Error Handling Review

Great job with handling errors!

In this lesson we went over:

* How mistakes in programming leads to errors.
* Why errors are useful for developers.
* Errors will prevent a program from executing unless it is handled.
* How to create an error using the Error() function.
* How to throw an error object using the throw keyword.
* How to use the try...catch statement to handle thrown errors.
* Evaluating code in a try block to anticipate errors.
* Catching the error in a catch block to allow our program to continue running.
* Why the try...catch statement would be useful in a program.

Now you have the ability to create code that doesn’t break when an error is thrown!

**Instructions**

If you want to challenge yourself:

* Force different built-in error object to be thrown in a try...catch statement and see when the messages are different.
* Test out what different data types you can throw.
* Use try...catch for a function that accepts user input to allow errors to be thrown but your program to continue running.