Exception Handling An exception is an error condition that thanges
normal execution of the program. When
womething unexpected occurs, program should
reflect the error.
There are 3 types of exceptions -

- · checked
- · unchecked
- · Error

Paeudocode -

Temfolate method:

- 1. Define aleatract data with class with template method.
- 2. common implementation of individual steps are defined in base class.
- 3. Override and implement appeir steps in
- 4. Template method should be overridden.

Exception class Pxeudocode -

rlass Intatack extends stack ?

int[] retack = new int[50];

int tope = -1;

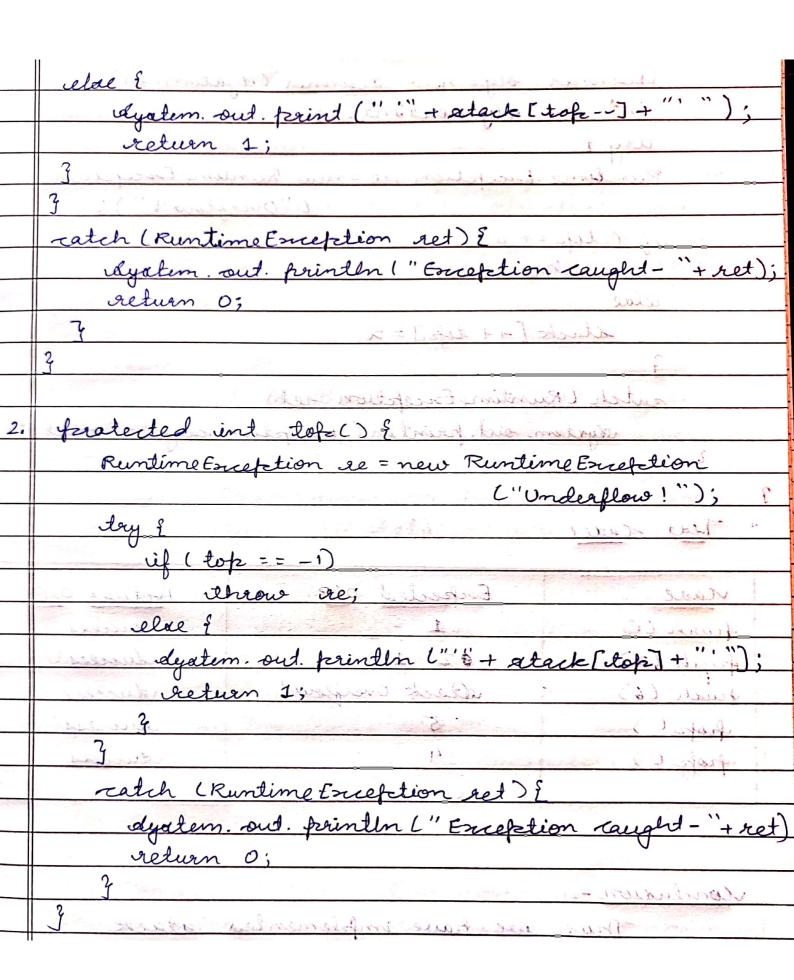
1) frealected, int feat();

Runtime Exception re = new Runtime Exception ("Underflow!!");

try &

if (tope = = -1)

throw re;



3. fratected void frush()?

bleanner obj = new deanner (dyatem in);

int z = obj. next Init();

try {

Runtime Exception re = new Runtime Exception

("Overflow!");

if (top == 6)

throw re;

selde

atack [++ top] = x

catch (Runtime Exception ret)

system, out. fraintln ("Exception raught-"+ret);

Test cades

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fruah (1)	1	Muces
frush (2)	15 + 12) 115 mot to	duness
fruich (6)	stack Overflow!	duces
frofic ()	. 5	ducess
fron ()	4	duciess
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Monduaion -

Thus, we have implemented atack operations using template methods and checked for errors using exception handling.

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