

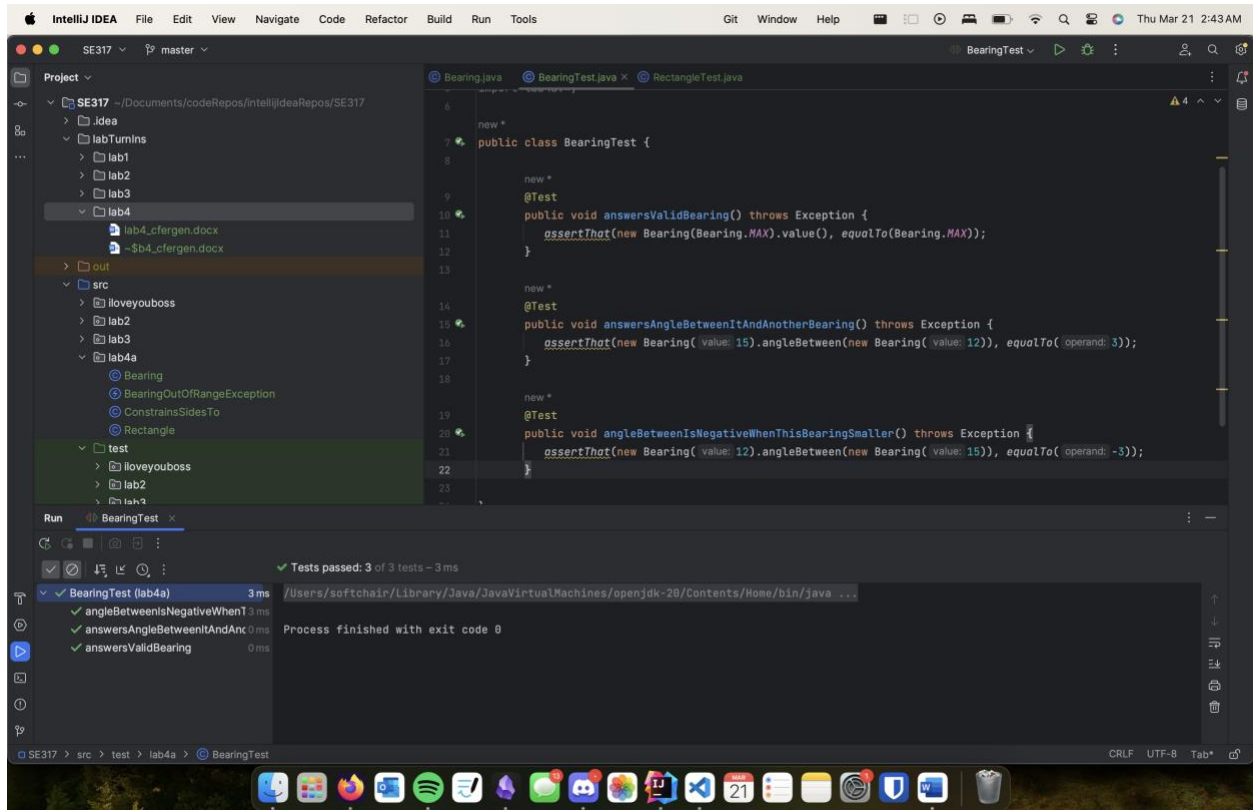
# Lab4

*cfergen*

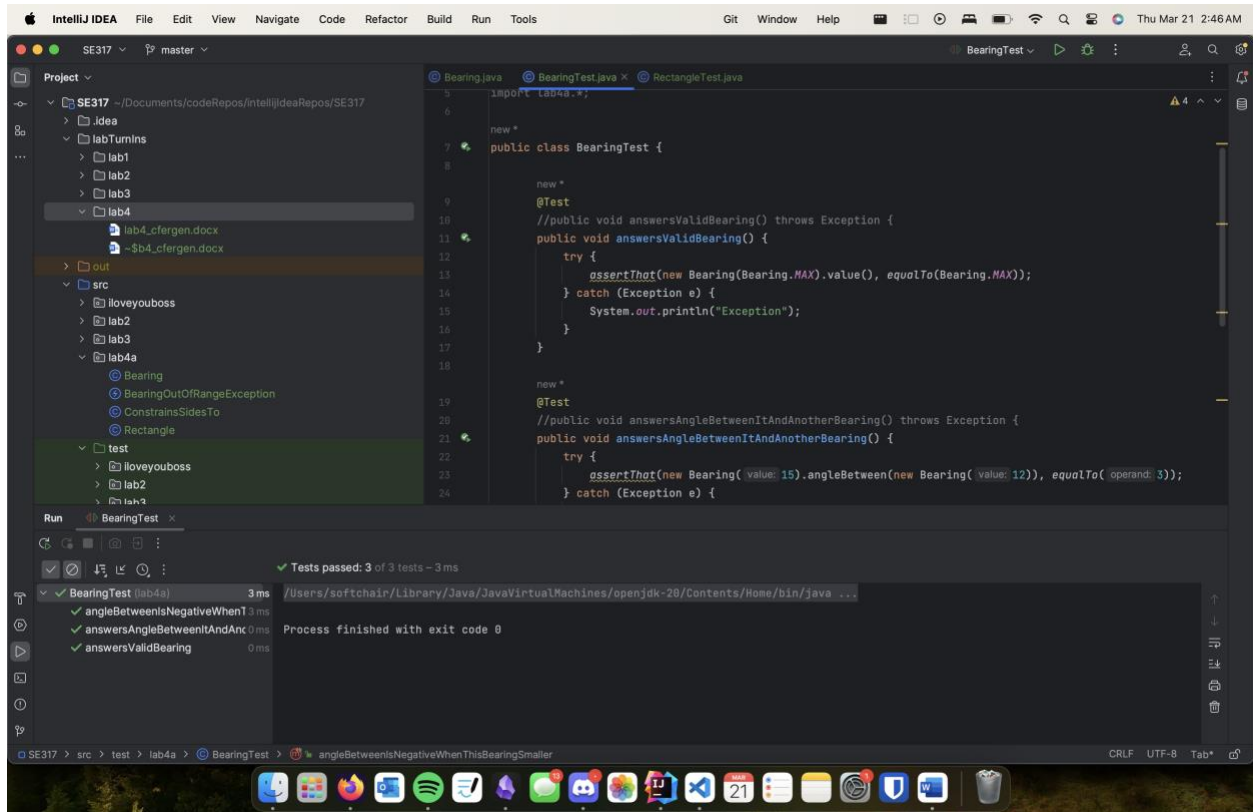
