DAY 21

Read and write to a file in Groovy. Write your name and read it back.

def file=new File("hello.txt")

file.text= "hanishka"

println file.text

Use try-catch-finally to handle divide-by-zero and file-not-found errors.

try{

def div=10/0

println div

}

catch(Exception e){

println e.message

}

finally{

println "The exception handling is done"

}

Use methodMissing in a class to handle any unknown method call by printing:

"Method {methodName} is not defined".

class Sys{

String name

String roll

def invokeMethod(String methodName,args){

return "Method $methodName is not defined"

}

def hi(){

println "hello"

}

}

def obj=new Sys()

println obj.hello()

Use propertyMissing to return a default value "undefined" for any unknown property.

class Sys{

String name

String roll

def invokeMethod(String methodName,args){

return "Method $methodName is not defined"

}

def hi(){

println "hello"

}

boolean hasProperty(String propName) {

return this.metaClass.hasProperty(this, propName) != null

}

}

def obj=new Sys()

println obj.hasProperty("roll")

if (obj.hasProperty("nice")){

println "true"

}

else{

println "undefined"

}

Create a Groovy class that uses metaprogramming to dynamically modify its properties at runtime.

class Cricket{

void fielding(){

println "fielding"

}

}

def obj=new Cricket()

obj.metaClass.bowling={String name->println "$name is good bowler"}

obj.bowling("bumrahh")