

CSE201: Monsoon 2020, Section-A
Advanced Programming

Lecture 11: Exception Handling

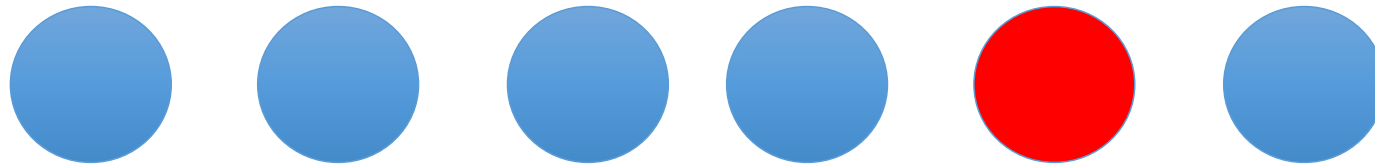
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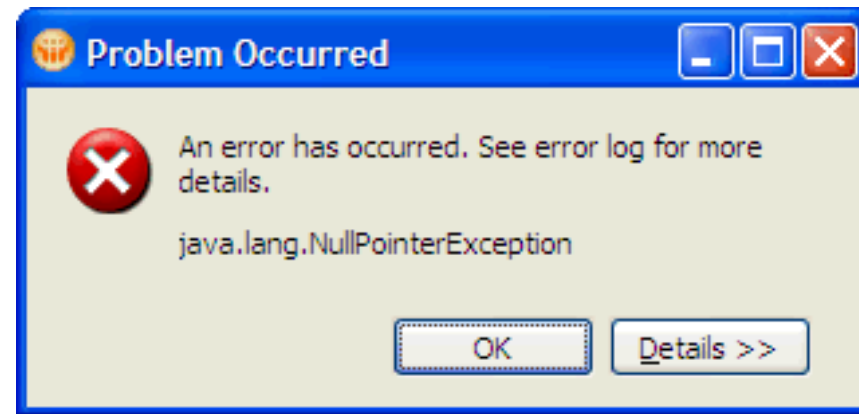
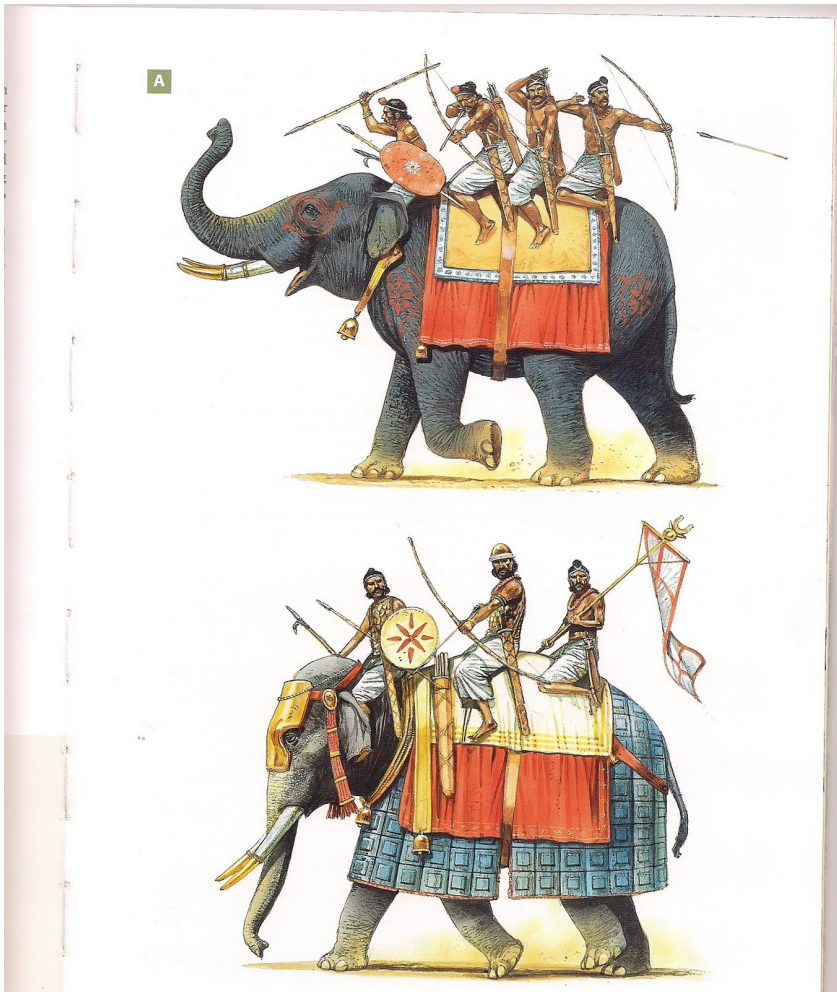
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Today's Lecture: **Exceptions**



