

Object-Oriented Programming

Exceptions

Handling exceptional events

Acknowledgement

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Policies for students

- These contents are only used for students PERSONALLY.
- Students are NOT allowed to modify or deliver these contents to anywhere or anyone for any purpose.

Objectives

- Understand how to use the mechanism of **exceptions** to handle errors or exceptional events that occur during program execution

References





Book

- Chapter 1, Section 1.6, pages 64 to 72

Outline

1. Motivation
2. Exception Indication
3. Exception Handling
4. Execution Flow
5. Checked vs Unchecked Exceptions
6. Defining New Exception Classes

1. Motivation (1/4)

- Three types of errors
- **Syntax errors**  *Easiest to detect and correct*
 - ❑ Occurs when the rule of the language is violated
 - ❑ Detected by compiler
- **Run-time errors**
 - ❑ Occurs when the computer detects an operation that cannot be carried out (eg: division by zero; x/y is syntactically correct, but if y is zero at run-time a run-time error will occur)
- **Logic errors**  *Hardest to detect and correct*
 - ❑ Occurs when a program does not perform the intended task

1. Motivation (2/4)

Example.java

```
import java.util.Scanner;

public class Example {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter an integer: ");
        int num = sc.nextInt();
        System.out.println("num = " + num)
    }
}
```

❑ If error occurs here

❑ The rest of the code is skipped and program is terminated.

Enter an integer: **abc**

```
Exception in thread "main" java.util.InputMismatchException
    at java.util.Scanner.throwFor(Scanner.java:909)
    at java.util.Scanner.next(Scanner.java:1530)
    at java.util.Scanner.nextInt(Scanner.java:2160)
    at java.util.Scanner.nextInt(Scanner.java:2119)
    at Example1.main(Example1.java:8)
```


1. Motivation (3/4)

- Consider the **factorial()** method:
 - What if the caller supplies a negative parameter?

```
public static int factorial(int n) {  
    int ans = 1;  
    for (int i = 2; i <= n; i++) ans *= i;  
    return ans;  
}
```

What if n is negative?

- Should we terminate the program?

```
public static int factorial(int n) {  
    if (n < 0) {  
        System.out.println("n is negative");  
        System.exit(1);  
    }  
    //Other code not changed  
}
```

System.exit(*n*) terminates the program with exit code *n*. In UNIX, you can check the exit code immediately after the program is terminated, with this command: **echo \$?**

- Note that **factorial()** method can be used by other programs
 - Hence, difficult to cater to all possible scenarios

1. Motivation (4/4)

- Instead of deciding how to deal with an error, Java provides the **exception** mechanism:
 1. Indicate an error (**exception event**) has occurred
 2. Let the user decide how to handle the problem in a separate section of code specific for that purpose
 3. Crash the program if the error is not handled
- Exception mechanism consists of two components:
 - **Exception indication**
 - **Exception handling**
- Note that the preceding example of using an exception for ($n < 0$) is solely illustrative. Exceptions are more appropriate for harder to check cases such as when the value of n is too big, causing an overflow in computation.

2. Exception Indication: Syntax (1/2)

- To indicate an error is detected:
 - Also known as **throwing an exception**
 - This allows the user to detect and handle the error

SYNTAX

```
throw ExceptionObject;
```

- Exception object must be:
 - An object of a class derived from **class Throwable**
 - Contain useful information about the error
- There are a number of useful predefined exception classes:
 - **ArithmeticException**
 - **NullPointerException**
 - **IndexOutOfBoundsException**
 - **IllegalArgumentException**

2. Exception Indication: Syntax (2/2)

- The different exception classes are used to **categorize the type of error**:
 - There is no major difference in the available methods

Constructor	
	<i>ExceptionClassName</i> (String Msg) Construct an exception object with the error message Msg
Common methods for Exception classes	
String	getMessage() Return the message stored in the object
void	printStackTrace() Print the calling stack

