Throw

Dart supports exceptions. Exceptions are a way for the program to be able to not only detect, but also propagate errors down the line. The "throw" keyword in Dart allows the code to indicate that an exception has occurred which needs to then be handled by whoever the consumer of the code is. The convention is to throw classes that are of type Exception but in reality you can throw even a String or an Integer.

Further reading:

- Futures Error Handling - dart.dev
- Dart Programming - Exceptions - Tutorialspoint
- Dart Try Catch - TutorialKart
- Dart Introduction: Exception handling - Uday Hiwarale
- Throw, Catch and Finally - learndartprogramming.com

Examples

```
1  // this is the most common form of exception
2  // throwing, throwing an object of type Exception
3  throw Exception('This is another one');
4  // but you can also throw strings
5  throw 'My simple exception';
6  // or even integers
7  throw 404; // this works too, you can throw ints
8  // ArgumentError extends Error
9  throw ArgumentError('Invalid argument');
10 // you can even throw instances of your own
11 // classes, they don't have to have a superclass
```