TRY CATCH:

* Try and catch blocks are used to find and avoid errors. That is if the developer write code in try block which code is maybe leads errors.
* If any error occur then that try block throws the error to the catch block and this block shows that exceptions and after that terminate the program.
* Using this blocks the user can get intimation about that error. Using this block to reduce the no. of errors.

Syntax:

try{

}catch(error){  
console.log("[filename] [function]...", error)  
}

Example:

<script>

try

{

alert("ReferenceError ");

addlert("try block");

//alert("TypeError");

//window.write("another error"); //if u remove that addlert then it will display

}

catch(err)

{

document.getElementById('first').innerHTML=err.name + " <br> " +err.message;

}

</script>

In this example we have written "alert" as "adddlert" to deliberately produce an error.

Output:

ReferenceError  
adddlert is not defined