## Part A

### Part1:

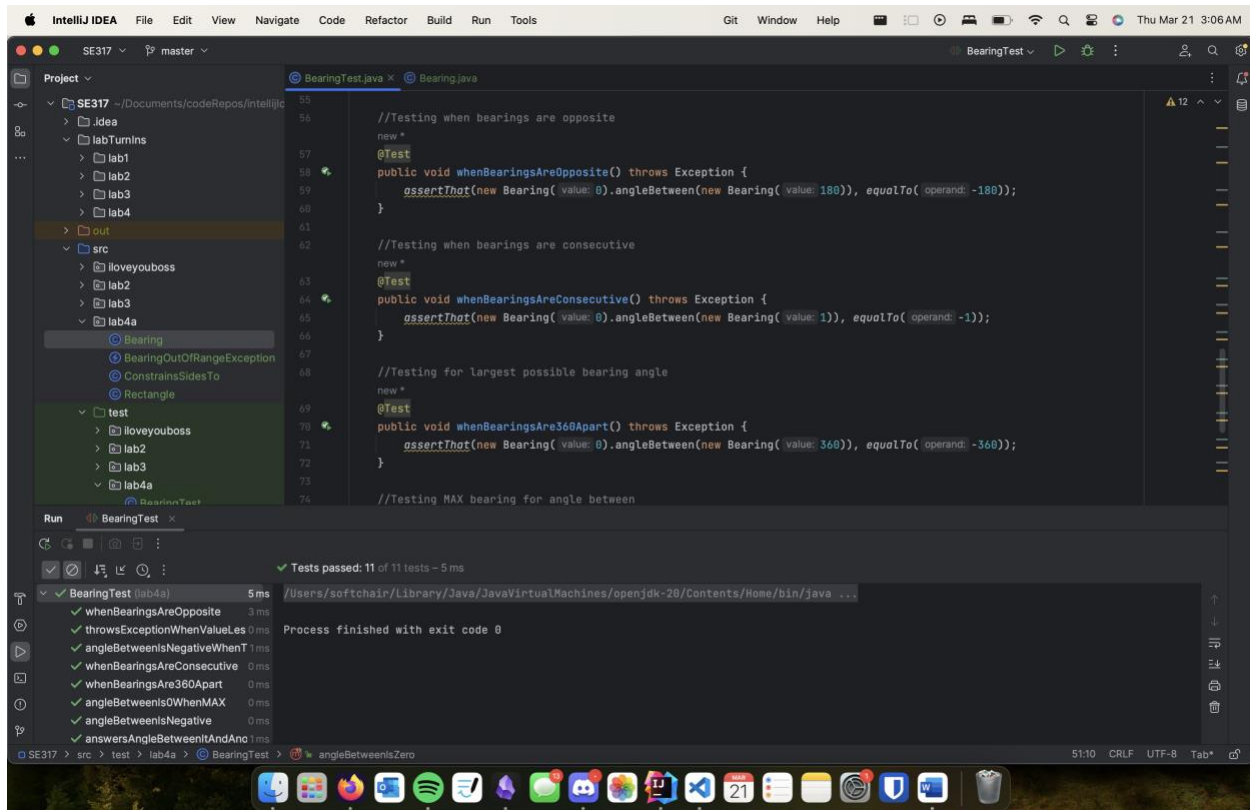
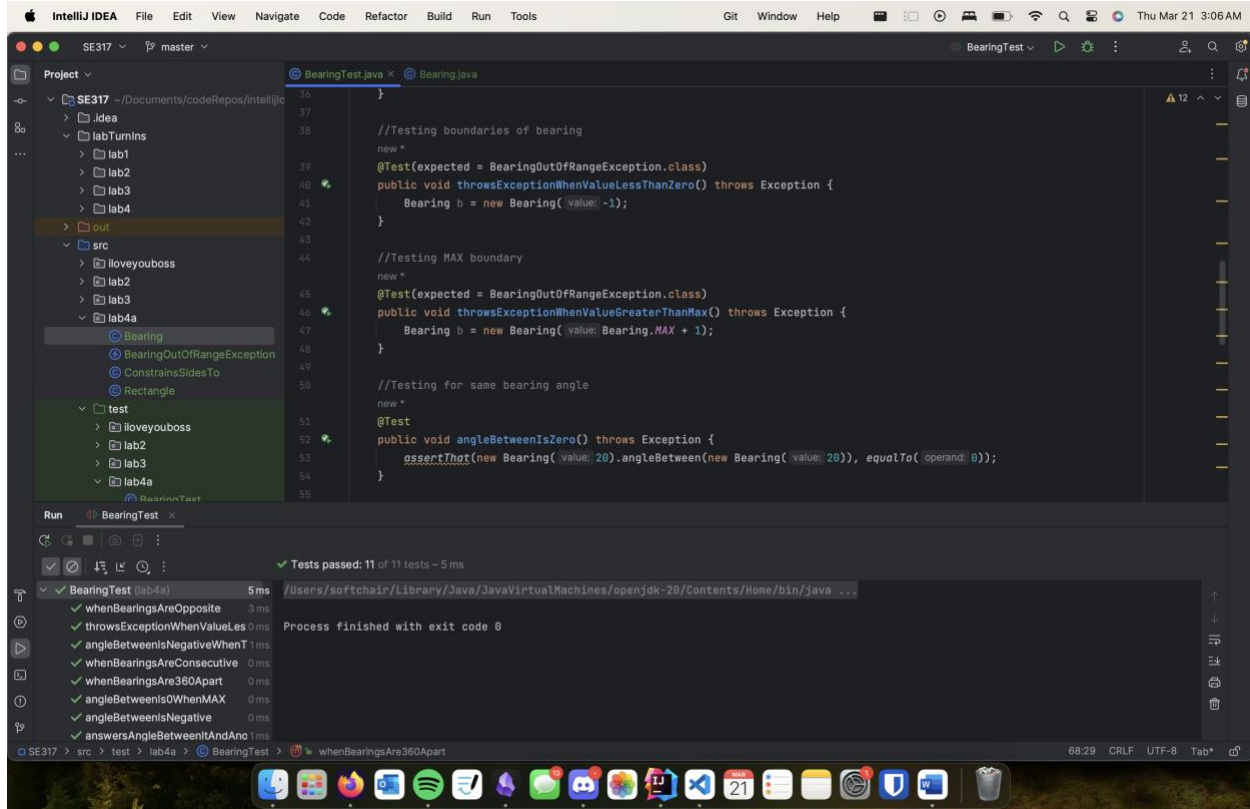
### Throw

