



INFO 5100 - Application Engineering & Dev

Homework to Chapter 11

Submitted By:

Abdul Haseeb Khan

NUID: 002844724

khan.abdulah@northeastern.edu

In the following pages, I will answer the questions in the Midterm Exam, providing detailed responses. Your feedback is greatly appreciated, and I am open to any additional guidance or expectations you may have for this assignment.

Non-Programming Assignment

1. What does construction “try ... catch” do?

Ans: The “try ... catch” construct in Java is used for exception handling. It allows you to write code that may throw exceptions, and it provides a mechanism to catch and handle those exceptions gracefully, preventing the program from terminating abruptly.

Example:

```
try{
    // Code that may throw an exception
} catch (ExceptionType1 ex1) {
    // Code to handle exception of type ExceptionType1
} catch (ExceptionType2 ex2) {
    // Code to handle exception of type ExceptionType2
} finally {
    // Code that will be executed regardless of whether an
    exception occurs or not
}
```

2. What does it mean when the program throws exceptions?

Ans: When a java program throws an exception it means that an unexpected situation or error has occurred during the execution of the program. An exception is an object that represents an abnormal condition or error, and it contains information about the error, such as its type and a message describing the nature of the problem.

3. What is a Thread in Java?

Ans: In Java, a thread refers to the smallest unit of execution within a process. A thread is an independent path of execution that can run concurrently with other threads in the same program. Java provides built-in support for multithreading, allowing developers to create and manage multiple threads of execution.