# Javascript Errors

#### **Objectives**

- Identify and resolve common JS errors by reading a stack trace and identifying the cause of the error
- Catch exceptions using a try...catch block and handle them
- Explain the 6 debugger actions (resume, step over, step into, step out, breakpoints, exceptions).

#### **TypeError**

Thrown when a variable or parameter is not of a valid type. For example:

```
var person;
person.name;
// Uncaught TypeError:
//Cannot read property 'name' of undefined
```

### **SyntaxError**

Thrown when the JavaScript syntax is wrong. For example:

```
var greet = function {
   console.log('Hello world');
};
// Uncaught SyntaxError: Unexpected token {
```

#### ReferenceError

Thrown when attempting to access something that has not been declared. For example:

```
wishfulThinking();
// Uncaught ReferenceError: wishfulThinking
// is not defined
```

#### RangeError

Thrown when the maximum call stack size is exceeded. Like when a recursive function calls itself too many times. For example:

```
var factorial = function(n) {
   if (n === 1) {
      return 1;
   }

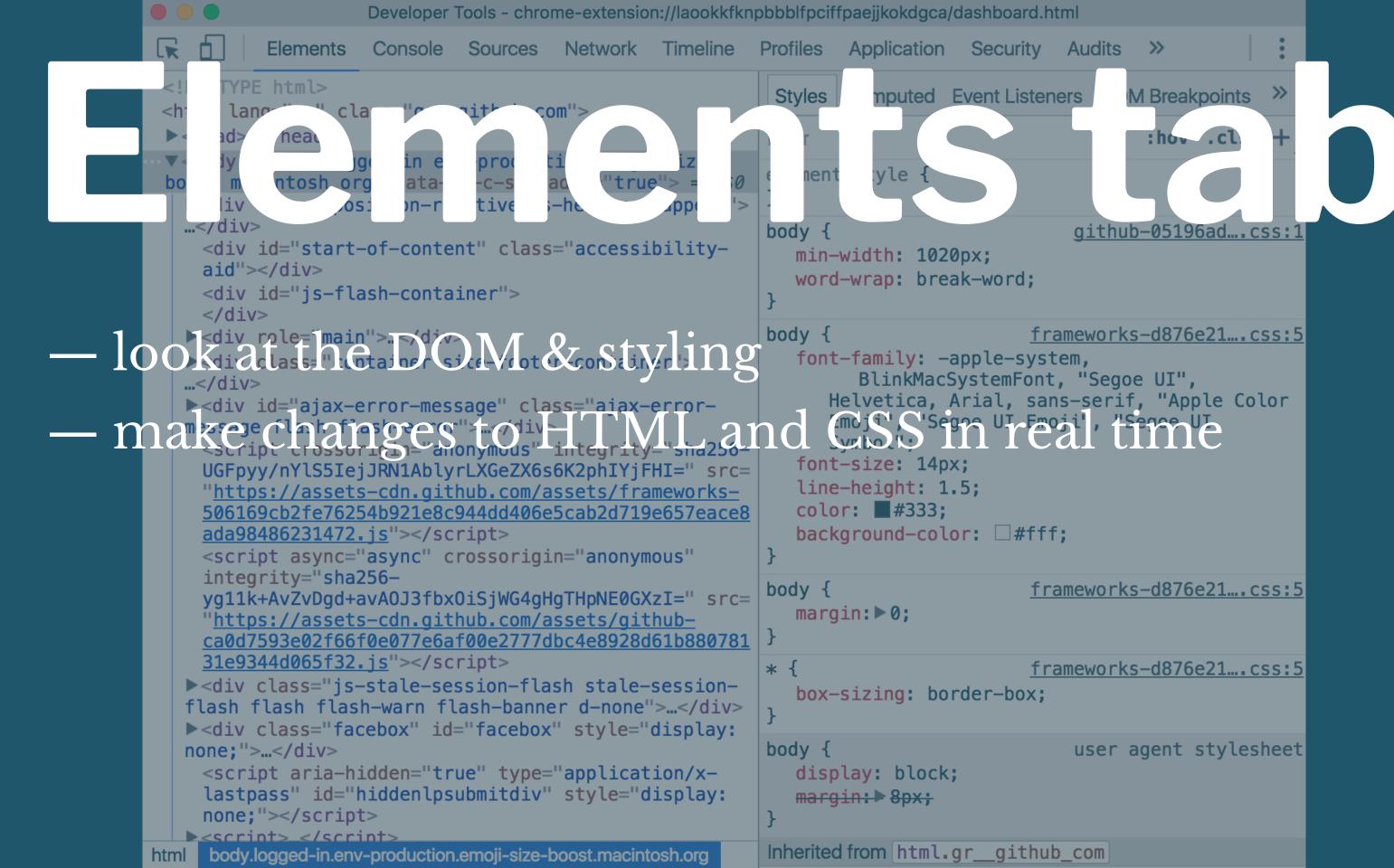
  return n * factorial(n - 1);
}

factorial(30000);
// Uncaught RangeError: Maximum call stack size exceeded
```