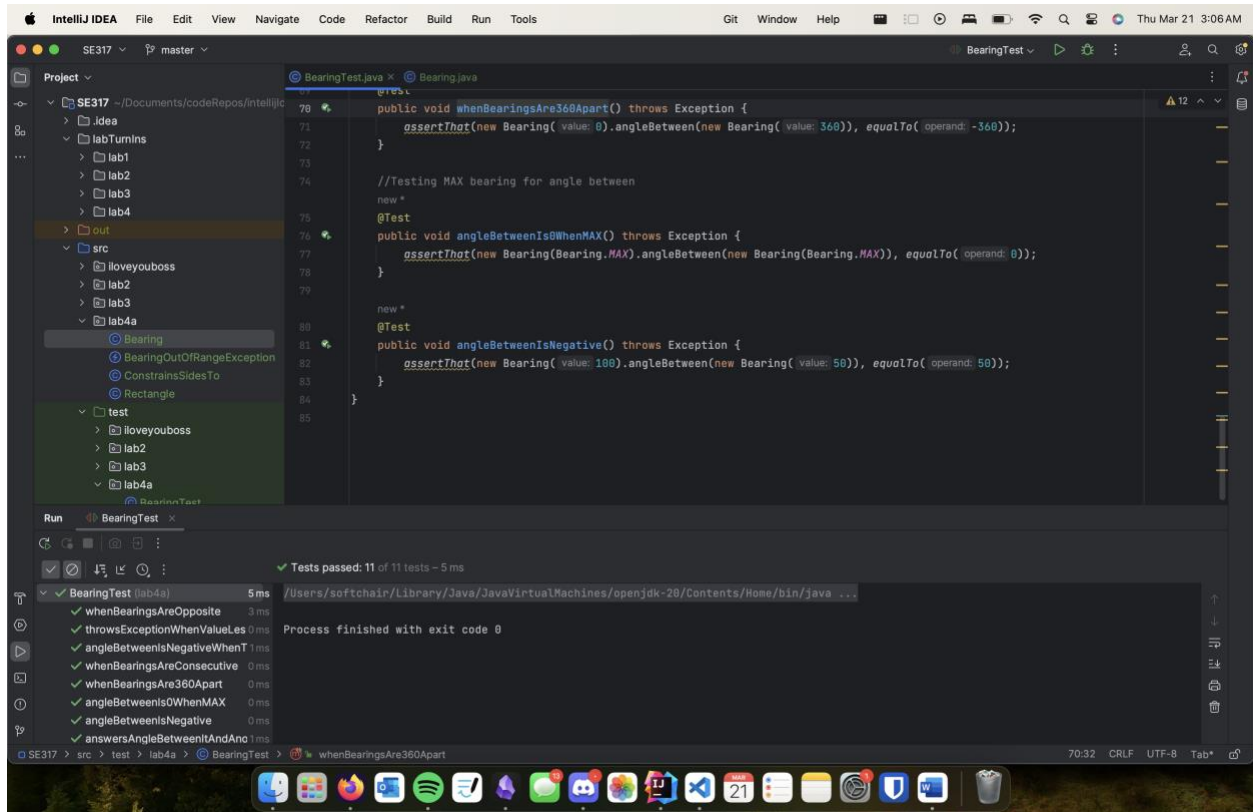


### Try/Catch