Being Defensive is Important



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Defensive Programming

- Murphy's law
 - “Anything that can possibly go wrong, does.”
- Finagle's law
 - “Anything that can go wrong, will – at the worst possible moment.”
- Sod's law
 - “If something can go wrong, it will”

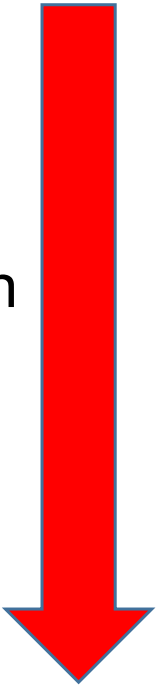
Defensive programming: Hope for the best, expect the worst!

Defensive Programming

- Collection of techniques to reduce the risk of failure at run time
 - An analogy is defensive driving by being never sure how other drivers would be driving
- The technique is in making the software behave in a predictable manner despite unexpected inputs or user actions and internal errors
 - After all debugging takes a lot of time!

Types of Programming Errors

- Syntax errors
 - Compile time errors
 - Easiest to fix
- Runtime errors
 - Occur while the program is running if the environment detects an operation that is impossible to carry out
 - Could be fixed easily with defensive programming
 - **Exception handling!**
- Logical errors
 - Program runs without crashing but gives incorrect result
 - Most difficult to fix



Exception Handling Syntax

- Process for handling exceptions
 - **try** some code, catch exception thrown by tried code, finally, “clean up” if necessary
 - **try**, **catch**, and **finally** are reserved words
- **try** denotes code that may throw an exception
 - place questionable code within a **try** block
 - a **try** block must be immediately followed by a **catch** block unlike an if w/o else
 - thus, **try-catch** blocks always occurs as pairs
- **catch** exception thrown in **try** block and write special code to handle it
 - catch blocks distinguished by type of exception
 - can have several **catch blocks**, each specifying a particular type of exception
 - Once an exception is handled, execution continues after the catch block
- **finally** (optional)
 - special block of code that is executed whether or not an exception is thrown
 - follows *catch block*

Trace a **try/catch** Program Execution (1/3)

```
try {  
    statements;  
}  
catch (TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

Suppose no exceptions in the statements

Trace a **try/catch** Program Execution (2/3)

```
try {  
    statements;  
}  
catch (TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