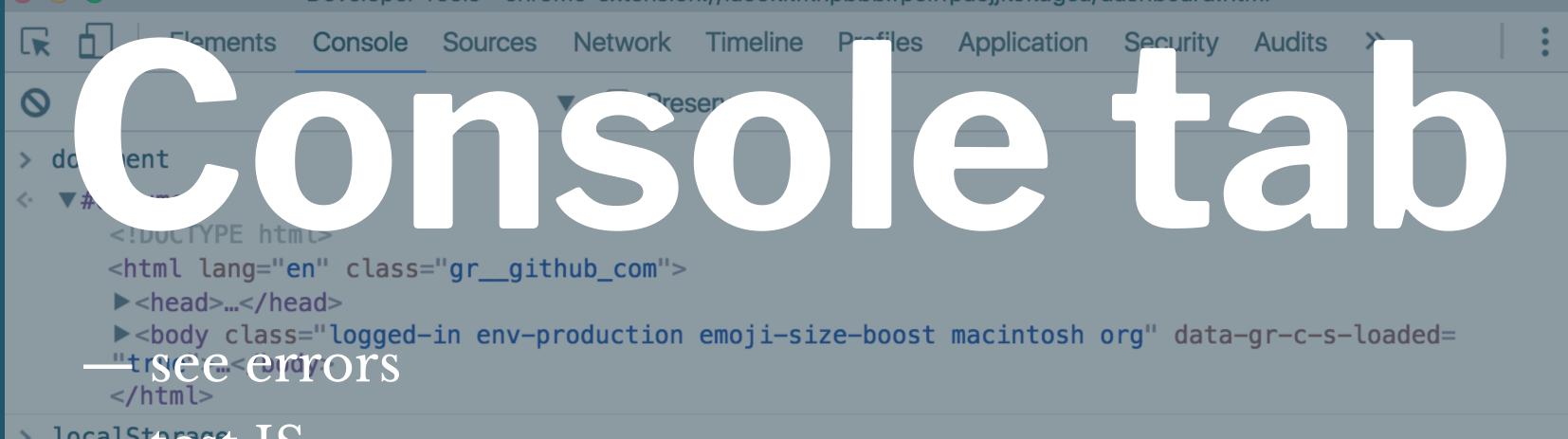
#### Try...catch

```
try {
    var arr = new Array[-1]; // Throws RangeError
}
catch(err) {
    console.log(err); // This IS the RangeError
}
```

