

Exceptions

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Exceptions



- So far, we assumed each function will run from start to its return points, But a program also needs to handle exceptions:
 - Out of memory
 - Divide by zero
 - File not found

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Workaround in C language



- Return a special value (e.g., NULL) when a real value cannot be computed
- Return an explicit "status" to indicate if an exception happens
- Rely on the caller to pass in the exception handling code (e.g., via function pointer)

Exception handling is not enforced in some languages (error-prone)

Exception Handling



- A language feature that
 - Isolates error-checking code
 - Direct execution to a handler when appropriate

Define exceptions?

How does exception change control flow?

Define Exceptions



- Pre-defined exceptions
 - e.g., divide by zero, out-of-bound array access
- User-defined exceptions
 - Typically, defined as a special kind of class

```
public class myException extends Exception
{ private int i;
 public myException(int x) {
   this.i = x; }
 public int getI() { return i; }
}
```

Throwing Exceptions



- Pre-defined exceptions
 - Automatically generated
- User-defined exceptions
 - Generated by "throw" keyword

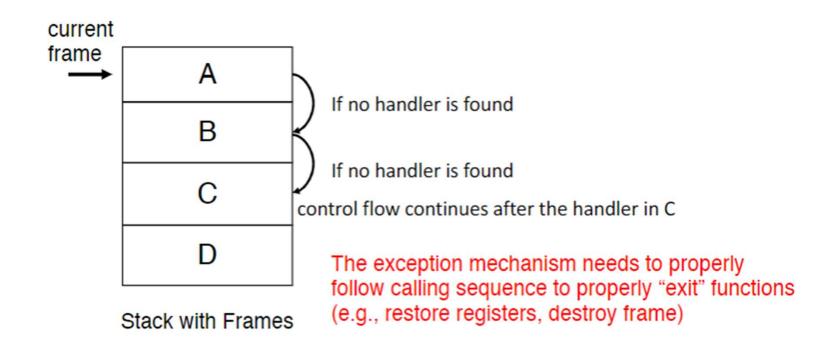
```
int foo ()
{
    ...
    throw new myException(10);
    ...
}
```

Catching Exceptions



Exception Propagation





Exception (Example)



```
void foo () {
       try {
2
           throw new Exception1();
           print ("A");
           throw new Exception2();
           print ("B");
       catch (Exception1 e1) {
           print "handler1";
       print ("C");
11
       throw new Exception2();
12
13
   void main () {
15
       try {
16
           try {
               foo();
               print ("D");
           catch(Exception1 e1) { print "handler2"; }
20
           print ("E");
22
       catch(Exception2 e2) { print "handler3"; }
23
24
```

Reading and Exercises



Reading

• Chapter: 9.4 (Michael Scott Book)