Documents in this folder:

* ExceptionsCaseStudy.docx
* ExceptionsClassDiagram.png

Discussion:

For this week’s example we’re going to continue discussing good software design skills. The case study included this week aims to highlight the use of exceptions, and just how many ways people can misuse software, even with a reasonably simple (theoretical) program.

Again, since we don’t teach UML in PSD, don’t try and replicate the exact class hierarchy (as in, correct UML syntax) shown in ExceptionsClassDiagram.png. Instead, make sure the exception classes are highlighted, and the use of inheritance. Feel free to add more or modify the diagram, or even ask the class to add more steps to the process, and see how many exceptions you can create.

The objective of this week is for students to leave with a stronger understanding of why we use exceptions and how important they are, and the fact that you can use inheritance when designing exceptions as well.

Workshop Notes:

Nothing to report.