Lab Topic: Exception Handling

Lab Objective

1. Learn a mechanism to handle Exception in Java program

Lab Activities:

A. Built-in Exceptions Handle

```
class ArithmeticException Demo
      public static void main (String
args[])
   {
try {
            int a = 30, b = 0;
int c = a/b;
            System.out.println ("Result = " + c);
        }
        catch(ArithmeticException e) {
            System.out.println (e);
            System.out.println ("Can't divide a number by 0");
}
    }
Class Testthrows1 {
  Void m () throws IOException
    throw new IOException("device error");//checked exception
}
```

Lab problem 1:

- Write a program that creates a *Calculator* class. The class contains two variables of integer type. Design a constructor that accepts two values as parameter and set those values.
- Design four methods named *Add* (), *Subtract* (), *multiply* (), *Division* () for performing addition, subtraction, multiplication and division of two numbers.
- For addition and subtraction, two numbers should be positive. If any negative number is entered then throw an exception in respective methods. So design an exception handler (ArithmeticException) in Add () and Subtract () methods respectively to check whether any number is negative or not.
- For division and multiplication two numbers should not be zero. If zero is entered for any number then throw an exception in respective methods. So design an exception handler (ArithmeticException) in multiply () and Division () methods respectively to check whether any number is zero or not.
- Write a main class and declare four objects of *Calculator* class. Perform addition (obj1), subtraction (obj2), multiply (obj3) and division (obj4) operations for these objects. If any non integer values are provided as input; then you should throw an exception (NumberFormatException) and display a message that informs the user of the wrong input before exiting.

B. User Defined Exceptions Handle Lab

problem 2:

- Create a exception class named *MyException* that extend a base class named *Exception*
- Design a constructor in your class that accepts a string value set it to the super class constructor to display the exception message.
- Create a main class named *product*. Write a method inside the class called *productCheck(int weight)* that accepts weight of the product. Inside the method, if

the weight is less than 100 then throw an exception "Product is invalid" otherwise print the weight of the product.

• Inside the main method declare single object of the product class and call the *productCheck()* method to display the weight of the product.

C. Java Multi-catch block

} }

- At a time only one exception occurs and at a time only one catch block is executed.
- All catch blocks must be ordered from most specific to most general, i.e. catch for ArithmeticException must come before catch for Exception.

```
public class MultipleCatchBlock1 {
public static void main(String[] args) {
                  try{
                                   int a[]=new int[5];
                  a[5]=30/0;
                                  }
                               catch (ArithmeticException e)
                                     {
                                      System.out.println("Arithmetic Exception occurs");
                               catch (ArrayIndexOutOfBoundsException e)
                                      System.out.println("ArrayIndexOutOfBounds Exception
                  occurs");
                               catch (Exception e)
                                      System.out.println("Parent Exception occurs");
                  }
                             System.out.println("rest of the code");
                  }
                     • Try for the following code:
                               1. try{
                                      int a[]=new int[5];
                                   System.out.println(a[10]);
                                              int a[]=new
                                  try{
                                  int[5];
                                                 a[5]=30/0;
                                                                 }
                              System.out.println(a[10]);
                                                                                          3.
                                try{
                                   String s=null;
                                System.out.println(s.length());
                               }
      4. class MultipleCatchBlock5{
          public static void main(String args[]){
      try{
               int a[]=new int[5];
      a[5]=30/0;
           }
         catch(Exception e){System.out.println("common task completed");}
      catch(ArithmeticException e){System.out.println("task1 is completed");}
      catch(ArrayIndexOutOfBoundsException e){System.out.println("task 2 completed");}
         System.out.println("rest of the code...");
```

• Grouping exception in catch block catch

D. Java Nested try block

```
class Excep6{
                         public static void main(String args[]){
try{
           try{
                                        System.out.println("going to divide");
                                 int b = 39/0;
                                     catch(ArithmeticException e)
{System.out.println(e);}
                                 try{
                                        int a[]=new int[5];
                                 a[5]=4;
                                     catch(ArrayIndexOutOfBoundsException e)
                                  {System.out.println(e);}
                                     System.out.println("other statement);
                                 catch(Exception e)
                                     {System.out.println("handeled");}
                                   System.out.println("normal flow..");
```