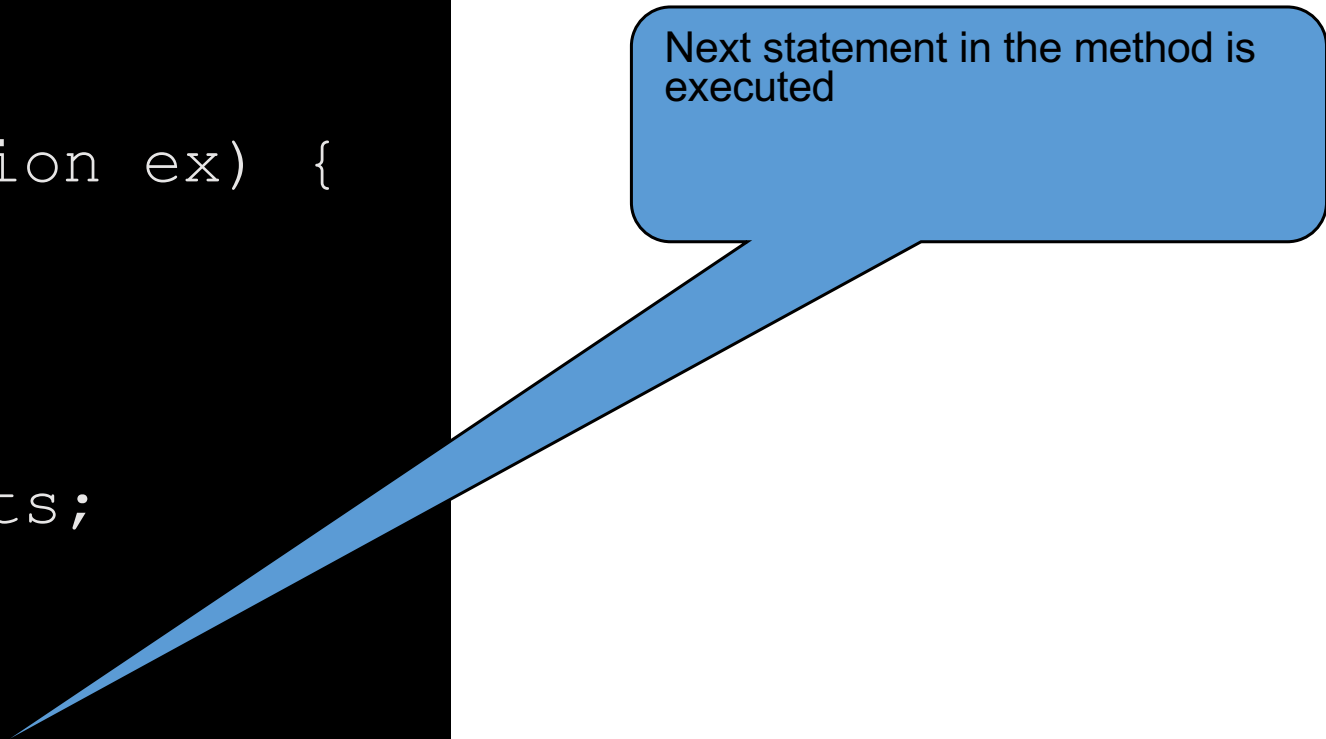


The final block is always executed

Trace a **try/catch** Program Execution (3/3)

```
try {  
    statements;  
}  
catch (TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

Next **statement;**



Next statement in the method is executed

Trace a **try/catch** Program Execution (1/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

Suppose an exception of type **Exception1** is thrown in statement2

Trace a **try/catch** Program Execution (2/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

The exception is handled.

Trace a **try/catch** Program Execution (3/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

The final block is always executed.

Trace a **try/catch** Program Execution (4/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

Next statement;

The next statement in the method is now executed.

Is this Defensive Programming ?

```
import java.util.*;
public class Main {

    public static void main(String[] args) {

        System.out.println("Enter Integer Input");

        Scanner sc = new Scanner(System.in);
        int num = sc.nextInt();

    }
}
```

- Is program correct?
 - Yes
 - But, only if the user is paying attention
 - Invalid input ?
 - String as input?

Exception Handling using **try/catch**

```
import java.util.*;
public class Main {

    public static void main(String[] args) {
        boolean done = false;
        while(!done) {
            System.out.println("Enter Integer Input");
            try {
                Scanner sc = new Scanner(System.in);
                int num = sc.nextInt(); //exception point
                done = true;
            }
            catch(InputMismatchException inp) {
                System.out.println("Wrong input:");
                System.out.println("Try again");
            }
            finally {
                System.out.println("Always execute");
            }
        }
    }
}
```

- This is a foolproof program now!
- Exception handling using **try/catch** block of statements
 - Defensive programming
- **InputMismatchException** is a type of exception provided by the Scanner class in Java

Multiple **catch** Blocks

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        String[] s = {"a", "23", null, "4", "p"};
        int sum = 0;
        for(int i=0; i<10; i++) {

            sum += (s[i].length() > 0) ?
                    Integer.parseInt(s[i]) : 0;

        }
    }
}
```

