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A Summary Of Object-Oriented Programming

The 4 pillars of Object-Oriented Programming, Encapsulation, Abstraction, Inheritance, and Polymorphism all work in tandem to help one code cleanly while being just as efficient. Encapsulation groups related variables and groups them into objects. Using less syntax makes it easier to troubleshoot if any issues come up. Abstraction hides properties from the outside making it simpler to understand. If anything is changed outside of the function it won't affect the code as much. Inheritance is accurate to its name helping us reuse code and reduce clutter. Polymorphism shortens code by using less syntax to complete the same task as it would if you used the same code over and over and over.

In Javascript "Class" is used to create "Object". Class is the blueprint to create data and functions that will be used in the objects that come from it use. Objects take from the data defined in the class and performs operations based on that data. Exceptions are errors that occur during the execution of a program. Learning how to handle them can help you lessen the damage done to the code by foreseeing them and having failsafes implemented before the error occurs.. There are many ways to go about catching them such as try-catch blocks, where you can use "try" where you input code to intentionally cause an error and "catch" which outputs whatever solution you have set up for that error catching specific exceptions. Having detailed error messages that help you figure out what, log exceptions so others can know what errors are occurring and for the system to be aware of it for the future. The ultimate fix is "finally" which is code that is always executed regardless of an exception. It ensures that something is outputted to ensure proper cleanup.

Citations
https://chat.openai.com/
https://www.youtube.com/watch?v=pTB0EiLXUC8&t=318s