# ERROR HANDLING

# 📖 REVIEW

🤔 Error types

📦 Error objects

🔥 Generating of errors

🔍 Catching of errors

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# 📖 ERROR TYPES

📜 Parsing Errors

🏎️ Runtime Errors

⚖️ Logical Errors

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# 📖 ERROR OBJECTS

📜 SyntaxError

🧐 ReferenceError

🔧 TypeError

👨‍💻 URIError

🧙 EvalError

⚙️ InternalError

🚴‍♀️ RangeError

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# 📖 SYNTAXERROR

```
1 console.log(1);
2
3 const f → function () {};
4
```

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# 📖 REFERENCEERROR

```
1 console.log(name);
2
```

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# 📖 REFERENCE ERROR

```
1 f();
2
```

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# 📖 TYPEERROR

```
1 const obj = {};
2 console.log(obj.person.name);
```

# 📖 TYPEERROR

```
1 f();
2 var f = function() {};
3
```

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# 📖 URIERROR

```
1 decodeURIComponent('%');
2
```

# 📖 GENERATION

```
1  throw new RangeError('We have a problem!');
2
```

# 📖 GENERATION

```
1 throw new Error('We have some problem');
2
```

# 📖 CATCHING

```
1 try {
2     throw new Error('We have some problem');
3 } catch(err) {
4     console.log(err.name);
5 }
6
```

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# HERE GOES!

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