Multiple **catch** Blocks

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        String[] s = {"a", "23", null, "4", "p"};
        int sum = 0;
        for(int i=0; i<10; i++) {
            try {
                sum += (s[i].length() > 0) ?
                    Integer.parseInt(s[i]) : 0;
            }
            catch(NumberFormatException e) {
                System.out.println("Not an Integer");
            }
            catch(NullPointerException e) {
                System.out.println("NULL value found");
            }
            catch(ArrayIndexOutOfBoundsException e) {
                System.out.println("Index not in range");
            }
        }
    }
}
```

- There could be multiple **catch** for a single **try** block
- They are designed to catch different types of exceptions that could be raised from a single **try** block
- **How the exceptions are generated here?**
 - i=0 will raise NumberFormatException
 - i=2 will raise NullPointerException
 - i=4 will raise NumberFormatException
 - i>4 will raise ArrayIndexOutOfBoundsException

Question

```
public class Main {  
    public static void main(String[] args) {  
        String s = null;  
        try {  
            int length = s.length();  
        }  
  
        System.out.println("Just before catch block");  
  
        catch(NullPointerException e) {  
            System.out.println("String was null");  
        }  
    }  
}
```

- What is the output of the following program?
- **Answer**
 - **Compilation error!**
 - **No statement is allowed between a pair of try and catch**
 - **error: 'catch' without 'try'**

Nested **try/catch** Blocks

```
public class Andy {  
    .....  
  
    public void getWater() {  
        try {  
            _water = _wendy.getADrink();  
            int volume = _water.getVolume();  
        }  
        catch(NullPointerException e) {  
            this.fire(_wendy);  
            System.out.println("Wendy is fired!");  
            try {  
                _water = johny.getADrink();  
                int volume = _water.getVolume();  
            }  
            catch(NullPointerException e) {  
                this.fire(johny);  
                System.out.println("Johney is fired!");  
            }  
        }  
    }  
}
```

- **try/catch** block could be nested!
 - If Andy's call to getADrink from Wendy returns null, he can ask Johny to getADrink

Methods Can **throw** Exception

```
public class Andy {  
    .....  
    public void drinkWater() {  
        try {  
            getWater();  
        }  
        catch(NullPointerException e) {  
            System.out.println(e.getMessage());  
        }  
    }  
    public void getWater() {  
        _water = _wendy.getADrink();  
        if(_water == null) {  
            this.fire(_wendy);  
            System.out.println("Wendy is fired!");  
            throw new NullPointerException("NO Water");  
        }  
    }  
}
```

- If you wish to throw an exception in your code you use the **throw** keyword
- Most common would be for an unmet precondition
- When the program detects an error, the program can create an instance of an appropriate exception type and throw it:

`throw new TheException("Message");`
- In the above constructor call for the exception, the message is optional but it's always good to pass some meaningful message

Re-throwing Exception

```
public class Andy {  
    .....  
    public void drinkWater() {  
        try {  
            getWater();  
        }  
        catch(NullPointerException e) {  
            System.out.println(e.getMessage());  
        }  
    }  
    public void getWater() {  
        try {  
            _water = _wendy.getADrink();  
            int volume = _water.getVolume();  
        }  
        catch(NullPointerException e) {  
            this.fire(_wendy);  
            System.out.println("Wendy is fired!");  
            throw new NullPointerException("NO Water");  
        }  
    }  
}
```

- The caught exceptions can be re-thrown using **throw** keyword
- Re-thrown exception must be handled somewhere in the program, otherwise program will terminate abruptly

Trace a **try/catch** Program Execution (1/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
catch(Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

statement2 throws an exception of type Exception2.

Trace a **try/catch** Program Execution (2/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
catch (Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```



Handling exception

Trace a **try/catch** Program Execution (3/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
catch (Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}
```

