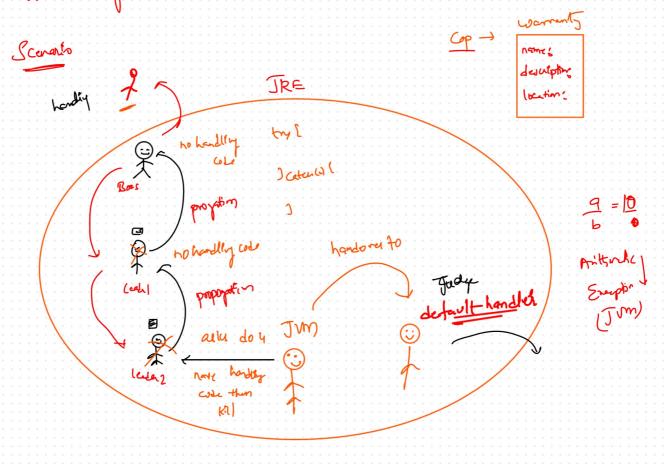


- -) when there is an enception thrown, put that code line like Sop(9/6) inside toy block
- -) write the atternative Edution on the Catch block to handle the enception
- the catch always tollows The tay Hock
- if any enception occurs inside the try block, the control would directly go to the catch block
- After the enecution of the catch bold cle, the program flows normally

(1) Gracefull ternination [le avoiding abnormal termination without desing Outcome &

2, Praiding awarress to the users (consumery) coloret to stituations



Class Alpha {

PS v m (Stong angs []) {

Sleep ();

Public static void sleep() {

Wakeup();

Public static Void wakeup() {

Sor (100);

Sor (100);

Sor (100);

Y

