Programming Assignment 12-1

Practice exception handling. Either create your own code from an emply class or modify the existing code in one of the following packages: lesson12.finallyexercise code or the lesson12.exceptionhandlingdemo or lesson12.trycatch code. Add code that does the following:

Part 1:

Call a Java library method that throws an Exception. Surround the calling code in a try catch block. Then do one of the following:

1. Handle the exception where it is caught. (Handle it by printing it out to the console.)
2. Handle the exception where it is caught and rethrow the same exception. (Handle it by printing it out to the console.)
3. Addition: Throw a new kind of exception from within the catch block.
4. Experiment with throwing an exception in the finally block.

In all of the points above, print out messages using the System.out.println to see what lines of code get executed.

Part 2:

See how the compiler helps you. Use specific exceptions types in your catch block(s) rather than the general "Exception" class. See what happens when your code does not have a catch statement for a specific exception that is thrown.

Turn in the test code that you created.