(I)

- Thread has an interface 'UncaughtExceptionHandler' with only method (abstract) void uncaughtException(Thread t, Throwable e)

- ThreadGroup class implements Thread.UncaughtExceptionHandler.

- Thread has a field UncaughtExceptionHandler defaultUncaughtExceptionHandler.

which is null unless explicitly set and ThreadGroup of thread where exception has occured acts as defaultUncaughtExceptionHandler.

(II) wherever an exception occurs, in any thread. That thread group's uncaughtException(Thread t, Throwable e) method is invoked.

- In that method, defaultUncaughtExceptionHandler is achieved from Thread class. which is that Thread Group itself (by default).

So defaultUncaughtExceptionHandler's (ThreadGroup's) 'uncaughtException' method is called to print stackTrace & threadname, etc.

(III) What we can do get instance of current Thread & change its current Thread's default Uncaught Exception Handler to our class that implements Thread.UncaughtExceptionHandler interface & has given custom body to

'Thread.UncaughtExceptionHandler's uncaught(Thread t, Throwable e) method.

(IV) By doing so, if exception occurs in current thread.
current thread's threadgroup's

uncaughtException(Thread t, Throwable e) method will be invoked.

From there our custom class will act as default uncaught Exception Handlers.

And further default uncaught exception Handlers (our class')

uncaughtException(Thread t, Throwable e) method will be called.