**Error Handling:**

Rule#1: Assume your code will fail

Rule#2:Log Error to server

Rule#3:you,not the browser,handle errors.

Rule#4:Identify the error

Rule#5: Throw your own error

Rule#6:distinguish fatal vs no fatal

Rule#7:Provide a debug mode

**Try-catch:**

Thrown Errors contains information,and caught are consisdered as error handled.

window.onerror-indicates last stop before browser responds,and it returns true.

**Types of Error**

* type of coercion errors.
* data type errror
* communication Errors.

**Throw vs Try-catch:**

Throw: its throw error in low level.Eg:libraies

Try-catch: its throw error in high level,eg:Application logic

**Fatal Error vs Non fatal Error**

Non fatal Error: Effects only in particular portion,it does not affect the output.Recovery is possible.

Fatal Error:Application cannot continue, its immediately message the user.

**Debug mode:**

* Assign a variable gobally.
* try-catch should re-throws error
* window.onerror returns false