Next statement;



Execute the final block

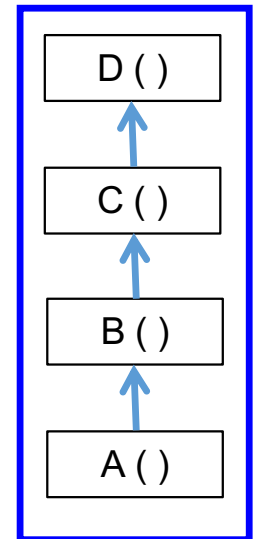
Trace a **try/catch** Program Execution (4/4)

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch (Exception1 ex) {  
    handling ex;  
}  
catch (Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

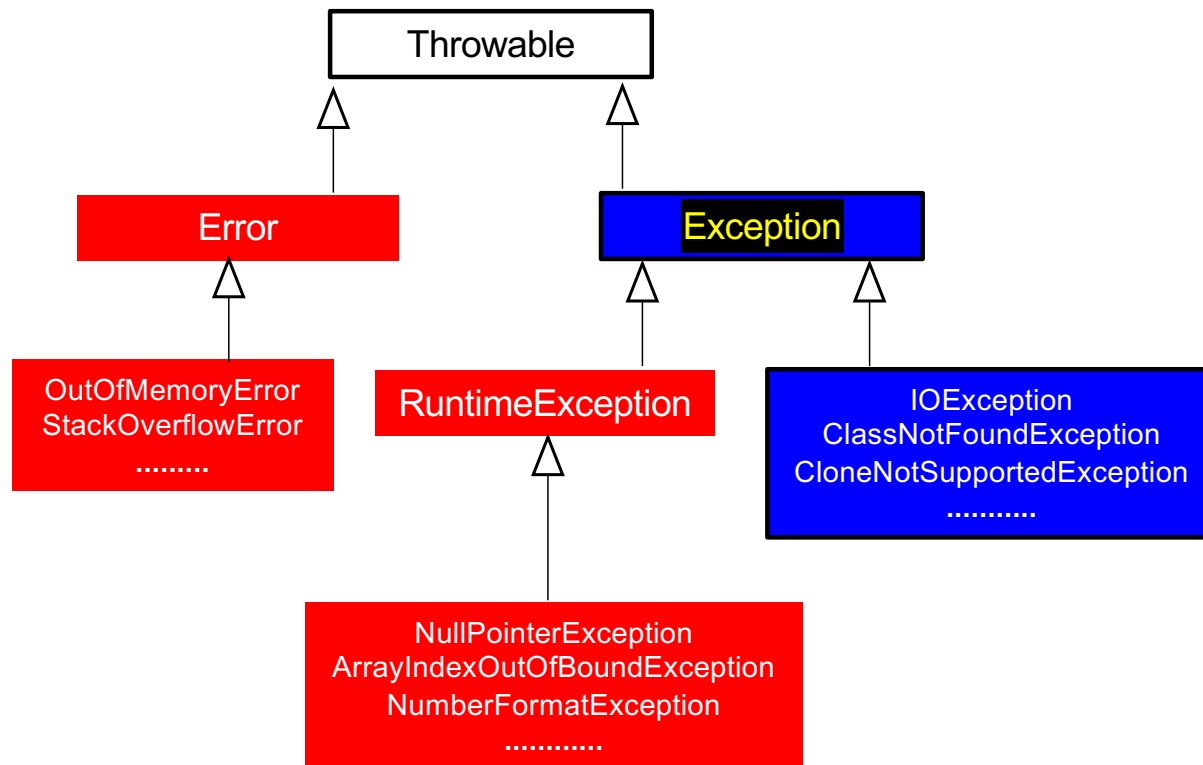
Rethrow the exception and control is transferred to the caller

