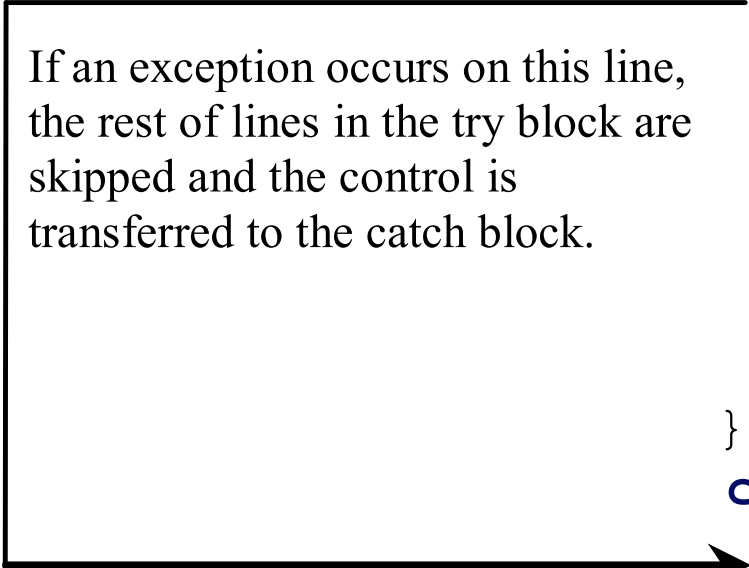


```
1      import java.util.*;
2
3      public class HandleExceptionDemo {
4          public static void main(String[] args) {
5              Scanner scanner = new Scanner(System.in);
6              boolean continueInput = true;
7
8              do {
9                  try {
10                     System.out.print("Enter an integer: ");
11                     int number = scanner.nextInt();
12
13                     // Display the result
14                     System.out.println(
15                         "The number entered is " + number);
16
17                     continueInput = false;
18                 }
19                 catch (InputMismatchException ex) {
20                     System.out.println("Try again. (" +
21                         "Incorrect input: an integer is required)");
22                     scanner.nextLine(); // discard input
23                 }
24             } while (continueInput);
25     }
```

If an exception occurs on this line,  
the rest of lines in the try block are  
skipped and the control is  
transferred to the catch block.

A diagram consisting of a rectangular box with a black border. Inside the box, there is text explaining exception handling. Two arrows originate from the box: one points to line 11 (the start of the try block) and the other points to line 20 (the start of the catch block), illustrating the transfer of control when an exception occurs.