**JAVASCRIPT – Day 6**

1. **Errors and Exceptions?**

* Syntax errors are mistakes in the source code, such as spelling and punctuation errors and so on, which cause an error message to be generated by the compiler
* A runtime Error is a software or hardware problem that prevents internet explorer from working correctly.
* The try statement defines the code block to run (to try).
* The catch statement defines a code block to handle any error.
* The final statement defines a code block to run regardless of the result.
* The throw statement defines a custom error.

1. **Animations**

So let's implement one simple animation using DOM object properties and JavaScript functions as follows. The following list contains different DOM methods.

* We use the JavaScript function getElementById() to get a DOM object and then assign it to a global variable imgObj.
* We have defined an initialization function init() to initialize imgObj where we have set its position and left attributes.

1. **Multimedia**

JavaScript Multimedia is basically used to include any movies, audio, text, and music, etc in the web application.

* <embed src=”vdsa.mp4”></embed>
* <object src=”vdido.mp4”></object>

1. **Image Map**

The usemap value starts with a hashtag # followed by the name of the image map and is used to create a relationship between the image and the image map.

1. **ES6 (Features)**

* Default parameters
* Template literals (Template strings)
* Tagged Templates
* Destructuring assignment
* Arrow function expressions
* let and const
* Spread and Rest syntaxes (…)
* Object.assign() and Object.is()
* Classes

1. Browers

The **JavaScript navigator object** is used for browser detection. It can be used to get browser information such as appName, appCodeName, userAgent etc.

The navigator object is the window property, so it can be accessed by:  
**window.navigator.**