

Exceptions

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1 Checked Exceptions

- Checked exceptions are **checked at compile time**
- They are derived from (subclasses of) the `Exception` class
- **Must** be handled in a `try-catch` block or using the `throw` keyword

2 Unchecked Exceptions

- Unchecked exceptions are checked at **runtime!**
- Derived from (subclasses of) the `RuntimeException` class
- Perfect code should never throw an unchecked exception
 - They normally occur due to:
 - * Logic Error
 - * Poor Programming
 - * No *input sanitisation*
- Usually **skill issues**