

COMP90041 Programming and Software Development

Lecturers: Dr. Tilman Dingler and Prof. Rui Zhang

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Workshop Instructions

Exception handling

1. Write a Java program that prompts the user for two integers. Use a try/catch block to handle the InputMismatchException.
2. Define an Exception class called NegativeNumberException. The class should have a constructor with no parameters. If an exception is thrown with this zero-argument constructor, the getMessage() method should return “Negative Number Not Allowed!” This class should also have a construction with a single parameter of type String. If an exception is thrown with this construction, then the getMessage() method returns the value that was used as an argument to the constructor.
3. Revise the program in Exercise 1 above to throw a NegativeNumberException if the user enters a negative number.