Exception Handling in Java

Definition

- Exception handling is a mechanism to handle runtime errors and ensure the normal flow of the program.
- · Key Points:
 - Exceptions occur at runtime, while syntax errors occur at compile time.
 - Exceptions are identified at runtime, not compile time.
 - The Java Virtual Machine (JVM) creates an exception object when a runtime error occurs.
 - If not handled, JVM terminates the program abnormally with an error message.
 - Proper handling allows for meaningful error messages and smooth program execution.

Advantages of Exception Handling

- 1. Maintains the normal flow of the program.
- 2. Provides flexibility in error handling.
- 3. Allows user-friendly error messages.
- 4. Separates "error-handling code" from "regular code."

Types of Exceptions

- 1. Predefined Exceptions (Built-in Exceptions):
 - Created by JVM for standard errors.
 - Organized as subclasses under java.lang.Throwable.
 - Example: IOException , ArithmeticException .
- 2. Custom Exceptions (User-defined Exceptions):
 - Created by programmers to handle specific cases.

Hierarchy of Java Exception Classes

- 1. Object:
 - Root of all Java classes.
- 2. Throwable:
 - Superclass for all exceptions and errors.
 - Two main subclasses:
 - Error :
 - Represents JVM failures (e.g., StackOverflowError, OutOfMemoryError).
 - Cannot be handled.
 - Exception:
 - Represents programmer logic failures (e.g., ArithmeticException).
 - Can be handled.

Differences Between Error and Exception

Aspect	Error	Exception
Source	JVM/system-related	Programmer logic-related
Handling	Cannot be handled	Can be handled
Examples	VirtualMachineError, OutOfMemoryError	ArithmeticException, NullPointerException

Predefined Exceptions

1. Checked Exceptions:

- Identified at compile time, occur at runtime.
- Example: IOException , ClassNotFoundException .
- Must be handled in the program.

2. Unchecked Exceptions (Runtime Exceptions):

- Identified and occur at runtime.
- Example: NullPointerException , ArrayIndexOutOfBoundsException .
- Handling is optional.

Exception Handling Process

- 1. Create an exception object for the logical error.
- 2. Throw the exception to the appropriate handler.
- 3. Catch the exception.
- 4. Take corrective actions.

Keywords for Exception Handling

- 1. try: Defines a block of code to monitor for exceptions.
- 2. catch: Handles exceptions thrown by the try block.
- 3. finally: Executes code regardless of exception occurrence.
- 4. throw: Throws a specific exception.
- 5. throws: Declares exceptions a method might throw.

Try-Catch Block

• Syntax:

```
try {
    // code that might throw an exception
} catch (ExceptionType e) {
    // exception handling code
}
```

• Rules:

- 1. Must be within a method.
- 2. Must be followed by at least one catch or finally block.
- 3. No statements between $\ensuremath{\text{try}}$ and $\ensuremath{\text{catch}}$.

4. Multiple catch blocks are allowed.

Finally Block

- Contains crucial cleanup code (e.g., closing resources).
- Always executed, regardless of exception occurrence.
- Use Cases:
 - Prevent resource leaks.
 - Perform cleanup tasks.

Throw vs Throws

Aspect	Throw	Throws
Purpose	Throws a specific exception	Declares potential exceptions
Usage	Within method body	In method signature
Multiple Exceptions	Not supported	Supported

User-Defined Exceptions

- Created by extending the Exception class.
- Example:

```
class CustomException extends Exception {
    CustomException(String message) {
        super(message);
    }
}
```

Chained Exceptions

- Technique to relate one exception with another.
- Methods in Throwable for Chained Exceptions:
 - getCause(): Returns the cause of the exception.
 - 2. printStackTrace(): Prints the exception and its cause.

Assertions (JDK 1.4)

- Purpose:
 - Test program assumptions.
 - Debugging and identifying invalid logic.
- Syntax:

```
assert condition;
assert condition : errorMessage;
```

These notes provide a concise yet comprehensive overview of exception handling in Java. Let me know if additional details or formatting adjustments are needed!