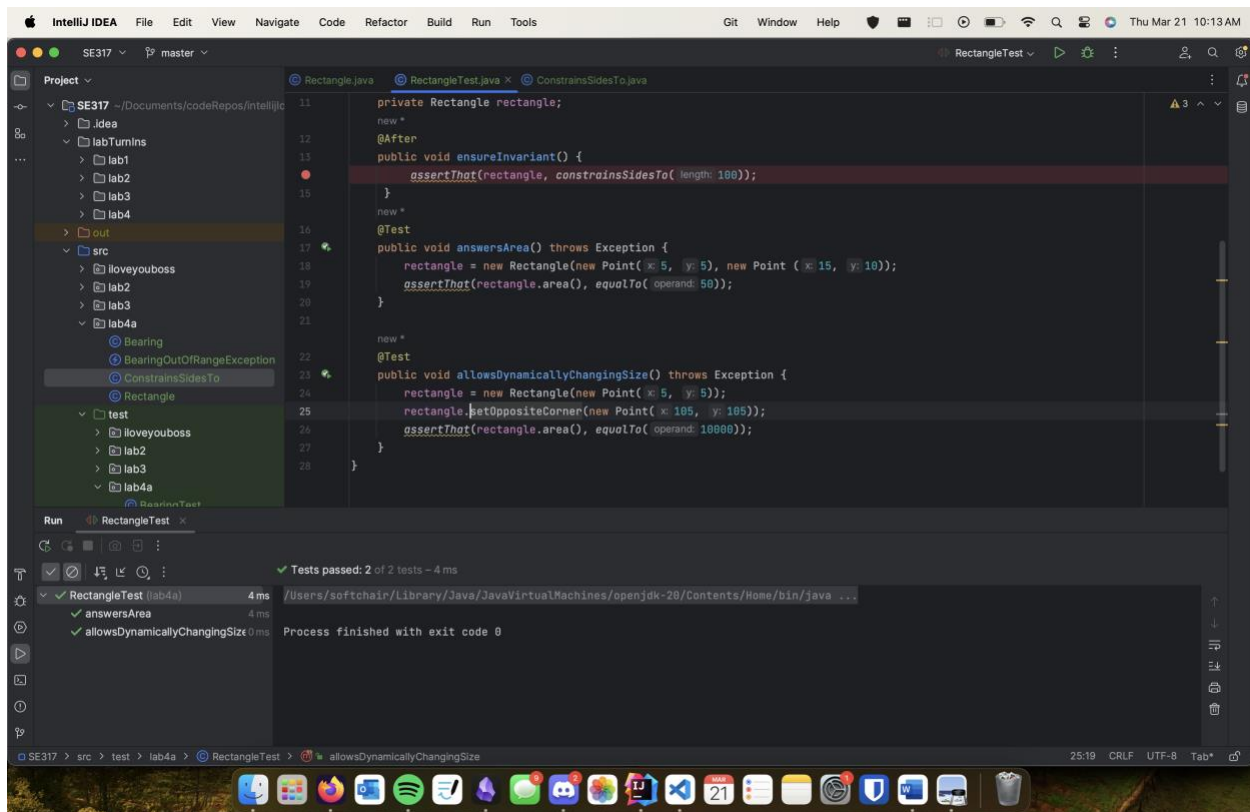
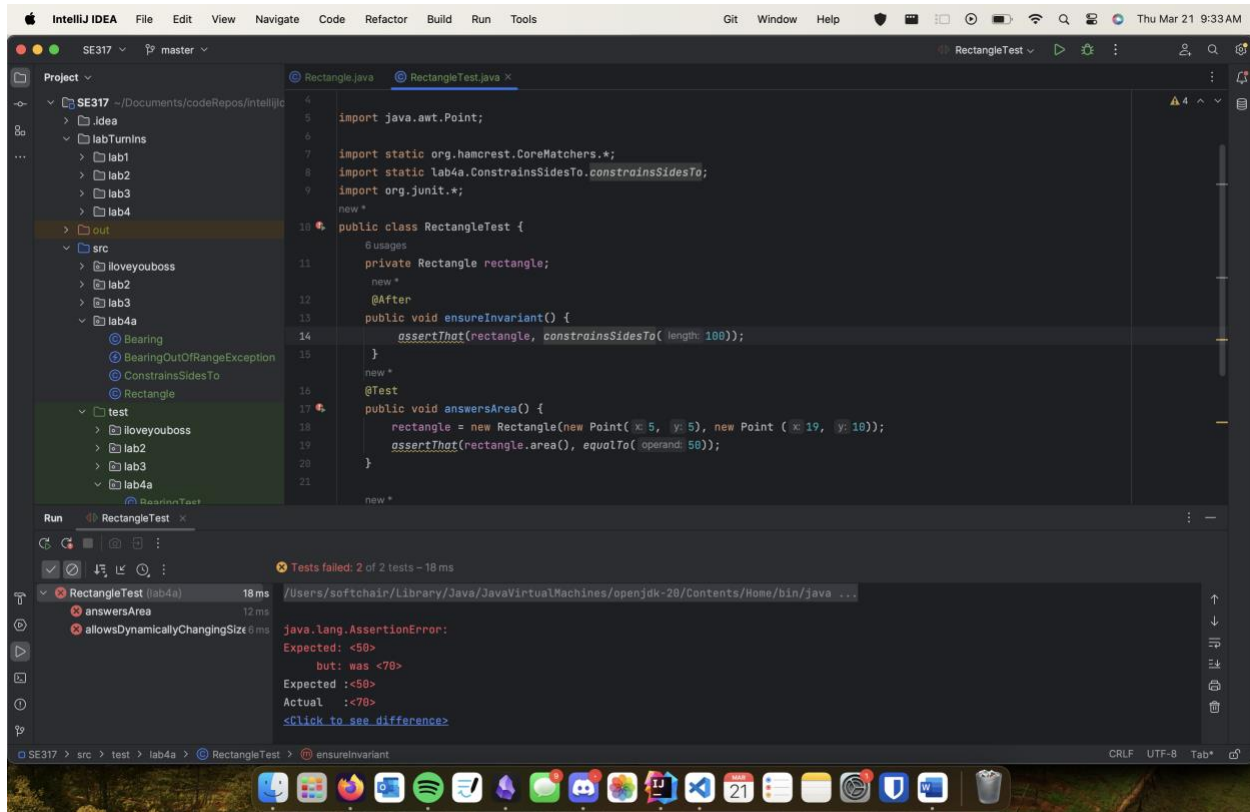


