9.3 Using Exception Classes Passing the Buck — Declaring Exceptions

When defining a method, you must include a throws-clause to declare any exception that might be thrown but is not caught in the method.

- Use a throws-clause to "pass the buck" to whatever method calls it (pass the catch block to the method that calls it)
 - » that method <u>can also pass</u> the buck, but eventually <u>some method must catch</u> it
- This tells other methods
 "If you call me, you must that I throw."

Example: throws-Clause

DoDivision

- It may throw a DivideByZeroException in the method normal
- But the catch block is in main
- So normal must include in the first line of the method definition:

```
public void normal() throws DivideByZeroException
{
     <statements to define the normal method>
}
```

Listing 9.7 Passing the Buck with a throws Clause - DoDivision.java

```
import java.util.Scanner;
public class DoDivision
{
  private int numerator;
  private int denominator;
  private double quotient;

public static void main(String[] args)
  {
    DoDivision dolt = new DoDivision();
}
```



```
trv
    dolt.doNormalCase();
  catch(DivideByZeroException e)
    System.out.println(e.getMessage());
    dolt.giveSecondChance();
  System.out.println("End of Program.");
public void doNormalCase() throws DivideByZeroException
  System.out.println("Enter numerator:");
  Scanner keyboard = new Scanner(System.in);
  numerator = keyboard.nextInt();
  System.out.println("Enter denominator:");
  denominator = keyboard.nextInt();
  if (denominator = 0)
    throw new DivideByZeroException();
  quotient = numerator / (double)denominator;
            System.out.println(numerator + "/" + denominator +
                                            = " + quotient);
```

```
public void giveSecondChance( )
   System.out.println("Try Again:");
   System.out.println("Enter numerator:");
   Scanner keyboard = new Scanner(System.in);
   numerator = keyboard.nextInt( );
   System.out.println("Enter denominator:");
System.out.println("Be sure the denominator is not zero.");
   denominator = keyboard.nextInt();
   if (denominator == 0)
      System.out.println("I cannot do division by zero.");
      System.out.println("Since I cannot do what you want,");
      System.out.println("the program will now end.");
      System.exit(0);
   quotient = ((double)numerator) / denominator;
              System.out.println(numerator + "/" + denominator +
                                                  = " + quotient);
```

C:₩WINDOWS₩system32₩cmd.exe

```
Enter numerator:
Enter denominator:
П
Dividing by Zero!
Try Again:
Enter numerator:
Enter denominator:
Be sure the denominator is not zero.
cannot do division by zero.
Since I cannot do what you want,
the program will now end.
계속하려면 아무 키나 누르십시오 . .
```

Example

```
public static void main(String[] args)
    DoDivision2 dolt = new DoDivision2();
    dolt.normal();
    System.out.println("End of Program.");
 public void normal() throws DivideByZeroException
   System.out.println("Enter numerator:");
   Scanner keyboard = new Scanner(System.in);
    numerator = keyboard.nextInt();
    System.out.println("Enter denominator:");
```

D:\My Documents\@@@@@@jv\ch08\DoDivision2.java:13: unreported exception DivideByZeroException; to be thrown dolt.normal();

^
1 error

Tool completed with exit code 1



More about Passing the Buck

Good programming practice:

Every exception thrown should eventually be caught in some method Most Exceptions that might be thrown when a method is invoked must be accounted for in one of two ways.

- 1) Normally exceptions are either caught
 - » The Possible exception can be caught in a catch block within the method definition
- 2) or *deferred* to the calling method in
 - » letting whoever uses the method worry about how to handle the exception.
- If a method throws an exception, it expects the catch block to be in that method unless it is deferred by a throws-clause
 - if the calling method also defers with a throws-clause, its calling program is expected to have the catch block, etc., up the line all the way to main, until a catch block is found

Multiple Exceptions and catch Blocks in a Method

- Methods can throw more than one exception
- The catch blocks immediately following the try block are searched in sequence for one that catches the exception type
 - » the first catch block that handles the exception type is the only one that executes
- Specific exceptions are derived from more general types
 - » both the specific and general types from which they are derived will handle exceptions of the more specific type
- So put the catch blocks for the more specific, derived, exceptions early and the more general ones

Catch the more	exception first.

Listing 9.8 Catching Multiple Exceptions

- TwoCatchesDemo.java

```
// Listing 9.8 Catching Multiple Exceptions
// This is just a sample example for learning the basic
// syntax for exception handlings
public class TwoCatchesDemo
 public static void main(String[] args)
   try
     int widgets, defective;
     double ratio;
     System.out.println("Enter number of widgets produced:");
     widgets = Savitchln.readLineInt();
```



```
if (widgets < 0)
      throw new NegativeNumberException("widgets");
    System.out.println("How many were defective?");
     Scanner keyboard = new Scanner(System.in);
    int widgets = keyboard.nextInt();
    if (defective < 0)
      throw new NegativeNumberException("defective widgets");
    ratio = exceptionalDivision(widgets, defective);
    System.out.println( "One in every " + ratio
                    + " widgets is defective.");
  catch(DivideByZeroException e)
    System.out.println("Congratulations! A perfect record!");
  catch(NegativeNumberException e)
    System.out.println("Cannot have a negative number of "
                + e.getMessage());
  System.out.println("End of program.");
```



C:\WINDOWS\system32\cmd.exe Enter number of widgets produced: 1000 How many were defective? Congratulations! A perfect record! End of program. 계속하려면 아무 키나 누르십시오 . .

