

17.1 Exception handling using try-catch-finally

What is try-catch ?

The `try-catch` block is used to handle **exceptions (runtime errors)** that occur during the execution of a program. It **prevents abnormal termination** of the program.

Basic Syntax

```
1 try {  
2     // Code that may throw exception  
3 } catch (ExceptionType e) {  
4     // Handling code  
5 }
```

Example: Handling Division by Zero

```
1 public class Example {  
2     public static void main(String[] args) {  
3         try {  
4             int result = 10 / 0;  
5         } catch (ArithmeticException e) {  
6             System.out.println("Cannot divide by zero!");  
7         }  
8     }  
9 }
```

Output:

```
1 Cannot divide by zero!
```

finally Block


- The `finally` block **always executes**, whether or not an exception occurred.
- It is used for **resource cleanup**, like closing files or database connections.

```
1 try {  
2     // risky code  
3 } catch (Exception e) {  
4     // handling  
5 } finally {  
6     // always executed  
7 }
```

All Scenarios & Variations

✓ 1. try-catch-finally (Most Common)

```
1 try {
2     int a = 10 / 0;
3 } catch (ArithmeticException e) {
4     System.out.println("Handled exception");
5 } finally {
6     System.out.println("Cleanup done");
7 }
```

 Use this when you want to **handle** the exception **and** perform **mandatory cleanup**.

✓ 2. try-finally (No catch)

```
1 try {
2     int a = 10 / 0;
3 } finally {
4     System.out.println("This always runs");
5 }
```

! This compiles and runs, but if an exception occurs, and there is **no catch**, the program will crash **after** executing the **finally** block.

✗ 3. catch without try (Invalid)

```
1 catch (Exception e) {
2     // ✗ This won't compile
3 }
```

✗ You **cannot use** **catch** **without** **try**. It will result in a compile-time error.

✗ 4. finally without try (Invalid)

```
1 finally {
2     // ✗ This won't compile
3 }
```

✗ The **finally** block **must be used with** **try**. Alone, it is a compile-time error.

✓ 5. Multiple Catch Blocks

You can catch different types of exceptions separately.

```
1 try {
2     String str = null;
3     System.out.println(str.length());
4 }
```

```
4 } catch (ArithmeticException e) {
5     System.out.println("Math error");
6 } catch (NullPointerException e) {
7     System.out.println("Null reference error");
8 }
```

 Catch **more specific exceptions** before general ones.

✓ 6. Multi-catch (Java 7+)

You can catch **multiple exceptions** in a single catch block using `|`.

```
1 try {
2     int[] arr = new int[3];
3     arr[5] = 10;
4 } catch (ArithmeticException | ArrayIndexOutOfBoundsException e) {
5     System.out.println("Exception caught: " + e);
6 }
```

 In multi-catch, the variable `e` is **effectively final** — you can't reassign it.

✓ 7. Nested try-catch

You can nest try-catch blocks inside each other.

```
1 try {
2     try {
3         int a = 10 / 0;
4     } catch (ArithmeticException e) {
5         System.out.println("Inner catch");
6     }
7 } catch (Exception e) {
8     System.out.println("Outer catch");
9 }
```


Use case: When a block of code inside `try` also needs individual handling.

✓ 8. Multiple try blocks

Multiple `try-catch` blocks can exist **separately** in a method.

```
1 try {
2     int a = 10 / 0;
3 } catch (ArithmeticException e) {
4     System.out.println("Math error");
5 }
6
7 try {
8     String str = null;
9     System.out.println(str.length());
10 } catch (NullPointerException e) {
```

```
11     System.out.println("Null error");
12 }
```

 Each try block is **independent**.

? Can **try** block exist alone?

No. It must be followed by either:

- **catch**
- **finally**
- Or both

```
1 try {
2     // risky code
3 }
4 //  must follow with catch or finally
```

finally Block Behavior

Case 1: Exception thrown, caught

```
1 try {
2     int a = 10 / 0;
3 } catch (ArithmeticException e) {
4     System.out.println("Caught");
5 } finally {
6     System.out.println("Finally always runs");
7 }
```

Output:

```
1 Caught
2 Finally always runs
```

Case 2: Exception not thrown

```
1 try {
2     int a = 10 / 2;
3 } catch (ArithmeticException e) {
4     System.out.println("Caught");
5 } finally {
6     System.out.println("Finally always runs");
7 }
```

Output:

```
1 Finally always runs
```

Case 3: Exception thrown but not caught

```
1 try {
2     int a = 10 / 0;
3 } finally {
4     System.out.println("Cleanup even on crash");
5 }
```

Output:

```
1 Cleanup even on crash
2 Exception in thread "main" java.lang.ArithmeticException: / by zero
```

✓ Finally block runs, then the program crashes.

⊘ Common Mistakes

Mistake	Why It's Wrong
<code>catch</code> without <code>try</code>	Not allowed
<code>finally</code> without <code>try</code>	Not allowed
Writing <code>catch</code> after <code>finally</code>	Order must be <code>try → catch → finally</code>
Catching <code>Throwable</code> or <code>Exception</code> too early	Prevents handling of specific exceptions

📌 Best Practices

- Catch **specific exceptions first**, general later.
- Always use `finally` for cleanup.
- Never leave catch block empty.
- Use **multi-catch** for cleaner code when needed.
- Avoid using `Exception` as a generic catch unless logging or re-throwing.

⬅️ Summary Table

Structure	Allowed?	Notes
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<code>try-catch</code>	✅ Yes	Basic handling
<code>try-catch-finally</code>	✅ Yes	Full error handling + cleanup
<code>try-finally</code>	✅ Yes	No catch, but must handle outside
<code>catch</code> alone	❌ No	Syntax error
<code>finally</code> alone	❌ No	Syntax error
Multiple catch	✅ Yes	Each for different exception
Nested try-catch	✅ Yes	Localized handling
Multiple try blocks	✅ Yes	For separate parts of code

🧠 Final Thoughts

Exception handling in Java gives you control over **what happens when something goes wrong**. Mastering `try`, `catch`, and `finally` is crucial for writing **robust and reliable applications**.

"Don't just handle exceptions—**understand** them. That's where true debugging power lies."