## Chrome Developer Tools



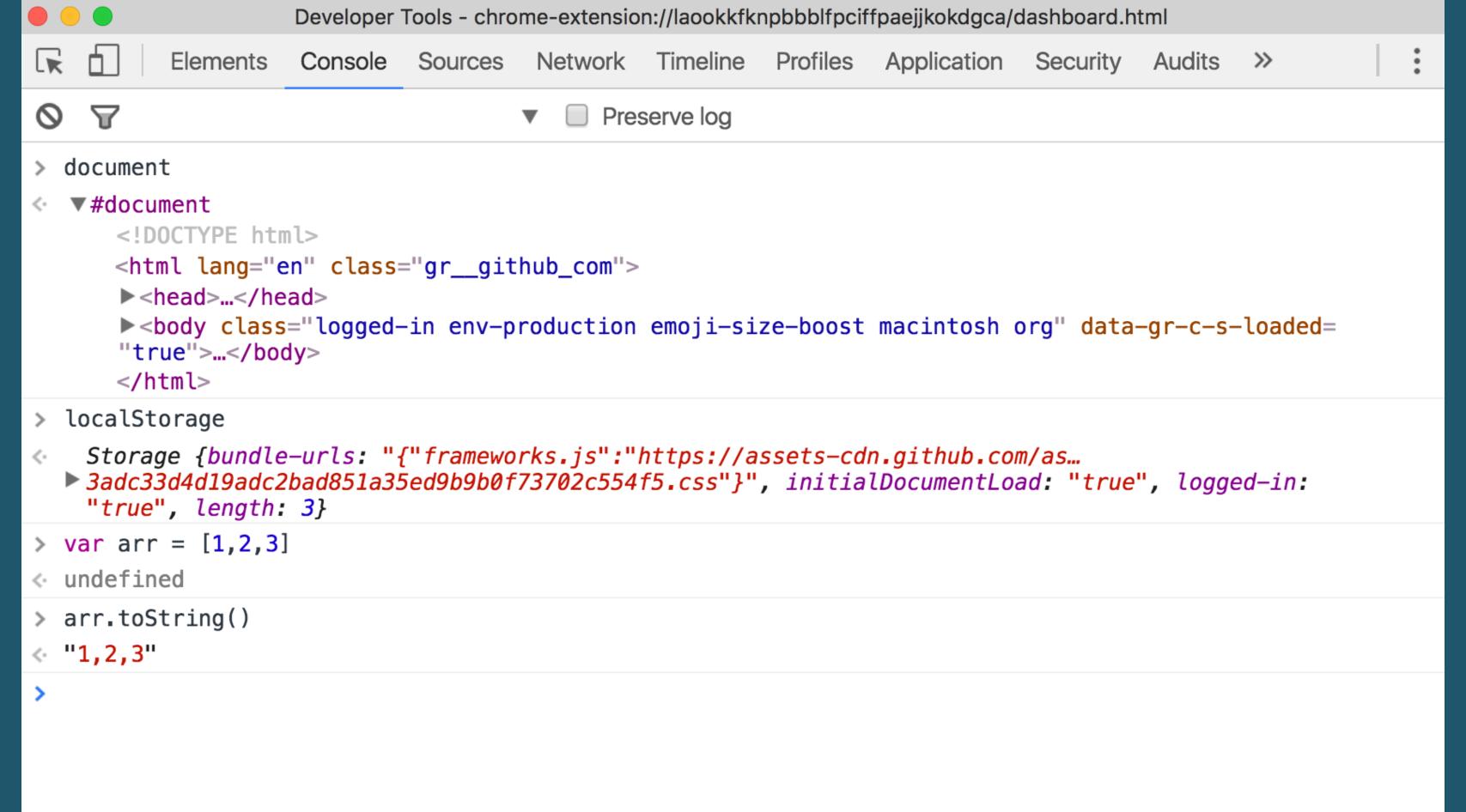