Part2:





Part3:



I really had no clue what the lab was asking for this as it was very confusing and the book was not helpful in trying to understand what needed to be done.

Q: What is throw exception

Throw exception will throw an exception when the program hits an error, instead of causing the program to fail and not finish the tests. It allows the user to understand the error better.

Q: What is try-catch

Try catch methods are exactly as they sound. First they will try to execute some commands, which may or may not lead to an exception. If it runs into an exceptions, instead of quitting the program the code catches it and either you can attempt to fix it, or return some error or something of the likes.

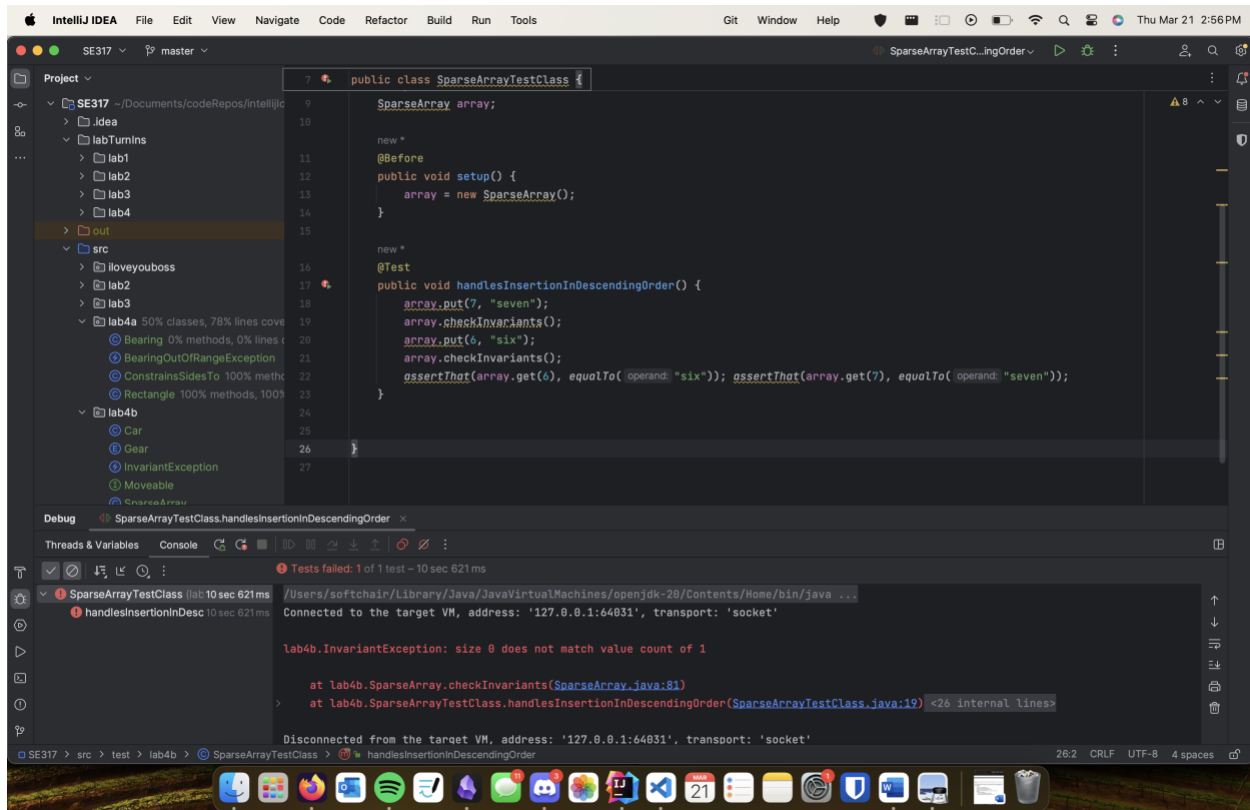
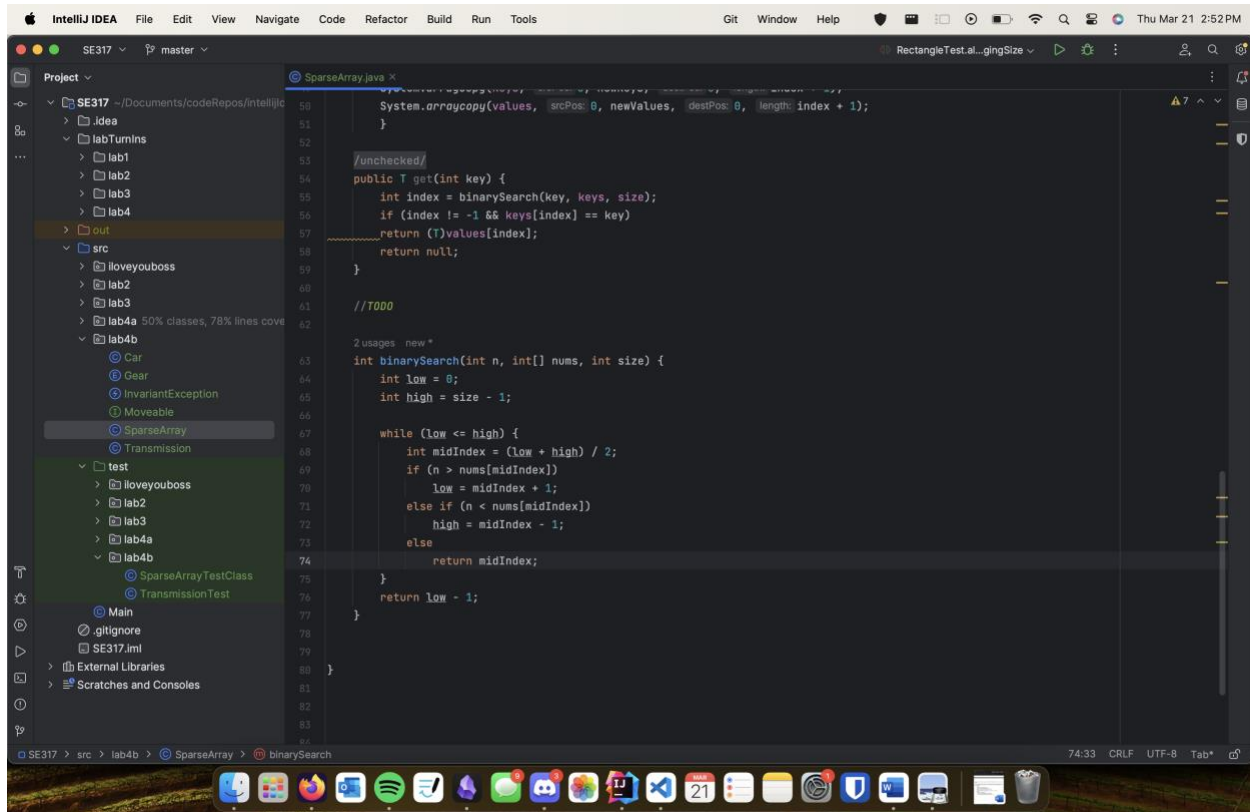
Q: Any difference?