How Exceptions are Handled by JVM

- Any method invocation is represented as a “**stack frame**” on the Java “**stack**”
 - **Callee-Caller** relationship
 - If method A calls method B then A is **caller** and B is **callee**
 - Each frame stores local variables, input parameters, return values and intermediate calculations
 - In addition, each frame also stores an “**exception table**”
 - This exception table stores information on each try/catch/finally block, i.e. the instruction offset where the catch/finally blocks are defined
 - When an exception is thrown, JVM does the following:
 1. Look for exception handler in current stack frame (method)
 2. If not found, then terminate the execution of current method and go to the callee method and repeat step 1 by looking into callee’s exception table
 3. If no matching handler is found in any stack frame, then JVM finally terminates by throwing the stack trace (printStackTrace method)



Exception Hierarchy



- Exceptions are classes that extends Throwable
- Come in two types
 - **Checked exceptions**
 - Checked at compile time to reduce number of exceptions that are not properly handled
 - Those that must be handled somehow (we will see soon)
 - E.g., **IOException** – file reading issue
 - **Unchecked exceptions**
 - Checked at runtime
 - E.g., **RuntimeExceptions** that is caused due to programming errors
 - You should **not** attempt to handle exceptions from subclass of **Error**
 - Rarely occurring exceptions that even if you try to handle, there is little you can do beyond notifying the user and trying to terminate the program gracefully

Handling Checked Exception (1/3)

```
import java.io.FileReader;

public class Tester {
    public int countChars(String fileName) {
        FileReader r = new FileReader(fileName);
        int total = 0;
        while( r.ready() ) {
            r.read();
            total++;
        }
        r.close();
        return total;
    }
}
```

- If we have code that tries to build a `FileReader` we must deal with the possibility of the exception
 - The code contains a syntax error. "unreported exception `java.io.FileNotFoundException`"
 - must be caught or declared to be thrown

Handling Checked Exception (2/3)

```
import java.io.FileReader;

public class Tester {
    public int countChars(String fileName) {
        FileReader r = new FileReader(fileName);
        int total = 0;
        while( r.ready() ) {
            r.read();
            total++;
        }
        r.close();
        return total;
    }
}
```

- Here, there are 4 statements that can generate checked exceptions:
 - The FileReader constructor
 - the ready method
 - the read method
 - the close method
- To deal with the exceptions we can either state this method **"throws"** an Exception of the proper type or handle the exception within the method itself

Handling Checked Exception (3/3)

```
import java.io.FileReader;

public class Tester {
    public int countChars(String fileName) throws
    FileNotFoundException, IOException {
        FileReader r = new FileReader(fileName);
        int total = 0;
        while( r.ready() ) {
            r.read();
            total++;
        }
        r.close();
        return total;
    }
}
```

- It may be that we don't know how to deal with an error within the method that can generate it
- In this case we will pass the buck to the method that called us
- The keyword **throws** is used to indicate a method has the possibility of generating an exception of the stated type
- Now any method calling ours, must also throw an exception or handle it

Question

```
public class Main {  
    public static void main(String[] args) {  
        String s = null;  
        try {  
            int length = s.length();  
        }  
  
        catch (Exception e) {  
            System.out.println("Catch block -1");  
        }  
        catch (NullPointerException e) {  
            System.out.println("Catch block -2");  
        }  
    }  
}
```

- What is the output of the following program?
- Answer
 - Compilation error!
 - **Unreachable catch block**
 - error: exception NullPointerException has already been caught

Some Important Methods in Throwable

String toString()	Returns a short description of the exception
String getMessage()	Returns the detail description of the exception
void printStackTrace()	Prints the stacktrace information on the console

```
1. public class Andy {
2.     public void drinkWater() {
3.         getWater();
4.     }
5.     public void getWater() {
6.         try {
7.             _water = _wendy.getADrink();//null
8.             int volume = _water.getVolume();
9.         }
10.        catch(NullPointerException e) {
11.            e.printStackTrace();
12.        }
13.    }
14. }
```

● Output:

```
java.lang.NullPointerException
    at Andy.getWater(Andy.java:8)
    at
Andy.drinkWater(Andy.java:3)
    . . . . .
```

