Test Automation Lecture 8 – Exceptions & Generics



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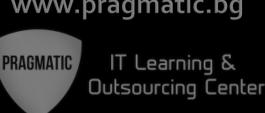
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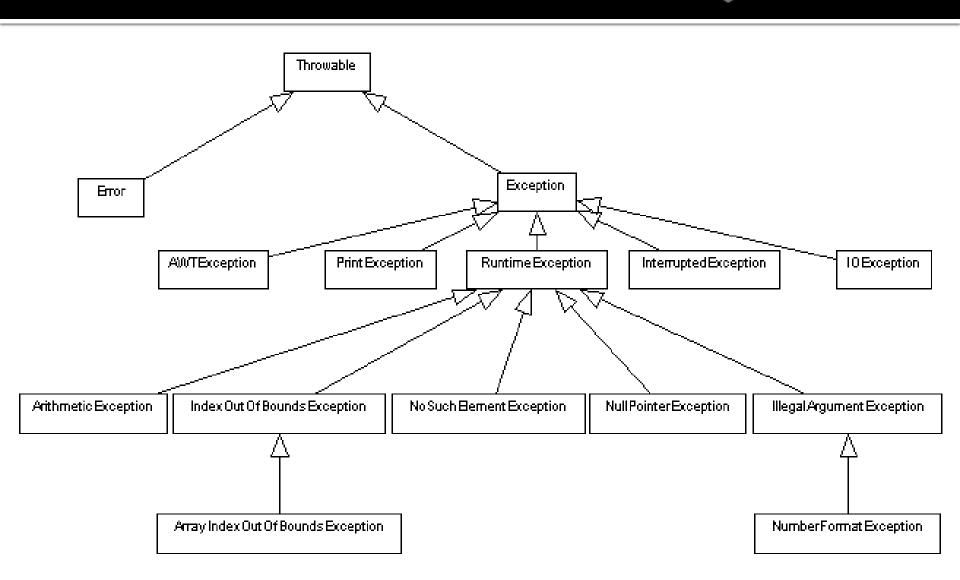
Exception Fundamentals -General Form



```
try {
     this.throwNewCustomException();
    this.throwNewIllegalArgumentException(); // this is
    this.throwNewIOException();
} catch (CustomException e) {
    // handle exception here
} catch (IOException e) {
    // handle exception here
}finally{
    System.out.println("This is always performed");
```

Exception Fundamentals





- Throwable All exception types are subclasses of this class.
- Exception This class represent an exceptional conditions that user programs should catch. This is also the class that need to be subclassed to create a new custom exception.
- RuntimeException is the superclass of those exceptions that can be thrown during the normal operation of the Java Virtual Machine. RuntimeException and its subclasses are unchecked exceptions.
- Error System related exception. Shouldn't be handled directly by the code.



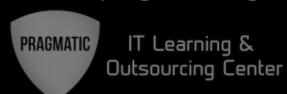
Uncaught Exception

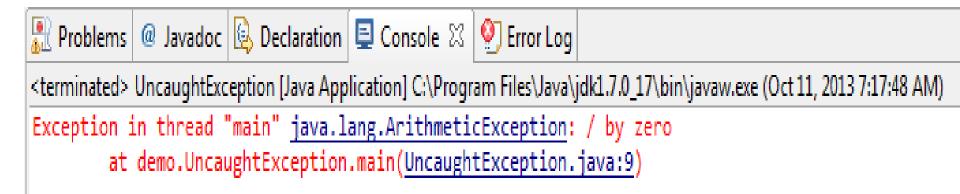
```
public static void main(String[] args) {
   int a = 5;
   int b = 0;

   System.out.println(a / b);
}
```



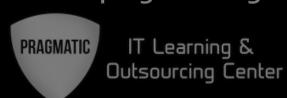
Uncaught Exception





- When an exception occurs, the normal flow of the program is terminated.
- Exceptions must be immediately dealt with
- Execution continues to the first available exception handler capable of handling the exception that just occurred

Chained Exceptions



- An application often responds to an exception by throwing another exception.
- In effect, the first exception causes the second exception.
- It can be very helpful to know when one exception causes another.
- Chained Exceptions help the programmer do this.

Chained Exceptions example



In this example, when an IOException is caught, a new SampleException exception is created with the original cause attached and the chain of exceptions is thrown up to the next higher level exception handler.

```
try {
   //...
} catch (IOException e) {
   throw new SampleException("Other IOException", e);
}
```

More about Throwable class



An instance of Throwable class contains

- Message
- Stacktrace
- Cause (instace of Throwable)

More about Throwable classamatic

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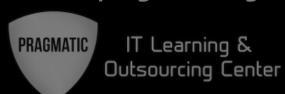
Constructors:

```
public Throwable()
public Throwable(String message)
public Throwable(Throwable cause)
public Throwable(String message, Throwable cause)
```

Important methods:

```
public String getMessage()
public Throwable getCause()
public void printStackTrace()
public StackTraceElement[] getStackTrace()
```

Exception Chaining



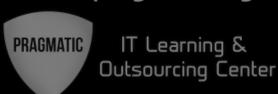
```
package other;
public class TestChainedException {
      public static void main(String[] args) {
        String s = null;
        testMethod(s);
      public static void testMethod(String s) {
        try {
         System.out.println(s.length());
        } catch (NullPointerException npe) {
         throw new RuntimeException ("Error when trying to
print the string's length", npe);
```

How exceptions should be shown to the end user



- The end user is not programmer
- So, it's not a good practice to show technical details (stacktrace) to the end user
- Instead, nice message should be shown
- If we want, we can add technical information but it should be shown only if the user want to see it

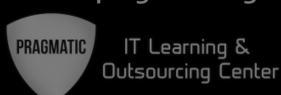
Question



What happens with this code?

```
try {
   //..
} catch (Exception e) {
   e.printStackTrace();
} catch (IOException e) {
   e.printStackTrace();
}
```

Answer

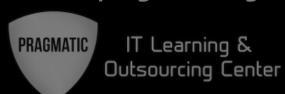


Compilaton error!

