

```
1 package ex6;
2
3 import java.util.Random;
4
5 /**
6  *
7  * @author Van Ting <vanting at gmail.com>
8  */
9 public class BuggyClass {
10
11     private static Random rand =
12         new Random(System.currentTimeMillis());
13
14     // trouble function here
15     public static void buggyMethod() throws Exception {
16
17         if(rand.nextBoolean()) {
18             Exception ex = new Exception("Something wrong");
19             throw ex;
20         }
21         else
22             return;
23     }
24
25 }
26
```

```
1 package ex6;
2
3 public class CircleWithException {
4
5     /** The radius of the circle */
6     private double radius;
7     /** The number of the objects created */
8     private static int numberOfObjects = 0;
9
10    /** Construct a circle with radius 1 */
11    public CircleWithException() {
12        this(1.0);
13    }
14
15    /** Construct a circle with a specified radius */
16    public CircleWithException(double newRadius) {
17        setRadius(newRadius);
18        numberOfObjects++;
19    }
20
21    /** Return radius */
22    public double getRadius() {
23        return radius;
24    }
25
26    /** Set a new radius */
27    public void setRadius(double newRadius) throws IllegalArgumentException {
28        if (newRadius >= 0) {
29            radius = newRadius;
30        } else {
31            throw new IllegalArgumentException("Radius cannot be negative");
32        }
33    }
34
35    /** Return numberOfObjects */
36    public static int getNumberOfObjects() {
37        return numberOfObjects;
38    }
39
40    /** Return the area of this circle */
41    public double findArea() {
42        return radius * radius * 3.14159;
43    }
44 }
45
```

```
1 package ex6;
2
3 import java.util.Scanner;
4
5 public class ExceptionDemo {
6
7     public static void main(String[] args) {
8         Scanner scanner = new Scanner(System.in);
9         System.out.print("Enter an integer: ");
10        int number = 0;
11
12        number = scanner.nextInt();
13
14        // Display the result
15        System.out.println("The number entered is " + number);
16    }
17 }
18
19
```

```
1 package ex6;
2
3 import java.util.*;
4
5 public class HandleExceptionDemo {
6     public static void main(String[] args) {
7         Scanner scanner = new Scanner(System.in);
8         boolean continueInput = true;
9
10        do {
11
12            try {
13                System.out.print("Enter an integer: ");
14                int number = scanner.nextInt();
15
16                // Display the result
17                System.out.println("The number entered is " + number);
18
19                continueInput = false;    // terminate loop
20            } catch (InputMismatchException ex) {
21                System.out.println("Try again. (Incorrect input: an integer is required)");
22                scanner.nextLine();    // discard the incorrect input
23            }
24        } while (continueInput);
25
26
27    }
28 }
29
```

```
1 package ex6;
2
3 import java.io.IOException;
4
5 /**
6  * @author Van Ting <vanting at gmail.com>
7  */
9 public class TestBuggyClass {
10
11     public static void main(String[] args) {
12
13         try {
14             // open file
15             BuggyClass.buggyMethod();
16
17
18         } catch (IOException ex) {
19             System.out.println(ex.getMessage());
20         } catch (Exception ex) {
21             System.out.println(ex.getMessage());
22         } finally {
23             // close file
24         }
25
26     }
27
28 }
29
```

```
1 package ex6;
2
3 public class TestCircleWithException {
4
5     /** Main method */
6     public static void main(String[] args) {
7         try {
8             CircleWithException c1 = new CircleWithException(5);
9             CircleWithException c2 = new CircleWithException(-5);
10            CircleWithException c3 = new CircleWithException(0);
11        } catch (IllegalArgumentException ex) {
12            System.out.println(ex);
13        }
14
15        System.out.println("Number of objects created: " +
16            CircleWithException.getNumberOfObjects());
17    }
18
19 }
```