Overriding Methods Having **throws** (1/3)

```
import java.lang.CloneNotSupportedException;

public class Cloning {

    public void createClone()
        throws CloneNotSupportedException {

        System.out.println("Clone created");
    }
}

public class Human extends Cloning {

    @Override
    public void createClone()
    {

        System.out.println("Cloning not allowed");
    }
}
```

- If a method in parent class throws an exception (either checked or unchecked), then overridden implementation of that method in child class is not required to throw that exception
 - Although throwing that **same** exception in overridden method won't hurt

Overriding Methods Having **throws** (2/3)

```
import java.lang.CloneNotSupportedException;

public class Cloning {

    public void createClone()
    {

        System.out.println("Clone created");

    }

}

public class Human extends Cloning {

    @Override
    public void createClone()
        throws CloneNotSupportedException {

        System.out.println("Cloning not allowed");

    }

}
```

- However, the reverse may/may not work
- **Case-1:** Overridden method throws **checked exception** but not the actual method in parent class
 - **Compilation error**

Overriding Methods Having **throws** (3/3)

```
import java.lang.CloneNotSupportedException;

public class Cloning {

    public void createClone()
    {

        System.out.println("Clone created");

    }

}

public class Human extends Cloning {

    @Override
    public void createClone()
        throws RuntimeException {

        System.out.println("Cloning not allowed");

    }

}
```

- However, the reverse may/may not work
- **Case-2:** Overridden method throws **unchecked exception** but not the actual method in parent class
 - **This works fine**

Defining Your Own Exception (1/4)

```
public class NoWaterException extends Exception {  
    public NoWaterException(String message) {  
        super(message);  
    }  
}  
  
public class Andy {  
    public void drinkWater() {  
        try {  
            getWater();  
        }  
        catch (NoWaterException e) {  
            System.out.println(e.getMessage());  
        }  
    }  
  
    public void getWater() throws NoWaterException {  
        _water = _wendy.getADrink();  
        if (_water == null) {  
            this.fire(_wendy);  
            throw new NoWaterException("NO Water");  
        }  
    }  
}
```

- You can define and throw your own specialized exceptions
 - `throw new NoWaterException(...);`
- Useful for responding to special cases, not covered by pre-defined exceptions
- The class `Exception` has a method `getMessage()`. The `String` passed to `super` is printed to the output window for debugging when `getMessage()` is called by the user

Defining Your Own Exception (2/4)

```
public class NoWaterException extends Exception {  
    public NoWaterException(String message) {  
        super(message);  
    }  
}  
  
public class Andy {  
    public void drinkWater() {  
        try {  
            getWater();  
        }  
        catch (NoWaterException e) {  
            System.out.println(e.getMessage());  
        }  
    }  
  
    public void getWater() throws NoWaterException {  
        _water = _wendy.getADrink();  
        if (_water == null) {  
            this.fire(_wendy);  
            throw new NoWaterException("NO Water");  
        }  
    }  
}
```

- Every method that throws Exceptions that are not subclasses of RuntimeException must declare what exceptions it throws in method declaration
- getWater() is throwing the exception, hence it must declare that using the “throws” on method declaration

Defining Your Own Exception (3/4)

```
public class NoWaterException extends Exception {
    public NoWaterException(String message) {
        super(message);
    }
}

public class Andy {
    public void drinkWater() throws NoWaterException {
        getWater();
    }
    public void getWater() throws NoWaterException {
        _water = _wendy.getADrink();
        if(_water == null) {
            this.fire(_wendy);
            throw new NoWaterException("NO Water");
        }
    }
    public static void main(String[] args) {
        Andy obj = new Andy();
        obj.drinkWater();
    }
}
```

- Any method that directly or indirectly calls `getWater()` must declare that it can generate `NoWaterException` using **throws** keyword
 - Not doing this generate compilation error
 - **error: unreported exception NoWaterException; must be caught or declared to be thrown**

