P – Exception Handling

Code Samples - Documenation

# Examples

The code for real-world programs is typically divided into distinct “layers” in order to make programs more flexible and maintainable. The layer that corresponds to the drivers we have seen so far is called the “Presentation Layer”. It’s called a “presentation layer” because its sole purpose is to interact with a user.

Almost all exception handling should take place in the driver, or presentation layer, of an application. Part of the reason for this is because the presentation layer is the “top” or “front-most” part of the program. When exceptions are handled at this layer, an application can report on the errors that occurred and give opportunity for the user to choose their desired response to the error.

The following examples are used to illustrate this topic.

1. **DemoTestingForExceptions** – This class is a very simple demonstration of how to catch exceptions and how exception handling allows a program to keep running even when a problem occurs.
2. **MediaPlayer** – This class demonstrates a complete working program that presents the user with a menu of various tasks related to loading and displaying songs on a CD. This class also demonstrates exception handling.

# DemoTestingForExceptions

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# MediaPlayer

This class demonstrates a complete working program that presents the user with a menu of various tasks related to loading and displaying songs on a CD. This class also demonstrates exception handling.