Listing 9.9 The Class NegativeNumberException - NegativeNumberException.java

```
// Listing 9.9 The Class NegativeNumberException
public class NegativeNumberException extends Exception
  public NegativeNumberException()
    super("Negative Number Exception!");
  public NegativeNumberException(String message)
    super(message);
```



Catch the More Exception First

```
Catch (Exception e)
                                     Catch (DivideByZeroException e)
Catch (DivideByZeroException e)
                                     Catch (Exception e)
```

The finally Block

At this stage of your programming you may not have much use for the finally block, but it is included for ______- you may have find it useful later

- You can add a finally block after the try/catch blocks
- finally blocks execute catch block(s) execute
- Code organization using finally block:

```
try block
catch block
finally
{
     <Code to be executed whether or not an exception is thrown>
}
```

Three Possibilities for a try-catch-finally Block

- 1) The try-block runs to the end and no exception is thrown.
 - » The finally-block runs after the try-block.
- 2) An exception is thrown in the try-block and caught in the matching catch-block.
 - » The finally-block runs after the catch-block.
- 3) An exception is thrown in the try-block and there is no matching catch-block.
 - » The finally-block is executed before the method ends.
 - » Code that is after the catch-blocks but not in a finallyblock would not be executed in this situation.

Case Study: A Line-Oriented Calculator

- Preliminary version with no exception handling written first
- Exception <u>when user enters unknown operator</u>
- Three choices for handling exception:
 - » Catch the exception in the method evaluate (where it is thrown)
 - » Declare evaluate as throwing the exception and catch it in doCalculation
 - » Declare both evaluate and doCalculation as throwing the exception and handle it in main
- Asks user to re-enter the calculation, so it uses the third option
- Also includes an exception for division by zero

Listing 9.10 The UnknownOpException Class - UnknownOpException.java

```
// Listing 9.10 The UnknownOpException Class
public class UnknownOpException extends Exception
  public UnknownOpException()
    super("UnknownOpException");
  public UnknownOpException(char op)
    super(op + " is an unknown operator.");
  public UnknownOpException(String message)
    super(message);
```



Listing 9.11 The Unexceptional Cases - PrelimCalculator.java

- » Without exception handling
- » Ex) /0.0 DivideByZeroException

```
import java.util.Scanner;
/**
PRELIMINARY VERSION without exception handling.
Simple line-oriented calculator program. The class
can also be used to create other calculator programs.
public class PrelimCalculator
  private double result;
  private double precision = 0.0001; // Numbers this close to zero are
                      // treated as if equal to zero.
  public static void main(String[] args) throws DivideByZeroException,
                            UnknownOpException
    PrelimCalculator clerk = new PrelimCalculator();
```



```
System.out.println("Calculator is on.");
    System.out.print("Format of each line: ");
    System.out.println("operator space number");
System.out.println("For example: + 3");
    System.out.println("To end, enter the letter e.");
    clerk.doCalculation();
    System.out.println("The final result is " +
                                                    clerk.getResult( ));
    System.out.println("Calculator program ending.");
  public PrelimCalculator()
    result = 0;
 public void reset()
    result = 0;
 public void setResult(double newResult)
    result = newResult;
```



```
public double getResult()
    return result;
 public void doCalculation() throws DivideByZeroException,
                       UnknownOpException
    Scanner keyboard = new Scanner(System.in);
    boolean done = false;
    result = 0:
    System.out.println("result = " + result);
    while (!done)
      char nextOp = (keyboard.next()).charAt(0);
      if ((nextOp == 'e') || (nextOp == 'E'))
         done = true;
      else
         double nextNumber = keyboard.nextDouble();
         result = evaluate(nextOp, result, nextNumber);
        System.out.println("result " + nextOp + " nextNumber + " = " + result);
         System.out.println("updated result = " + result);
```

```
/**
  Returns n1 op n2, provided op is one of '+', '-', '*',or '/'.
 Any other value of op throws UnknownOpException.
 public double evaluate(char op, double n1, double n2)
       throws DivideByZeroException, UnknownOpException
   double answer:
   switch (op)
      case '+':
        answer = n1 + n2:
        break;
      case '-':
        answer = n1 - n2;
        break:
      case '*':
        answer = n1 * n2;
        break:
      case '/':
        if ((-precision < n2) && (n2 < precision))
          throw new DivideByZeroException();
        answer = n1 / n2;
        break:
      default:
        throw new UnknownOpException(op);
   return answer;
```