 Unreachable catch block for IOException. It is already handled by the catch block for Exception

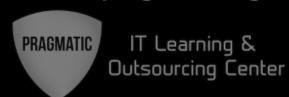
 Because IOException extends class Exception, so the second catch block will never execute.





- We can handle multiple exceptions using catch block with parent class.
- This is useful when we want to handle more than one exceptions in the same way (we use a (too) general exception handler)

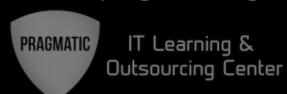
Re-throwing exception



- Sometimes we want to handle the exception just for a moment, use it for something (write in the log) and then re-throw it, because we can't handle it at all.
- Keyword throw is used(we saw it in the previous slides)

```
try {
    //...
} catch (IOException e) {
   logger.log(Level.WARNING, "Error in testMethod: " + e.getMessage());
   throw new SampleException("Other IOException", e);
}
```

Defining own exceptions



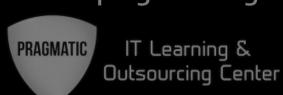
- Just extends the class Exception
- Do not create a subclass of RuntimeException or throw a RuntimeException
- If we need, we can add some fields to these which is inherited by Exception
- It's good practice each module to throw only his own exceptions
- For readable code, it's good practice to append the string Exception to the names of all classes that inherit from the Exception class.

Defining own exceptions



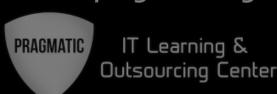
```
public class CustomException extends Exception{
private static final long serialVersionUID = 9050827141391950483L;
       public CustomException () {
          super();
       public CustomException (String message, Throwable cause) {
          super (message, cause);
       public CustomException (String message) {
          super (message);
       public CustomException (Throwable cause) {
          super(cause);
```

Finally block



- The finally block always executes when the try block exits.
- This ensures that the finally block is executed even if an unexpected exception occurs
- it allows the programmer to avoid having cleanup code accidentally bypassed by a return, continue, or break.
- Putting cleanup code in a finally block is always a good practice, even when no exceptions are anticipated.

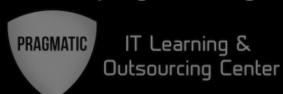
Finally block



The finally block is a key tool for preventing resource leaks. When closing a file or otherwise recovering resources, place the code in a finally block to ensure that resource is always recovered.

```
try {
    // some code which open PrintWriter out
} catch (Exception e) {
    //.. handle exception
} finally {
    if (out != null) {
        System.out.println("Closing PrintWriter");
        out.close();
    } else {
        System.out.println("PrintWriter not open");
    }
}
```

What is a Generic?



A way to write code independent of a type





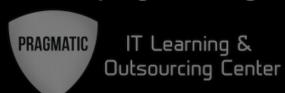


Generics Basics



- At its core the term generics means parameterized types
- Using generics, it is possible to create a single class, that automatically works with different types of data.
 For example: Printer which has different type of Cartridges.
- A class, interface, or method that operates on a parameterized type is called generic, as in generic class or generic method
- Why not just use Class Object?

Generics Example



```
public class Generic<T> {
    private T field;
   public Generic(T field) {
        this.field = field;
    public T getField() {
        return field;
    public void setField(T field) {
        this.field = field;
    public void printGenericType(){
        System.out.println("Generic Filed is of type " + field.getClass().getName());
    public static void main(String[] args) {
        Generic<String> str = new Generic<String>("This is my field");
        str.printGenericType();
        Generic<Number> num = new Generic<Number>(5D);
        num.printGenericType();
```

Generic Levels



Class level

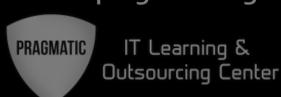
- Specify a type as a variable
- Class of Type T

Method level

- Specify a type of a parameter
- Parameter of Type T



Syntax

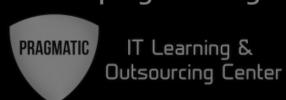


Generic Class - accessor class ClassName<GenericDeclaration>

Generic Method - accessor <GenericDeclaration> returnType name()

```
public <P> showType(P arg)
```

Bounded types



- Sometimes we wish to restrict the type of the generic. We want to tell the compiler some how that we want to pass in only a family of classes and not all possible types of classes.
- To do so we use the keyword: extends
- An example would be:

```
public class Printer<T extends ICartridge> {
}
```

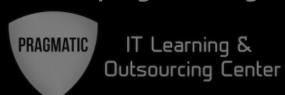
Erasure



- Java generics are erasure type
 - meaning that they exist only at compile-time after which they are "erased"

Erasure types were created to preserve backward compatibility of the java bytecode(the generics does not exist in the bytecode, only compile-time). Old non generic programs need to be able to run on new modern virtual machines.

Generic Restrictions



Type Parameters cannot be instantiated – meaning:

```
T someReference = new T(); //compile error
```

static fields cannot use a type parameter(i.e. T) declared by the enclosing class – meaning:

```
private static T someReference; //compile error
```

- You can still create generic static methods, but they must specify their own generic type
- You cannot instantiate an array of elements from the generic type

```
Box<String>[] someReference = new Box<String>[5]; //compile error
```

- and some other restrictions under:
 - http://docs.oracle.com/javase/tutorial/java/generics/restrictions.html