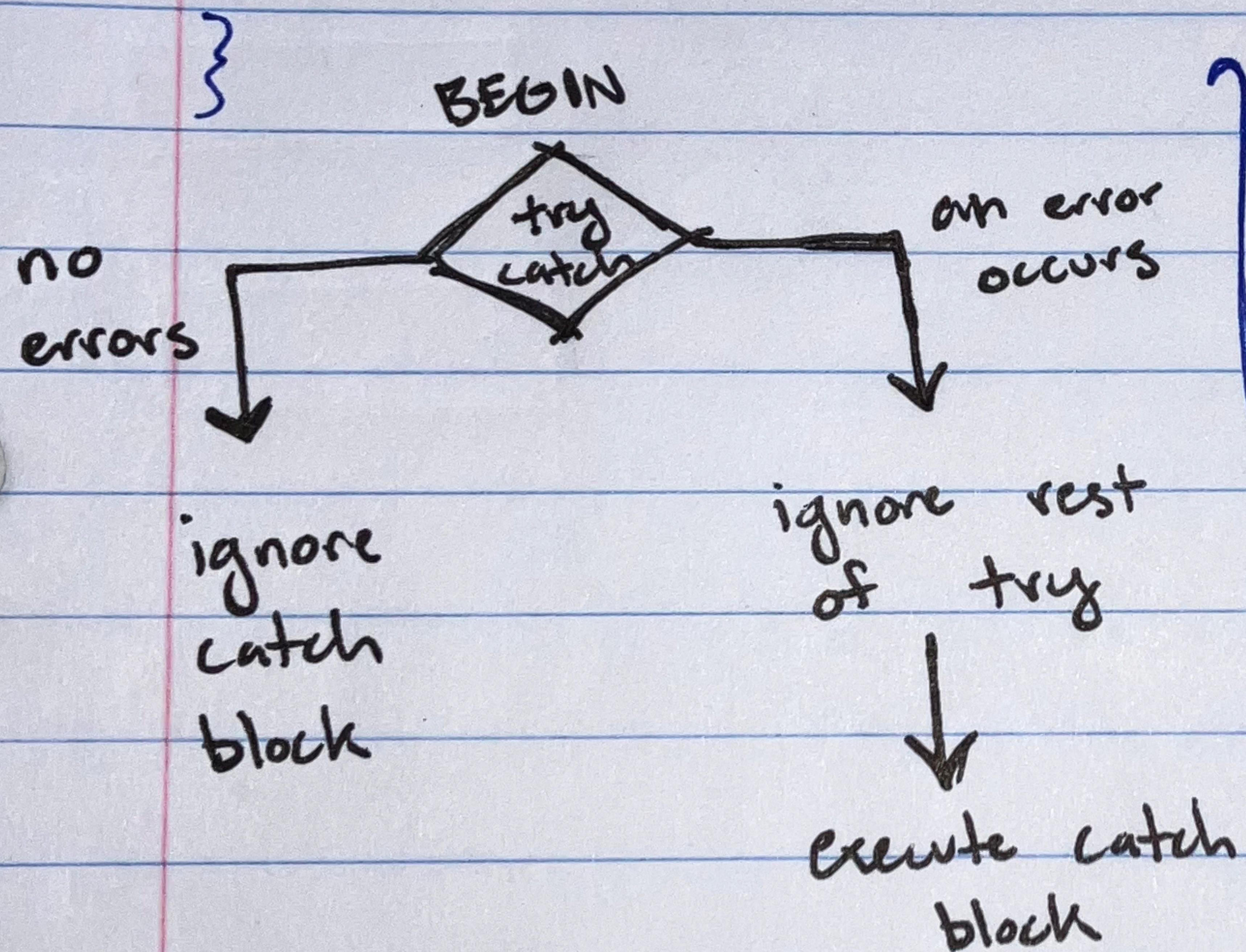
What does try...catch actually do?

how does it help w/ error handling?

is it like an if...else statement?

what do I include as code? what W/ info?
tests code / causes errors

handles errors



We can catch and define errors that we test for in a code block

it will only handle errors that occur in valid code aka runtime errors/ exceptions

JS generates an object w/
details abt the error, if one occurs

details include:

- name
- message
- maybe stack

alert (err.name)
alert (err.message)
alert (err.stack)

throw generates an error, you can make custom errors