

Exception Handling

a) Exception:

An exception is an unexpected problem that arises during the execution of a program.

c) Exception Handling

Exception handling enables creation of application that can resolve exceptions.

This makes it easy to support separate the error handling code from the code handling actual functionality of the program.

It might include:

- (i) Allowing a program to continue executing as if no problem had been encountered
- (ii) Notifying the user of problem before terminating in controlled manner

Keywords used during exception handling:
try, catch, throw.

(*) Syntax:

```
try { // body }
catch (arg type 1) { // body }
catch (arg type 2) { // body }
finally { // process the exception }
```

(a) try:

A block of code which may cause an exception is typically inside the try block. It's followed by one or more catch blocks.

If an exception occurs, it is thrown from the try block.

(b) throw:

A program throws an exception when a problem shows up.

(c) catch:

This block catches the exception thrown from try block. Code that handles exception is written here.

Every try catch should have corresponding catch block.

A single try block can have multiple catch block.