```
/**
 * FINAL TEST:
 *
 * Imagine you are working for an online artist platform that hosts various art
 * competitions.
 * Each competition needs a random selection of judges from a larger pool of
 * available judges.
 * For example, you might want 5 random judges out of a pool ranging from Judge 1
to
 * Judge 20.
 *
 *
 * You have been provided with the following utility function
 * get_random_items_from_range, which helps in generating such randomized
selections:
 */

const get_random_items_from_range = (
  items = 1,
  start = 0,
  end = 1,
  step = 1,
) => {
  // Function implementation here...
};

// Task:

// Create the inner workings of this function based on your understanding.
// Your function should:

// Generate an array representing a range of numbers.
// Randomly select numbers from this range.
// Ensure error handling if more items are requested than available in the range.

// TEST DATA::
// Given examples of random data may not be the same in your case.

// Range: [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19]
// Random 5: [3, 8, 7, 13, 11]
get_random_items_from_range(5, 1, 20, 1);

// Out of bounds, throws error.
// Only 4 numbers are possible
get_random_items_from_range(5, 10, 30, 5);

// Returns only 4 numbers in random order.
// e.g. [10, 15, 25, 20]
get_random_items_from_range(4, 10, 30, 5);

// Gives 9 numbers out of 13 in random order.
// e.g. [194, 86, 62, 122, 146, 98, 134, 170, 110]
get_random_items_from_range(9, 50, 200, 12);
```