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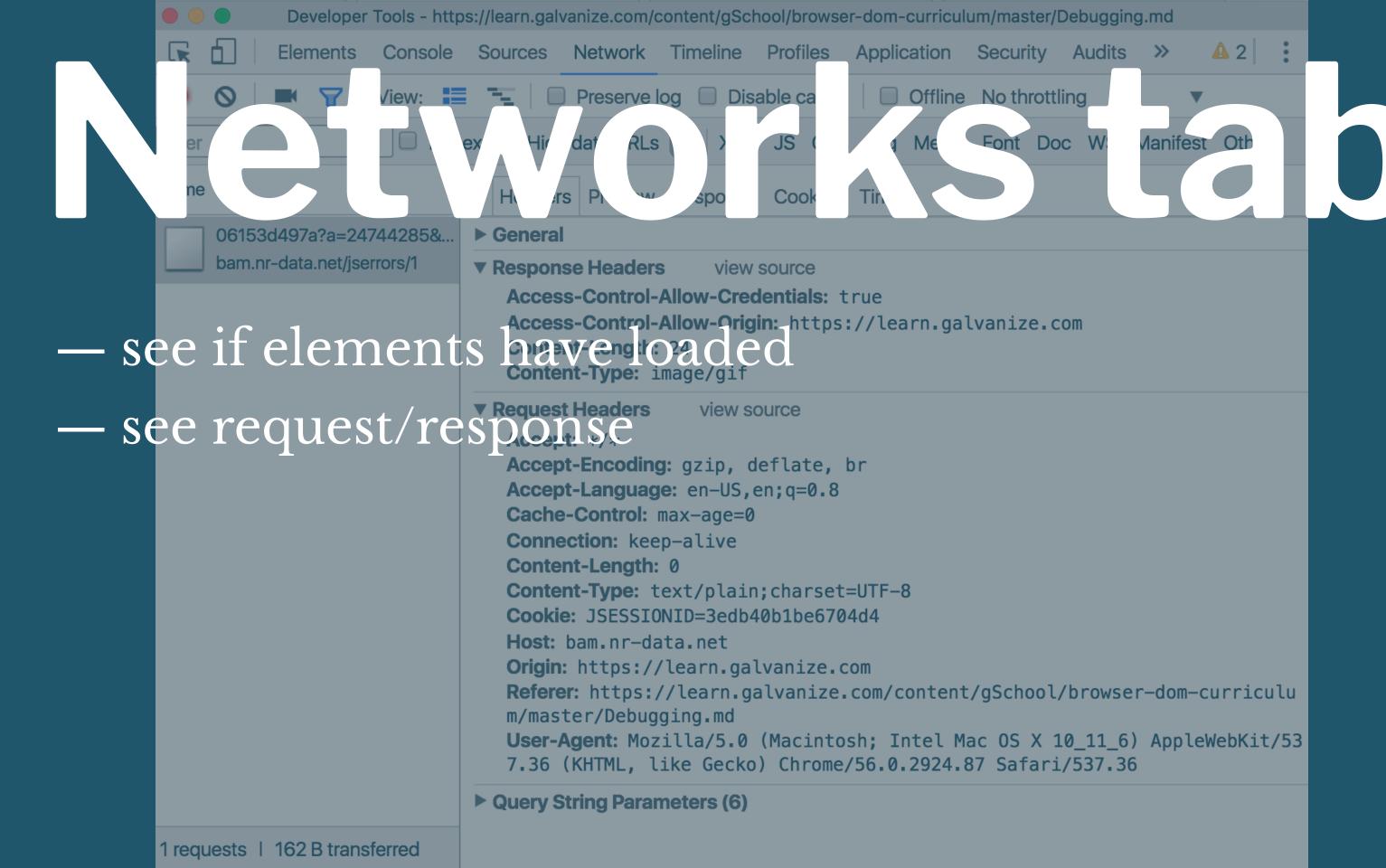


