

## Programming Lab Exercise 15

Before you start:

Create a folder called **lab15** inside your personal **java** folder you created at the start.  
Save all your work for lab15 in this folder.

### Purpose:

Tests your understanding of the concept of Exception Handling.

### Q1.

- Write a program called **VerifyRangeTest** which will read in an integer from the keyboard and then check that it is within a certain range e.g. 1-100. If it is not then it should display an appropriate message to the user.
- You should create a user exception class called `MyOutOfRangeException`.
- You should create a class called `Verifier` which contains:
  - one attribute of type `MyOutOfRangeException`
  - one method called `verifyInRange()` which takes three integer parameters: `value`, `low`, `high`.
  - If `value` is not between `low` and `high` then the method should throw the `MyOutOfRangeException`.
- The main method in the driver program should create an instance of `Verifier` and invoke the `verifyInRange()` method with appropriate parameters.
- The driver program should handle any exceptions returning from the `Verifier`
- The output might look like this:

```
Please enter an integer:
12
Number in range!!!
Press any key to continue...
```

```
Please enter an integer:
0
MyOutOfRangeException: number 0 is out of range
Press any key to continue...
```

### Q2.

- Extend **VerifyRangeTest** so that it reads in a password into a string called `password`.

- Create a new method in the `Verifier` called `verifyPasswordStrength()`. If the password length is less than 8 then the method should throw a new exception called `MyInvalidPasswordException`.
- Call this method from the driver program like before.
- Output might look like this:

```
Please enter an integer:
11
Number in range!!!
Please enter a password:
Oisin
MyInvalidPasswordException: Password: Oisin is not strong enough!
Press any key to continue...
```

```
Please enter an integer:
11
Number in range!!!
Please enter a password:
Oisin123
Good password.
Press any key to continue...
```