How Javascript exception handling works. Try Catch Throw

Throw, and Try...Catch...Finally

The **try** statement defines a code block to run (to try).

The **catch** statement defines a code block to handle any error.

The **finally** statement defines a code block to run regardless of the result.

The **throw** statement defines a custom error.

Example Javascript exceptionExample Javascript exception

In this example we misspelled **"alert"** as **"allert"** to deliberately produce an error:

```
try {
    allert("Welcome to this test!");
}
catch(err) {
    document.getElementById("pDemo").innerHTML = err.message;
}
```

Implementing the Rollbar Javascript SDK helps speed up the error resolution flow. Here is the code example:

```
try {
    allert("Welcome to this test!");
}
catch(err) {
    Rollbar.error(err);
    document.getElementById("pDemo").innerHTML = err.message;
}
```

what is a library in software development

What are libraries? A library is a collection of pre-written code that you can use to perform specific tasks. Libraries are often used to reduce the amount of code a programmer needs to write by providing reusable functions or classes that can be called upon as needed.