

North South University
Department of Electrical and Computer Engineering
CSE 215L: Programming Language II Lab
Lab – 12: Exception Handling

Learning Objectives:

- to understand exception handling and its implementation

Lab Task:

1. Write a program that takes 5 positive integers from the user and counts the total even numbers. If any negative value is entered, the program should catch it as an exception and display “Input positive integer only”. The program must continue taking input until it gets 5 positive integers.

2. Create a Triangle class with three sides: a, b, c. In a triangle, the sum of any two sides is greater than the other side. The Triangle class must adhere to this rule. Create the `IllegalTriangleException` class, and modify the constructor of the Triangle class to throw an `IllegalTriangleException` object if a triangle is created with sides that violate the rule, as follows:

```
/** Construct a triangle with the specified sides */  
public Triangle(double a, double b, double c)  
    throws IllegalTriangleException {  
    // Implement it  
}
```

Write a program that creates an instance of the triangle class and takes three side values from the user and check its validity. If it is valid then print its area and perimeter otherwise handle the exception mentioned above.