1. What is an exception and what are best practices for handling them?
   An exception is an error that states an abnormality with your condition. It's like a disruption to the normal flow of code and exception handling executes and solves the issue. Throw statements, try… catch statements, and try…catch…finally statements are used to handle exceptions, they wrap the flawed code into a catch block. The error present is found, and actions are done to fix it. That is the best way to handle it but also just paying attention to what you log and try to design classes to avoid running into exceptions if possible.

   https://www.javatpoint.com/javascript-this-keyword

   https://stackify.com/best-practices-exceptions-java/

2. What is your favorite thing you learned this week?
   My favorite thing I learned this week was classes. I like anything that cuts my code down and requires less typing, and classes does just that by grouping properties and functionality together. Classes are like functions; however, a **constructor function** is necessary when creating classes. It initializes as many parameters there are in your function and the syntax starts out with "this" to refer to the function itself. A major difference is the initializer's first letter must be capitalized and properties are assigned inside the constructor. I guess I liked learning about this so much because of the similarity to functions that classes have. So, it was nice to see something a tad bit familiar while also learning something new! While doing my research I read some controversy over using classes and I found that interesting because not all advances in technology are always a benefit, its hard to remember that sometimes until it directly affects you.

   https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes

   https://www.digitalocean.com/community/tutorials/understanding-classes-in-javascript