C:\Windows\system32\cmd.exe

```
Calculator is on.
Format of each line: operator space number
For example: + 3
To end, enter the letter e.
result = 0.0
+ 4
result + 4.0 = 4.0
updated result = 4.0
/ 0
Exception in thread "main" DivideByZeroException: Dividing by Zero!
at PrelimCalculator.evaluate(PrelimCalculator.java:93)
at PrelimCalculator.doCalculation(PrelimCalculator.java:64)
at PrelimCalculator.main(PrelimCalculator.java:24)
계속하려면 아무 키나 누르십시오 - - -
```

```
X
C:\Windows\system32\cmd.exe
Calculator is on.
Format of each line: operator space number
For example: + 3
To end, enter the letter e.
result = 0.0
result + 4.0 = 4.0
updated result = 4.0
Exception in thread "main" UnknownOpException: # is an unknown operator.
       at PrelimCalculator.evaluate(PrelimCalculator.java:97)
       at PrelimCalculator.doCalculation(PrelimCalculator.java:64)
       at PrelimCalculator.main(PrelimCalculator.java:24)
계속하려면 아무 키나 누르십시오 . . .
```

Listing 9.12 The Complete Line-Oriented Calculator - Calculator.java

```
import java.util.Scanner;
/**
Simple line-oriented calculator program. The class
can also be used to create other calculator programs.
*/
public class Calculator
  private double result;
  private double precision = 0.0001; // Numbers this close to zero are
                       // treated as if equal to zero.
  public static void main(String[] args)
    Calculator clerk = new Calculator();
```



```
trv
     System.out.println("Calculator is on.");
     System.out.print("Format of each line: ");
     System.out.println("operator space number");
    System.out.println("For example: + 3");
System.out.println("To end, enter the letter e.");
     clerk.doCalculation();
  catch(UnknownOpException e)
     clerk.handleUnknownOpException(e);
  catch(DivideByZeroException e)
     clerk.handleDivideByZeroException(e);
  System.out.println("The final result is " +
                                                 clerk.getResult( ));
  System.out.println("Calculator program ending.");
public Calculator( )
  result = 0;
```



```
public void reset()
{
    result = 0;
}

public void setResult(double newResult)
{
    result = newResult;
}

public double getResult()
{
    return result;
}
```



```
The heart of a calculator. This does not give
instructions. Input errors throw exceptions.
*/
public void doCalculation() throws DivideByZeroException,
                     UnknownOpException
  Scanner keyboard = new Scanner(System.in);
  boolean done = false;
  result = 0:
  System.out.println("result = " + result);
  while (!done)
    char nextOp = (keyboard.next()).charAt(0);
    if ((nextOp == 'e') || (nextOp == 'E'))
      done = true;
    else
      double nextNumber = keyboard.nextDouble();
       result = evaluate(nextOp, result, nextNumber);
      System.out.println("result " + nextOp +
                  nextNumber + " = " + result);
       System.out.println("updated result = "'+ result);
```

```
Returns n1 op n2, provided op is one of '+', '-', '*', or '/'. Any other value of op throws UnknownOpException.
public double evaluate(char op, double n1, double n2) throws DivideByZeroException, UnknownOpException
   double answer;
   switch (op)
      case '+':
          answer = n1 + n2;
          break;
      case '-':
          answer = n1 - n2;
          break:
      case '*':
          answer = n1 * n2;
          break:
      case '/':
          if ((-precision < n2) && (n2 < precision))
    throw new DivideByZeroException();
answer = n1 / n2;</pre>
          break;
      default:
          throw new UnknownOpException(op);
   return answer;
```



```
public void handleDivideByZeroException(DivideByZeroException e)
   System.out.println("Dividing by zero.");
   System.out.println("Program aborted");
   System.exit(0);
 public void handleUnknownOpException(UnknownOpException e)
   System.out.println(e.getMessage());
   System.out.println("Try again from the beginning:");
   try
      System.out.print("Format of each line: ");
      System.out.println("operator number");
System.out.println("For example: + 3");
      System.out.println("To end, enter the letter e.");
      doCalculation();
```



```
catch(UnknownOpException e2)
{
    System.out.println(e2.getMessage());
    System.out.println("Try again at some other time.");
    System.out.println("Program ending.");
    System.exit(0);
}
catch(DivideByZeroException e3)
{
    handleDivideByZeroException(e3);
}
}
```



C:\Windows\system32\cmd.exe Calculator is on. Format of each line: operator space number For example: + 3 To end, enter the letter e. result = 0.0 + 80 result + 80.0 = 80.0updated result = 80.0 result -2.0 = 78.0updated result = 78.0 % 4 % is an unknown operator. Try again from the beginning: Format of each line: operator number For example: + 3 To end, enter the letter e. result = 0.0 + 80 result + 80.0 = 80.0updated result = 80.0 - 2 result -2.0 = 78.0updated result = 78.0 * 0.04 result * 0.04 = 3.12updated result = 3.12 The final result is 3.12 Calculator program ending. 계속하려면 아무 키나 누르십시오 . . .