The difference is with try catch you can try and fix the error and also don't have to declare in the method function that itll throw an exception and with just throwing the exception something else will have to eventually catch it.

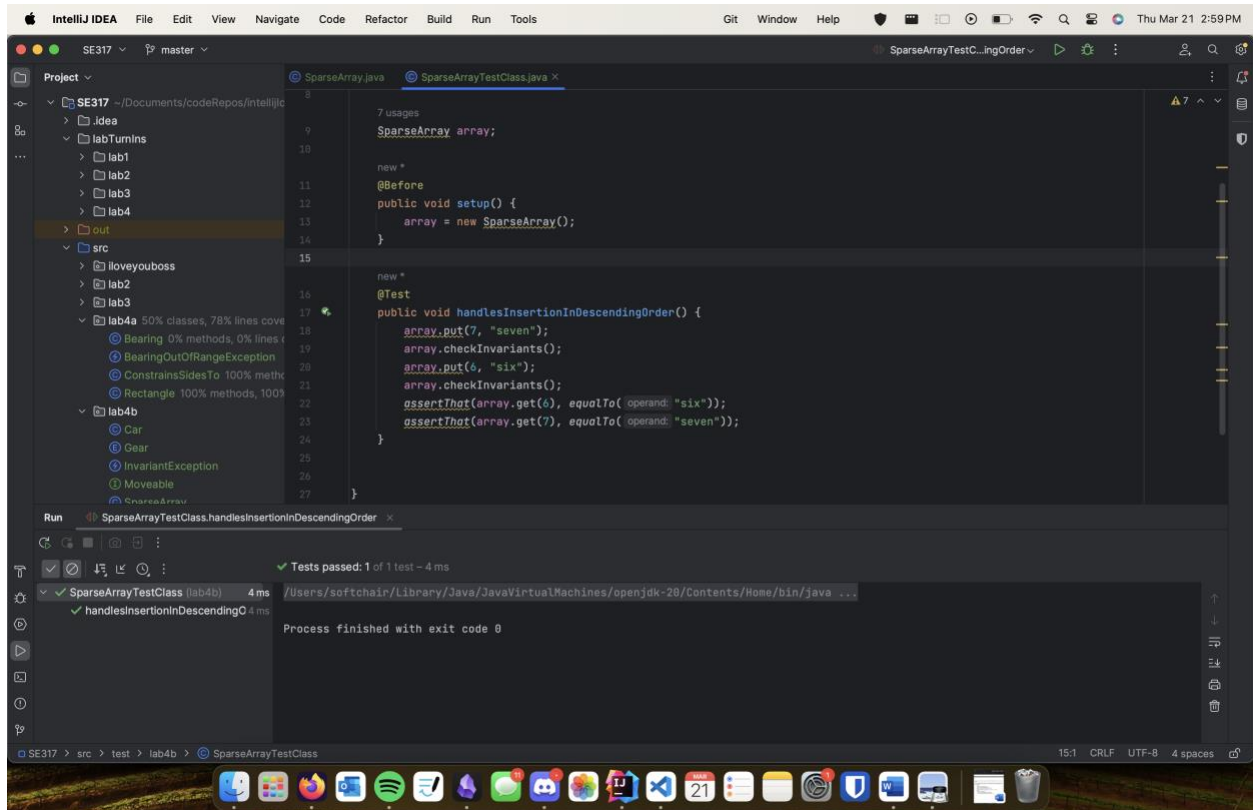
## Part B

Part1:

