“Exceptions are used to change the normal flow of a script if a   
specified error occurs”

Exception Handling

Exception handling is used to change the normal flow of the code execution if a specified error (exceptional) condition occurs. This condition is called an exception.

This is what normally happens when an exception is triggered:

* The current code state is saved
* The code execution will switch to a predefined (custom) exception handler function
* Depending on the situation, the handler may then resume the execution from the saved code state, terminate the script execution or continue the script from a different location in the code.

Different error handling methods:

* Basic use of Exceptions
* Creating a custom exception handler
* Multiple exceptions
* Re-throwing an exception
* Setting a top level exception handler3

**Note:** Exceptions should only be used with error conditions, and should not be used to jump to another place in the code at a specified point.

Rules for exceptions

* Code may be surrounded in a try block, to help catch potential exceptions
* Each try block or "throw" must have at least one corresponding catch block
* Multiple catch blocks can be used to catch different classes of exceptions
* Exceptions can be thrown (or re-thrown) in a catch block within a try block

A simple rule: If you throw something, you have to catch it.