

### Welcome.TU.code

Dealing With Errors, Exceptions, Recursion



# Agenda

- Short Recap
- Exception Handling
- Recursion



"Who can explain what a variable is?"



"Who can explain the difference between an declaration and initialisation of an variable?"



"Who can explain what an array is?"



"Who can explain how to use an array?"



"Who can explain when if-statements are used?"



"Who can name three different "loop" variations and explain how they work?"



"Who can explain what a function is? why do we use functions?"



"Who can explain how to declare a function?"



### General Types of Errors in Java

Syntax Errors

Semantic Errors

Runtime Errors



### Syntax Errors

Occurs due to incorrect grammar

- Spelling mistakes
- Missing semicolons
- Improperly matches parentheses



#### Semantic Errors

This types of Errors indicate an improper use of the Java programming language.

- use of a non-initialized variable
- type incompatibility



#### Runtime Errors

Occur during execution of an programm

 "Exception Handling" deals with this types of errors



### Exceptions

- occur if something goes wrong
- often give a hint on the problem
- can be caught
- can be manually thrown
- can be created



## Types of Exceptions

- RuntimeException/Unchecked Exceptions
  - ArrayIndexOutOfBoundsException
  - NullPointerException
  - o etc.
- Checked Exceptions (require catch block)
  - IOException
  - etc.



#### **Errors**

- errors you can't really do anything about at runtime
- typically ignored in code, tried to avoid as good as possible
- e.g.: StackOverFlowError



### Handle Exceptions

- try-Block: what you try to do
- catch-clause: which exceptions you want to catch, what to do with the information of these
- finally Block: always executed, even if exception occurs, used to close open file etc.



### Live Example

```
public static void main(String[] args) {
    try {
        //something causing an exception
    } catch(Exception e) {
        //what to do with the information of the exception
    } finally {
        //what you always want to do
    }
}
```



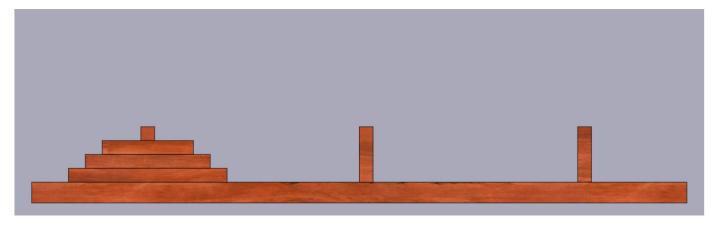
#### Recursion

- calling your function in the same function again
- simplifying code for specific problems



# Live Examples

Towers of Hanoi





## Problems when using Recursion

StackOverflowErrors

