Java Exception Handling

An exception is a class used to store error information.

Common Exceptions -

java.lang.NullPointerException
java.lang.StringIndexOutOfBoundsException
java.lang.ArrayIndexOutOfBoundsException
java.lang.IndexOutOfBoundsException
java.lang.NumberFormatException
java.lang.ClassCastException
java.lang.ArithmeticException
java.util.NoSuchElementException
java.io.FileNotFoundException

Reserved words that you need to know to use exception handling ::

try - try this section and see what happens

catch - if the try blew up catch the exception thrown

finally - this section always happens no matter what

```
public static void main(String args[])
{
   int num=32;
   if(num==32)
      throw new Exception("num==32");
}
```

This code will not compile. Why not?

RuntimeExceptions are unchecked exceptions. Exception and IOException are checked exceptions.

Parent - Exception

Child - RuntimeException extends Exception

Child – IndexOutOfBoundsException

Child – ArrayIndexOutOfBoundsException

Child – Arithmetic Exception

Child – ClassCastException

Child – NullPointerException

// several more

Child – *IOException* extends Exception

Child – FileNotFoundException

Unen exceptionone.java exceptiontwo.java

```
public static void main(String args[]) throws Exception
{
   int num=32;
   if(num==32)
      throw new Exception("num==32");
}
```

You have to have throws because you are throwing a checked Exception.

```
public static void main(String args[])
{
  int num=32;
  if(num==32)
    throw new RuntimeException("num==32");
}
```

You DO NOT have to have throws because you are NOT throwing a checked Exception.

Unen exceptionthree.java exceptionfour.iava

```
try{
   int num= 3/0;
}
//must have a catch or finally block
System.out.println("compsci");
This will not compile!!!!
```

```
try{
 int num=3/0;
//catch is optional
finally{
 System.out.println("divby0);
System.out.println("compsci");
```

Multilples Catch Blocks

```
try{
//code would go here
catch(FileNotFoundException e){
      // Code to handle not finding the specified file.
catch(IOException e){
      // Code to handle any other IO Exception
catch(Exception e){
       // Code to handle all other Exceptions
finally{
 System.out.println("this always happens");
```

Multilples Catch Blocks

```
try{
//code would go here
catch(Exception e){
       // Code to handle all other Exceptions
catch(IOException e){
      // Code to handle any other IO Exception
catch(FileNotFoundException e){
      // Code to handle not finding the specified file.
finally{
 System.out.println("this always happens");
```

```
try{
//code would go here
catch(NullPointerException e){
       // Code to handle the lack of a constructor
       // being called.
catch(ClassCastException e){
      // Code to handle the fact that your object
      // is the wrong type.
finally{
 System.out.println("this always happens");
```

Why use exception handling?

What do you gain?

What do you lose?

Unen exceptionfive.java excentionsix.iava