A close-up of logos

Description automatically generated

**BITP 3113**

**OBJECT ORIENTED PROGRAMMING**

**LAB:**

**LAB 10 - EXCEPTION**

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# Exercise 5

1. Open the **Socket** API documentation from this link.
2. Identify the exception thrown from:-
   1. The first constructor.
   2. The third constructor.
   3. The fourth constructor.
   4. The bind( ) method.
   5. The getOutputStream( ) method.
   6. The setSendBufferSize( ) method.
3. For each of the exception, analyze and record the analysis result in the following table.

|  |  |  |
| --- | --- | --- |
| **Constructor / Method** | **Number of exceptions to be thrown** | **Exception Name** |
| First constructor – *Socket()* | 1 | *IOException* |
| Third Constructor – *Socket (String host, int port)* | 4 | *IOException,* *UnknownHostException, SecurityException, IllegalArgumentException* |
| Fourth Constructor – *Socket (InetAddress address, int port)* | 3 | *IOException, SecurityException, IllegalArgumentException* |
| *bind (SocketAddress endpoint)* | 3 | *IOException, SecurityException, IllegalArgumentException* |
| *getOutputStream()* | 1 | *IOException* |
| *setSendBufferSize(int size)* | 2 | *SocketException, IllegalArgumentException* |