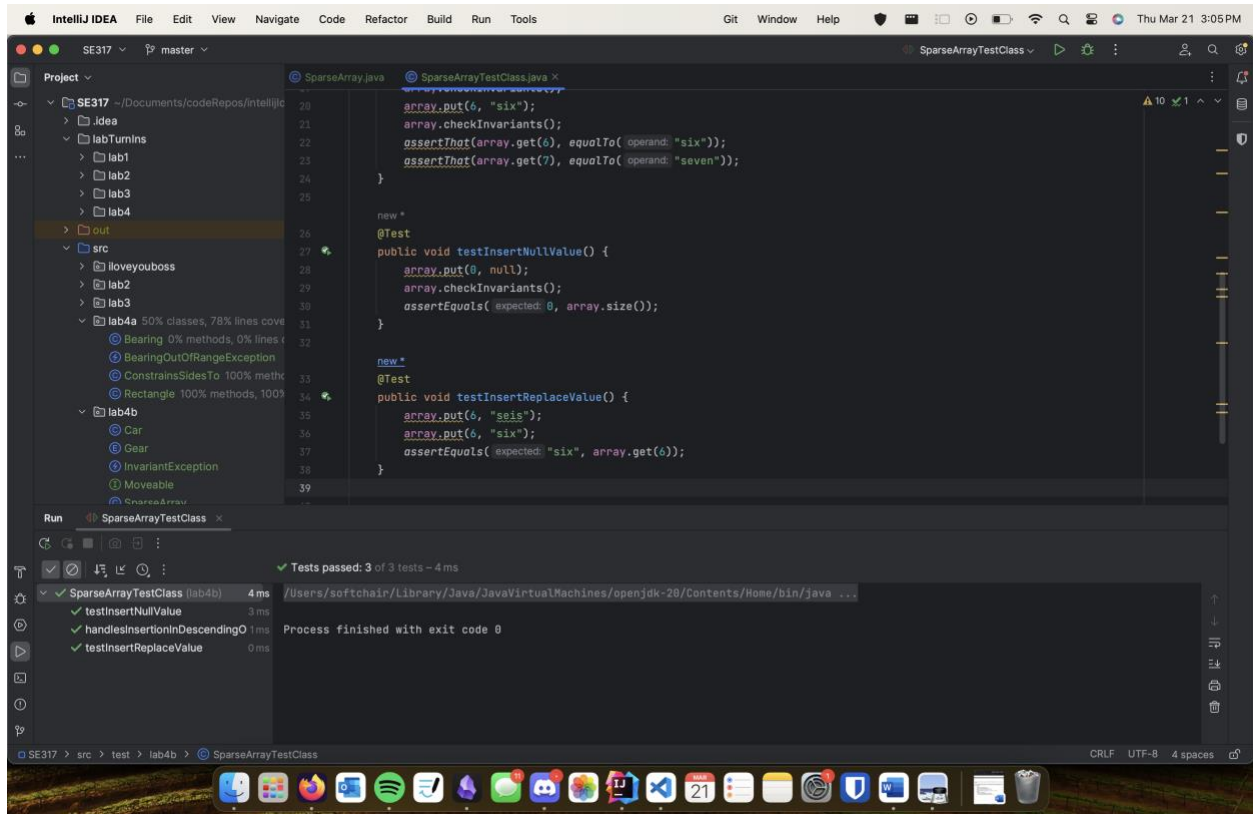




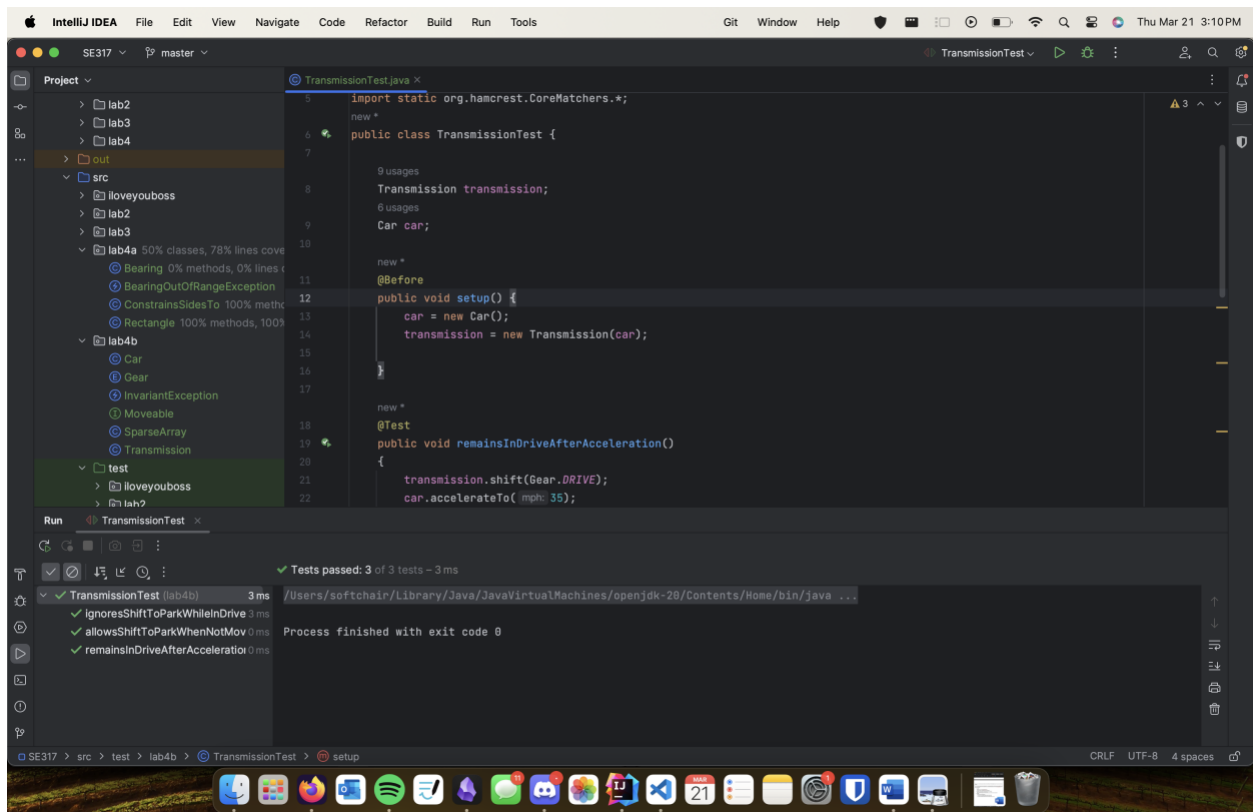
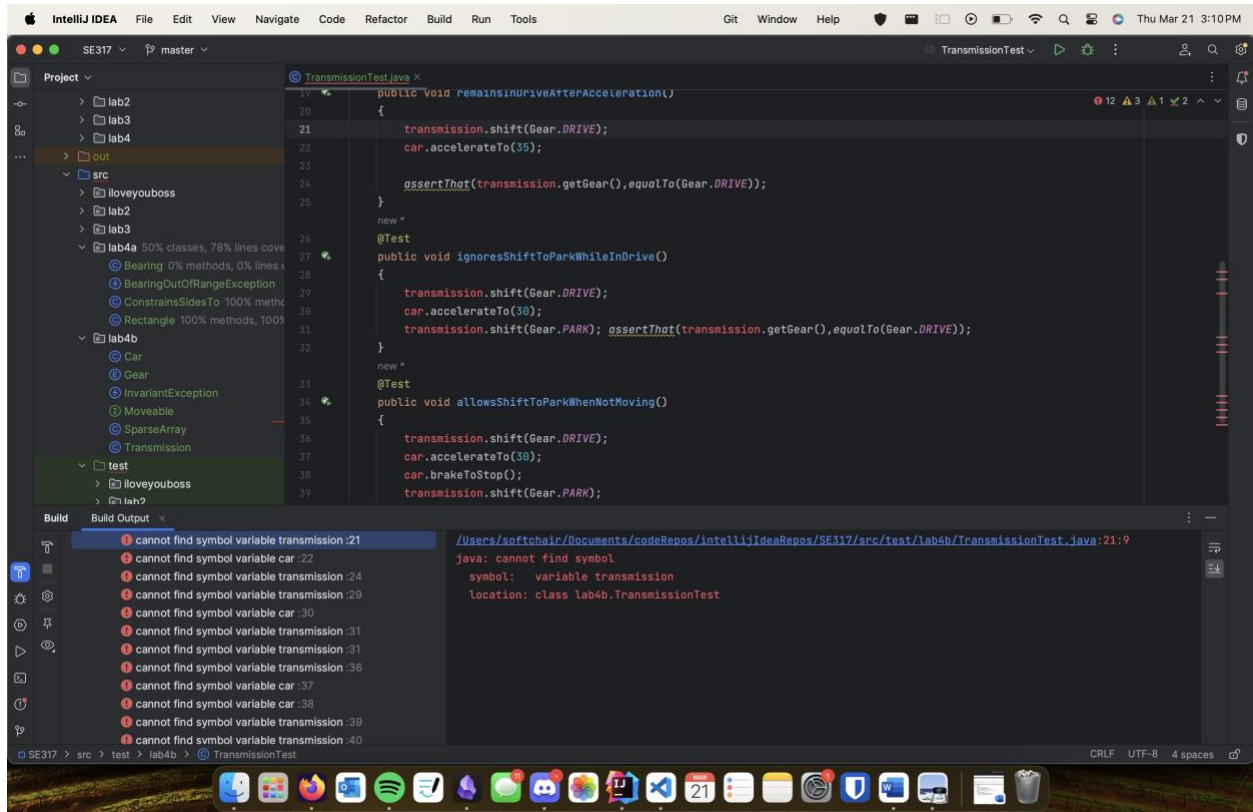
The problem was that the put function never incremented the size of the sparsearray, which meant that it was always zero. To fix this you simply need to add a size++; in the put after the if else statement so that it always increments it as its always adding to the array.







Part2:



Part3:

Q: What does checkInvariants() method do?

The checkInvariants method takes all the non null values from the array, and compares it to the size that the program has been incrementing over time. If they are not the same it will throw a InvariantException saying the size was not the same

Q: What does Transmission.Java class do?

Transmission makes sure that when trying to shift gears, the moveable (which can be a car, or another class that extends it) is not moving and not already in park. If it is moving you cant put the car in park, and when its not moving you can put the car into park.