Exception handling:

* It is like Handling code flow. That is handling the runtime errors so that normal flow the code will take place.

Throwable:

Exceptions 🡺 compile time 🡺 checked exceptions

1. IOExceptions
2. SQLExceptions

RuntimeExceptions 🡺 runtime 🡺 unchecked exception

1. ArithmeticExceptions
2. ArryaoutofBoud exceptions
3. Null pointer exception

Errors

1. Stack overflow error
2. Virtualmachine error
3. Outofmemoryerror

Try block:

Wherever you see the exceptions might occur those lines of code should be placed inside try block.

Catch:

Exception will be catched in catch block

Finally:

Whether exception occur or not but the code in finally block will get executed.

Throw: to throw the exceptions

Throws: to declare the exceptions whet ever is throw on the method level and used for checked exceptions.

Customs Exception: user defined exceptions

1. Custom compiletime exception
2. Custom runtime exception