What are the four pillars of Object-Oriented Programming? Explain each pillar.

The four pillars of OOP are Abstraction, Encapsulation, Inheritance and Polymorphism. Abstraction is the process of showing only what is necessary thus allowing the simplification of the interface by concealing the inner complexities of the program from the user. Encapsulation allows for the bundling of related code into a single unit. Inheritance lets you build code by inheriting properties and methods from another part of the code. Polymorphism is used to describe a codes ability to handle different types of data returning a result based on the data.

https://www.honeybadger.io/blog/javascript-oop/#:~:text=Object%2Doriented%20programming%20(OOP),code%20and%20blueprints%20using%20objects.

What is an exception and what are best practices for handling them?

An exception in JavaScript is unexpected or anomalous condition. The best practices for handling these exceptions are by coding a method or process that will do something if an exception is present. These methods for handling exceptions are throw statements, try….catch statements, and try…catch…finally statements.

https://www.javatpoint.com/exception-handling-in-javascript#:~:text=An%20exception%20signifies%20the%20presence,programming%20constructs%20for%20its%20execution.