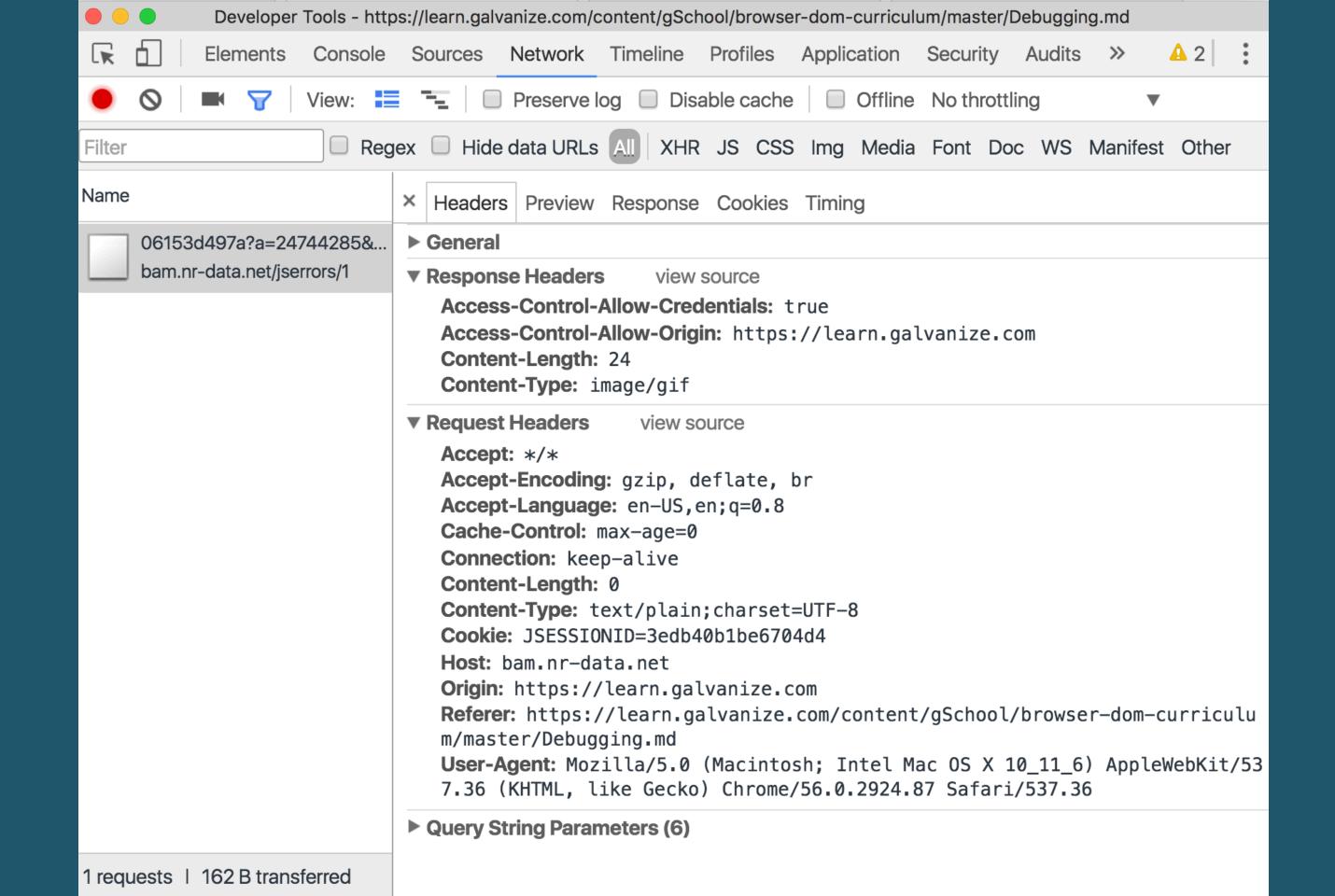
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