Defining Your Own Exception (4/4)

```
1. public class NoWaterException extends Exception {
2.     public NoWaterException(String message) {
3.         super(message);
4.     }
5. }
6. public class Andy {
7.     public void drinkWater() throws NoWaterException {
8.         getWater();
9.     }
10.    public void getWater() throws NoWaterException {
11.        _water = _wendy.getADrink();
12.        if(_water == null) {
13.            this.fire(_wendy);
14.            throw new NoWaterException("NO Water");
15.        }
16.    }
17.    public static void main(String[] args)
18.        throws NoWaterException {
19.        Andy obj = new Andy();
20.        obj.drinkWater();
21.    }
22. }
```

- This works fine, although we are not catching the NoWaterException anywhere that is again not a defensive programming!
 - Running this program with `_water = null`

Exception in thread "main"
NoWaterException: NO Water
at Andy.getWater(Andy.java:14)
at Andy.drinkWater(Andy.java:8)
at Andy.main(Andy.java:20)

Pros and Cons of Exception

● Pros

- Cleaner code: rather than returning a boolean up chain of calls to check for exceptional cases, throw an exception!
- Use return value for meaningful data, not error checking
- Factor out error-checking code into one class, so it can be reused

● Cons

- Throwing exceptions requires extra computation
- Can become messy if not used economically
- Can accidentally cover up serious exceptions, such as `NullPointerException` by catching them

Assertions

- **assertion:** A statement that is either true or false

Examples:

- Java was created in 1995.
 - The sky is purple.
 - 23 is a prime number.
 - 10 is greater than 20.
 - x divided by 2 equals 7. (*depends on the value of x*)
-
- An assertion might be false ("The sky is purple" above), but it is still an assertion because it is a true/false statement

Declaring Assertions

An *assertion* is declared using the Java keyword assert as follows:

assert assertion; or
assert assertion : detailMessage;

where **assertion** is a Boolean expression and ***detailMessage*** is a primitive-type or an Object value

Executing Assertion (1/3)

```
public class AssertionDemo {  
    public static void main(String[] args) {  
        int i; int sum = 0;  
        for (i = 0; i < 10; i++) {  
            sum += i;  
        }  
        assert i == 10;  
        assert sum > 10 && sum < 5 * 10 : "sum is " + sum;  
    }  
}
```

- When an assertion statement is executed, Java evaluates the assertion. If it is false, an **AssertionError** will be thrown

Executing Assertion (2/3)

```
public class AssertionDemo {  
    public static void main(String[] args) {  
        int i; int sum = 0;  
        for (i = 0; i < 10; i++) {  
            sum += i;  
        }  
        assert i == 10;  
        assert sum > 10 && sum < 5 * 10 : "sum is " + sum;  
    }  
}
```

- By default, the assertions are disabled at runtime as they are costly
 - Constant check of the condition inside assert statement
- To enable use the following command line switch
java -ea AssertionDemo
OR
java -enableassertions AssertionDemo

Executing Assertion (3/3)

```
public class AssertionDemo {  
    public static void main(String[] args) {  
        int i; int sum = 0;  
        for (i = 0; i < 10; i++) {  
            sum += i;  
        }  
        // deliberately changed to generate assertion failure  
        assert i != 10;  
        assert sum > 10 && sum < 5 * 10 : "sum is " + sum;  
    }  
}
```

- Let's try to generate the assertion failure in this program

- Change “==” to “!=”
- Output:

Exception in thread "main"
java.lang.AssertionError

at
AssertionDemo.main(AssertionDemo.java:7)

Assertions or Exception Handling?

- Assertion should not be used to replace exception handling
 - Exception handling deals with unusual circumstances whereas assertions are to assure the correctness of the program
 - Exception handling addresses robustness and assertion addresses correctness
- Similar to exceptions, assertions are also checked at runtime but unlike exceptions it can be turned on or off (for entire execution)
- Use assertions to reaffirm assumptions to assure correctness of the program

Next Lecture

- Java collection framework
- Assignment-3 on Friday 2nd October