

COMP90041 Programming and Software Development

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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.