Week 05 Notes

* All an exception is, is an error with a return value. We can then use that return value to handle the error.
* Stack traces help us know what methods were called that triggered the error.
* Warnings are not optional errors, they can signify that the program is in a compliable and runnable state but it could be in the wrong state.
* Make sure your code fails loudly.
* Strict mode can be very helpful to reduce bugs in the code.
* Strict mode can be used on specific functions or code blocks too.
* Be aware there are other tools such as linting available to evaluate code quality.
* Alerts can be handy to call out when an event has happened.
* The console can also be used to view the value and state of the variables in the code.
* Each error creates an error object that has valuable information that can be extracted for more information on the error.
* Use throws to directly deal with errors.
* You can use try catch and except statements to handle the flow of the program upon encountering an error.
* Test driven development is where you specify the code requirements that the program needs to pass or the functionality it needs to have and then create the functions that give it that functionality.
* There are test driven frameworks. Cool !