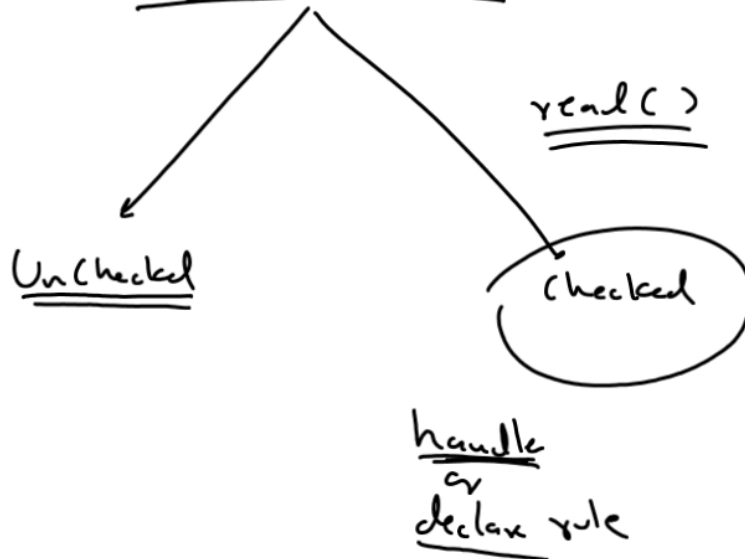# Using The Keyword "throw"

```
try
{
    ___
    ___
    if ( test_cond )
    {
        <SomeExceptin class obj> ;
        throw obj;
    }
    ___
}
catch ( <SomeExceptinCln> <obj-exp> )
{
    ___
}
```

Categories Of Exception

read()

Unchecked   Checked

handle
or
declare rule

```java
import java.util.*;
import java.io.*;
class TakeInput
{
    public static void acceptInt()
    {
      Scanner kb=new Scanner(System.in);
      int a;
      System.out.println("Enter a int:");
      a=kb.nextInt();
       System.out.println("You inputted :"+a);
    }
    public static void acceptChar()throws IOException
    {
      char ch;
      System.out.println("Enter a char:");
      ch=(char)System.in.read();
       System.out.println("You inputted :"+ch);
    }
}
class UseTakeInput
{
    public static void main(String[] args)throws IOException
    {
        TakeInput.acceptInt();
        TakeInput.acceptChar();
    }
}
```