**JavaScript Error Handling**

* The designer must assume all the possible errors that are possible and design in such a way to minimize the chance of error in first place
* Assume that the code will fail
* Log the errors to the server
* The developer should handle the errors, rather than leaving it to browser
* Errors that are caught are considered to be handled
* Identify where the errors might occur
* Different kinds of errors
  + Type coercion errors
  + Data type errors
  + Communication errors
* Throw the errors or implement try-catch
* Distinguish fatal vs non-fatal errors
* Non-fatal errors
  + It will not interfere with user’s main tasks
  + Affect only a portion of page
  + Recovery is possible
  + A repeat of action may result in appropriate result
  + Do not tell the user it is not working unless it is really necessary
* Fatal errors
  + The application absolutely cannot continue
  + Significantly interferes with the user’s ability to be productive
  + Other errors will occur if the application continues
  + Message the user immediately
  + Reload
* Provide a debug mode
* Debug mode
  + Assign a variable that is globally available
  + Try-catch and re-throw the error
  + Window.onerror should return false
  + Allow the browser to handle the error