

## script2.js

```
1 // Error Handling
2 let a = 5;
3 let b = 10;
4 console.log("a = ", a);
5 console.log("b = ", b);
6 console.log("a + b = ", a + b);
7
8 try {
9     console.log("a + b = ", a + c); //error
10 } catch(err) {
11     console.log(err);
12 }
13
14 console.log("a + b = ", a + b);
15 console.log("a + b = ", a + b);
16 console.log("a + b = ", a + b);
17 console.log("a + b = ", a + b);
18
19
```