

C# Exception handling

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Exception: wat?

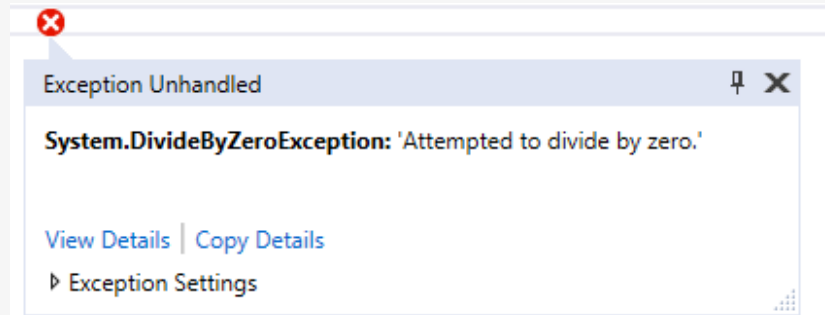
- Omschrijving
 - Een “onregelmatigheid” bij het normale verloop
 - Vereist een gepaste reactie
 - Is geen “event”!
- Methods geven een fout aan door een uitzondering “op te werpen” (*raise*)
- .NET runtime implementeert exception handling
 - Een exception
 - is een object van *class Exception*
 - Wordt opgeworpen in een specifieke thread
 - Passeert door de stack van de thread tot deze afgehandeld wordt ... of de thread stopt (=> in main thread: programma stopt)
 - Blijft niet beperkt tot grens *process* of machine
 - Passeert door *managed* en *unmanaged code*

Exception: geen handler

- Call stack
- Geen handler

```
class ExceptionhandlingExample
{
    public int Div(int number, int divisor)
    {
        //thrown an exception if divisor is 0
        return number / divisor;
    }
}

private static void ExceptionExample()
{
    WriteLine("Exception handling example.");
    ExceptionhandlingExample example = new ExceptionhandlingExample();
    Write("Enter numerator:");
    var num = ReadLine();
    Write("Enter denominator:");
    var denominator = ReadLine();
    var quotient = example.Div(Convert.ToInt32(num), Convert.ToInt32(denominator));
    WriteLine($"Quotient of numerator:{num}, denominator:{denominator} is {quotient}");
}
```



Exception: handler, geen filter

```
public int Div(int nominator, int denominator)
{
    int quotient = 0;
    try
    {
        quotient = nominator / denominator;
    }
    catch
    {
        Console.WriteLine($"Exception occurred");
    }
    return quotient;
}
```

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Exception: handler, filter

```
public int Div(int nominator, int denominator)
{
    int quotient = 0;
    try
    {
        quotient = dividend / divisor;
    }
    catch (Exception exception)
    {
        Console.WriteLine($"Exception occurred '{exception.Message}'");
    }
    return quotient;
}
```

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Multiple catch blocks

```
using System;
class Mn
{
    static void Main()
    {
        int[] number = { 8, 17, 24, 5, 25 };
        int[] divisor = { 2, 0, 0, 5 };

        for (int j = 0; j < number.Length; j++)
            try
            {
                Console.WriteLine("Number: " + number[j]);
                Console.WriteLine("Divisor: " + divisor[j]);
                Console.WriteLine("Quotient: " + number[j] / divisor[j]);
            }
            catch (DivideByZeroException)
            {
                Console.WriteLine("Not possible to divide by zero");
            }
            catch (IndexOutOfRangeException)
            {
                Console.WriteLine("Index is out of range");
            }
    }
}
```

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Multiple catch blocks: respecteer hierarchie

A previous catch clause already catches all exceptions of this or a super type ('System.Exception')

```
using System;
class Test
{
    static void Main()
    {
        try
        {
            int a=10,b=0,c=0;
            c=a/b ;
            Console.WriteLine(c);
        }
        catch(System.Exception e)
        {
            Console.WriteLine(e.Message);
        }
        catch(System.DivideByZeroException ex)
        {
            Console.WriteLine(ex.Message);
        }
    }
}
```

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Exception: finally

- Wordt altijd uitgevoerd
- Geef resources vrij, bijvoorbeeld *file handle*
- Niet toegelaten: *return, break, goto, continue, exit, try*

```
public int Div(int nominator, int denominator)
{
    int quotient = 0;
    try
    {
        quotient = nominator / denominator;
    }
    catch
    {
        Console.WriteLine($"Exception occurred");
    }
    finally
    {
        Console.WriteLine("Exception occurred and cleaned.");
    }
    return quotient;
}
```


Exception class

- Base class voor alle *exception* classes
- Properties
 - *StackTrace*: identificeert plaats in code
 - *InnerException*: gebruikt om een serie van exceptions te linken aan elkaar
 - *Message*: details, “*localized*”
- Methods
 - *GetBaseException()*: geeft originele binnenste exception terug

User-defined exception

- Afleiden van class Exception
 - Tip: naam eindigt op “Exception”
- 3 constructoren voorzien:
 - `public MyException() {}`
 - `public MyException(string message) : base (message) {}`
 - `public MyException(string message, Exception inner) : base (message, inner) {}`

