**argument error** - invalid\_argument is an exception which is thrown when the value of unaproppriate type for this argument is provided

**assertion** - a statement that is always true at this point of program

**catch** - This block is used to list exceptions that we are interested in and specify a piece of code, that will be done, when the proper exception will be thrown

**compile-time error** - an errors found by compiler, such as: syntax and type errors

**container** - an object used to contain other objects (i.e. vector)

**debugging** - a process of searching for errors and removing them; less systematic than testing

**error** - a mismatch between a reasonable expectations of program behaviour and what the program actually does

**exception** - exception provides a way to separate detection of error from it’s handling

**invariant** - a condition that must be always true in certain point of program

**link-time error** - an error found by linker

**logic error** - a cause of erroneous results, usually found by programmer

**post-condition** - Certain condition that must be always true upon the exiting from a piece of code, such as loop or function

**pre-condition** - Certain condition that must be always true upon the entry into a piece of code, such as loop or function

**range error** - an error caused by referencing to not existing element of vector

**requirement** - a description of desired behaviour of a program or part of a program

**run-time error** - an error found while running the program

**syntax error** - an error caused by breaking the rules of language grammar in a piece of code

**testing** - the process of searching errors and removing them; more systematic than debugging. Usually conducted by using a lot of various values as an input

**throw** - A keyword used to throw exceptions when function can’t handle error handling, indicating what went wrong

**type error** - an error caused by trying to put the value of one type in the object of another type that doesn’t fit in it