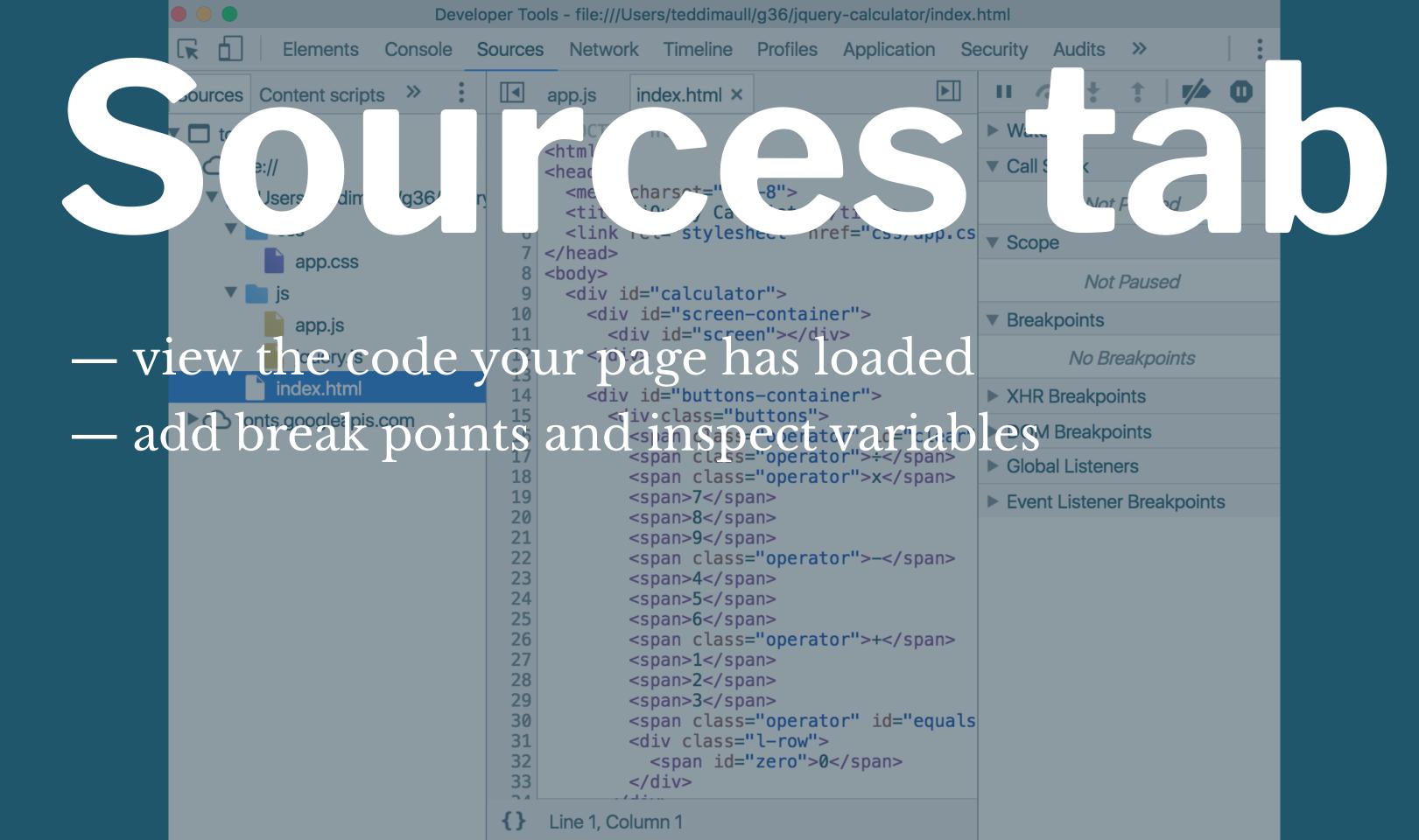
```
> var arr = [1,2,3]
```

