CREATING OWN EXCEPTIONS

AIM:

To write a java program to implement user defined exception handling.

ALGORITHM:

1. Import the java packages.
2. Create a subclass of Exception named as MyException it has only a constructor plus an overloaded toString ( ) method that displays the value of the exception.
3. The exception is thrown when compute ( ) integer parameter is greater than 10.
4. The main ( ) method sets up an exception handler for MyException, then calls compute ( ) with a legal value (less than 10) and an illegal one to show both paths through the code.

PROGRAM:

//File Name should be ***UserException.java***

```
import java.io.*;
import java.util.*;

class MyException extends Exception
{
  private int d;
  MyException(int a)
 {    d =
a;
 }

public String toString()
 {
  return "MyException [" + d + "]";
 }
}

class UserException
{
 static void compute(int a) throws MyException
```

```
{
        System.out.println ("Called Compute(" + a + ")");
       if(a>10)                throw new
MyException(a);
        System.out.println ("Normal Exit");
 }
 public static void main(String args[])
  {
try
   {
    compute(1);
    compute(20);
   }
   catch(MyException e)
  {
   System.out.println("Caught " + e);
   }
  }
}
```

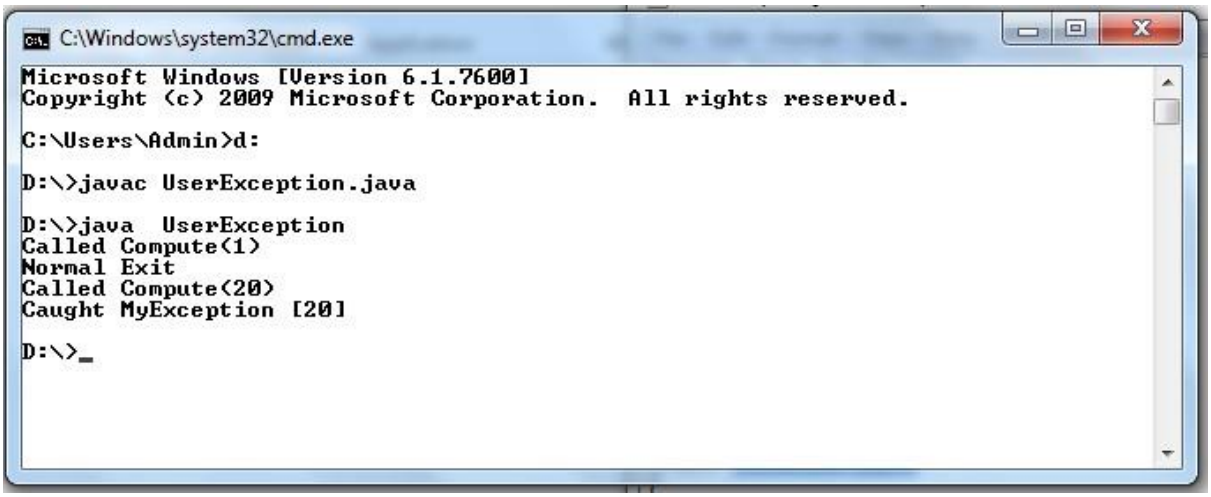
NOTE:

To Compile:

javac UserException.java To Run:

java UserException

OUTPUT:



RESULT:

Thus the Implementation for user defined exception handling has been successfully executed.