**Day 4:**

t**hrow:** throw keyword is use to raise or generate the pre defined or user defined exception base upon conditions.

Syntax

throw new **Exception()**

or

throw new ExceptionSubClass()

**throws :** throw keyword use with method signature to throw exception to caller method.

syntax

void display() throws Exception,ExceptionSubClass {

}

Checked exception Vs UnCheckedException

Checked exception it check twice

Compile time as well as run time.

Un checked exception generate only run time.

Un checked exception we can avoid with proper coding. But checked exception we can’t avoid. We need to handle mandatory using try-catch or throws.

**Multithreading:**