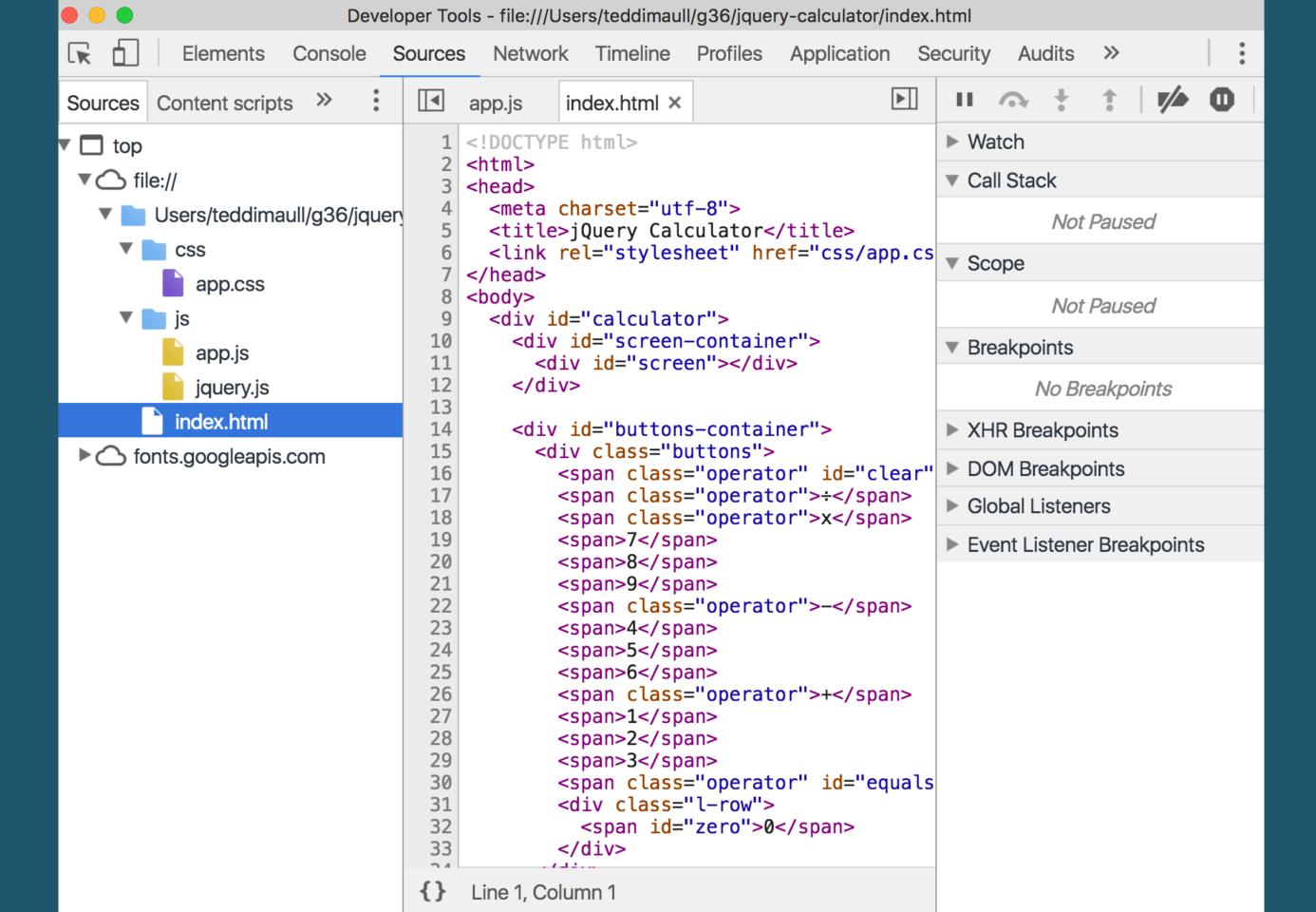
- undefined
- > arr.toString()
- "1,2,3"











#### **Debugger Actions**

- resume resume execution until the next breakpoint
- step over run highlighted line then step over to the next line of code
- step into go down into
   whatever function is being
   called
- step out return from the current function and go to its caller



#### **Debugger Actions**

- breakpoints deactivate all breakpoints in the code
- exceptions pause on an exception

### Debugging Activity