Throw user defined exception (1/4)

```
internal class NumberIsExceededException : Exception
{
    public NumberIsExceededException(string message) : base(message)
    {
    }

    public NumberIsExceededException(string message, Exception innerException):base(message,innerException)
    {
    }

    protected NumberIsExceededException(SerializationInfo serializationInfo, StreamingContext streamingContext) : base(serializationInfo, streamingContext)
    {}
}
```

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Throw user defined exception (2/4)

```
internal class StringCalculatorUpdated
{
    public int Add(string numbers)
    {
        var result = 0;
        try
        {
            return IsNullOrEmpty(numbers) ? result : AddStringNumbers(numbers);
        }
        catch (NumberIsExceededException numberIsExceededException)
        {
            Console.WriteLine($"Exception occurred: '{numberIsExceededException.Message}'");
        }

        return result;
    }
    // ... StringToInt32()
}
```

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Throw user defined exception (3/4)

```
private int StringToInt32(string n)
{
    var number = Convert.ToInt32(string.IsNullOrEmpty(n) ? "0" : n);
    if(number>1000)
        throw new NumberIsExceededException($"Number :{number} exceeds the limit of
1000.");
    return number;
}
```

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Throw user defined exception (4/4)

```
private static void CallStringCalculatorUpdated()
{
    WriteLine("o Add operation can take 0, 1, or 2 comma - separated numbers, and will return their sum  
for example \"1\" or \"1, 2\"\\n\" +  
\"o Add operation should accept empty string but for an empty string it will return 0.\\n\"  
\"o Throw an exception if number > 1000\\n\");  
    StringCalculatorUpdated calculator = new StringCalculatorUpdated();  
    Write("Enter numbers comma separated:");  
    var num = ReadLine();  
    Write($"Sum of {num} is {calculator.Add(num)}");  
}
```

Rethrow (1/2)

Als een exception opnieuw wordt opgeworpen door het exception object op te werpen met throw, wordt de stack trace herstart en gaat de stack trace tot op die plaats verloren.

```
void CatchAndRethrowExplicitly()
{
    try
    {
        ThrowException();
    }
    catch(ArithmeticException e)
    {
        // Violates the rule.
        throw e;
    }
}

void CatchAndRethrowImplicitly()
{
    try
    {
        ThrowException();
    }
    catch(ArithmeticException e)
    {
        // Satisfies the rule.
        throw;
    }
}
```

Rethrow (2/2)

```
using System;
namespace UsageLibrary
{
    class TestsRethrow
    {
        static void Main()
        {
            TestsRethrow testRethrow = new TestsRethrow();
            testRethrow.CatchException();
        }
        void CatchException()
        {
            try
            {
                CatchAndRethrowExplicitly();
            }
            catch(ArithmeticException e)
            {
                Console.WriteLine("Explicitly specified:{0}{1}", Environment.NewLine, e.StackTrace);
            }
            try
            {
                CatchAndRethrowImplicitly();
            }
            catch(ArithmeticException e)
            {
                Console.WriteLine("{0}Implicitly specified:{0}{1}", Environment.NewLine, e.StackTrace);
            }
        }
        void ThrowException()
        {
            throw new ArithmeticException("Illegal expression");
        }
    }
}
```

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Demo debugging exceptions

- Verander de manier waarop de debugger bepaalde exceptions behandelt

Exception of return code?

- Return code: wanneer je de uitkomst kent en verwacht
- Exception: wanneer onverwachte uitzonderingen optreden
- Return code: nogal arbitrair en afhandeling verspreid over code ;-(

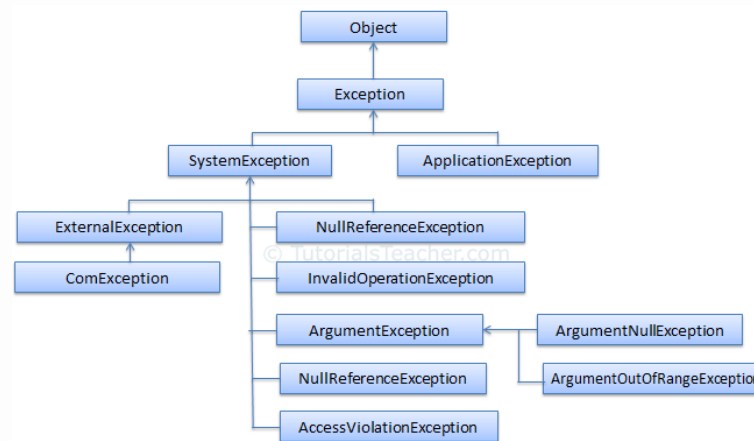
Exception: wanneer opvangen?

- Zo weinig mogelijk
- Zo hoog mogelijk

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Compiler-generated exceptions

- <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/exceptions/compiler-generated-exceptions>
- Exception hierarchy
 - SystemException
 - ArithmeticException
 - StackOverflowException
 - NullReferenceException
 - IndexOutOfRangeException
 - InvalidCastException
 - ExternalException
 - Win32Exception
 - IOException
 - YourOwnException



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