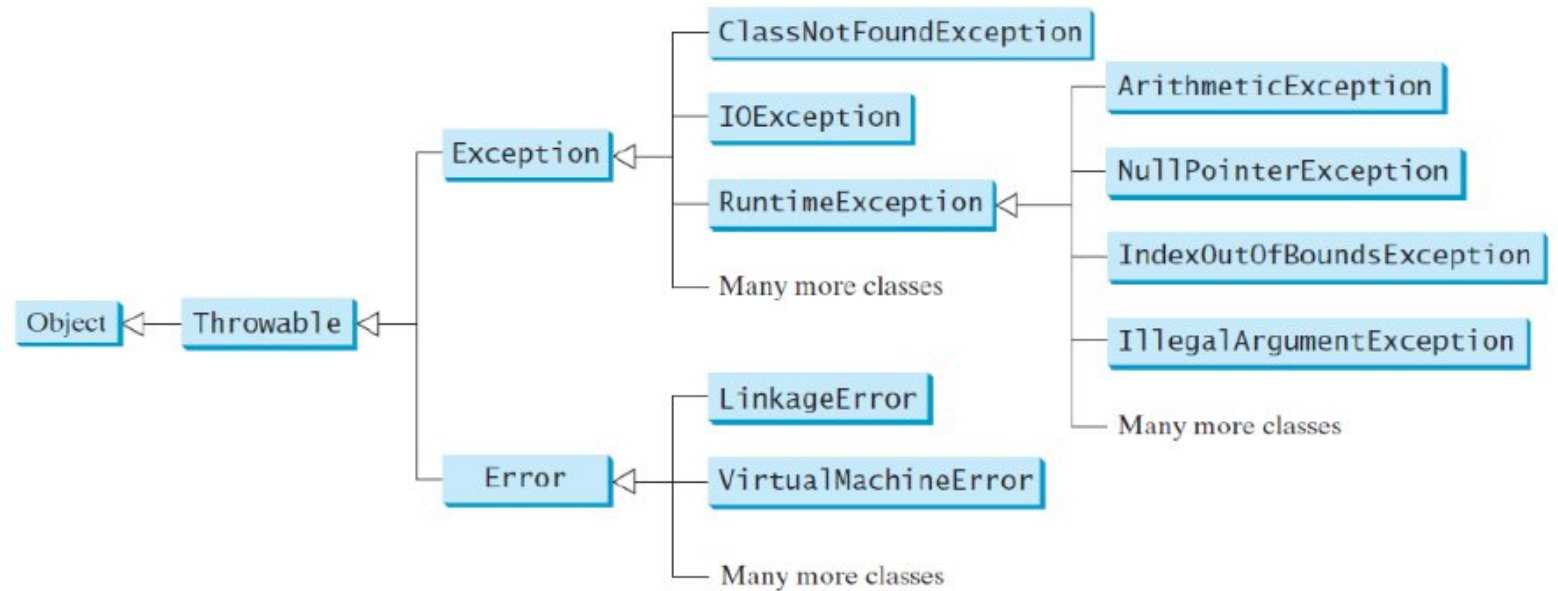


Fejlhåndtering

Kursus 11

Throwables

- Try catch vs status code
- Error vs Exception



Opgave 1: Håndter exceptions

```
// Create payload as GET command
TrainProtocol payload = new TrainProtocol(TrainProtocolCommandType.GET, null);

try {
    // Write to server
    ObjectOutputStream output = new ObjectOutputStream(this.clientSocket.getOutputStream());
    output.writeObject(payload);
    output.flush(); // Empty the Stream so that everything is sent
    System.out.println("[CLIENT] Sent GET from client!");

    // Read the response from the server
    ObjectInputStream input = new ObjectInputStream(this.clientSocket.getInputStream());
    TrainProtocol response = (TrainProtocol) input.readObject();

    // Update local train list
    this.trains = response.getTrains();

    /* THIS IS THE IMPORTANT BITS ABOUT EXCEPTIONS */
} catch (IOException e) {
    System.out.println("[CLIENT] Failed IO operation: " + e.getMessage());
} catch (ClassNotFoundException e) {
    System.out.println("[CLIENT] Failed to decode Train protocol: " + e.getMessage());
    e.printStackTrace();
}
```

1. Send GET til server
2. Læs modtaget Tranlist
3. Updater lokale Trainlist