2. Exception Handling: Example #1 (1/2)

ExampleImproved.java

```
import java.util.Scanner;
import java.util.InputMismatchException;

public class ExampleImproved {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        boolean isError = false;
        do {
            System.out.print("Enter an integer: ");
            try {
                int num = sc.nextInt();
                System.out.println("num = " + num);
                isError = false;
            }
            catch (InputMismatchException e) {
                System.out.print("Incorrect input: integer required.

                sc.nextLine(); // skip newline
                isError = true;
            }
        } while (isError);
    }
}
```

2. Exception Handling: Example #1 (2/2)

```
do {  
    System.out.print("Enter an integer: ");  
    try {  
        int num = sc.nextInt();  
        System.out.println("num = " + num);  
        isError = false;  
    }  
    catch (InputMismatchException e) {  
        System.out.print("Incorrect input: integer required.  
");  
        sc.nextLine(); // skip newline  
        isError = true;  
    }  
}
```

```
Enter an integer: abc  
Incorrect input: integer required. Enter an integer: def  
Incorrect input: integer required. Enter an integer: 1.23  
Incorrect input: integer required. Enter an integer: 92  
num = 92
```

2. Exception Indication: Example

```
public static int factorial(int n)
    throws IllegalArgumentException {

    if (n < 0) {
        IllegalArgumentException exObj
            = new IllegalArgumentException(n + " is invalid!");
        throw exObj;
    }
```

This declares that method factorial() may throw IllegalArgumentException

Actual act of throwing an exception (Note: 'throw' and not 'throws'). These 2 statements can be shortened to:

```
throw new
    IllegalArgumentException(n + " is invalid!");
```

```
int ans = 1;
for (int i = 2; i <= n; i++)
    ans *= i;
return ans;
}
```

■ Note:

- A method can throw more than one type of exception

3. Exception Handling: Syntax

- As the user of a method that can throw exception(s):
 - It is your responsibility to handle the exception(s)
 - Also known as **exception catching**

```
try {  
    statement(s) ;  
}
```

// try block
// exceptions might be thrown
// followed by one or more catch block

```
catch (ExpClass1 obj1) {  
    statement(s) ;  
}  
catch (ExpClass2 obj2) {  
    statement(s) ;  
}
```

// a catch block
// Do something about the exception
// catch block for another type of
exception

```
finally {  
    statement(s) ;  
}
```

// finally block – for cleanup code

3. Exception Handling: Example

```
public class TestException {  
  
    public static int factorial(int n)  
        throws IllegalArgumentException { //code not shown }  
  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        System.out.print("Enter n: ");  
        int input = sc.nextInt();  
  
        try {  
            System.out.println("Ans = " + factorial(input));  
        }  
        catch (IllegalArgumentException expObj) {  
            System.out.println(expObj.getMessage());  
        }  
    }  
}
```

We choose to print out the error message in this case. There are other ways to handle this error. See next slide for more complete code.

4. Execution Flow (1/2)

```
public static int factorial(int n)
    throws IllegalArgumentException {
    System.out.println("Before Checking");
    if (n < 0) {
        throw new IllegalArgumentException(...);
    }
    System.out.println("After Checking");
    //... other code not shown
}
```

TestException.java

```
Enter n: 4
Before factorial()
Before Checking
After Checking
Ans = 24
After factorial()
Finally!
```

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    System.out.print("Enter n: ");
    int input = sc.nextInt();
    try {
        System.out.println("Before factorial()");
        System.out.println("Ans = " + factorial(input));
        System.out.println("After factorial()");
    } catch (IllegalArgumentException expObj) {
        System.out.println("In Catch Block");
        System.out.println(expObj.getMessage());
    } finally {
        System.out.println("Finally!");
    }
}
```

```
Enter n: -2
Before factorial()
Before Checking
In Catch Block
-2 is invalid!
Finally!
```

4. Execution Flow (2/2)

- Another version
 - Keep retrying if $n < 0$

TestExceptionRetry.jav
a

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    int input;
    boolean retry = true;
    do {
        try {
            System.out.print("Enter n: ");
            input = sc.nextInt();
            System.out.println("Ans = " + factorial(input));
            retry = false; // no need to retry
        } catch (IllegalArgumentException expObj) {
            System.out.println(expObj.getMessage());
        }
    } while (retry);
}
```

Enter n: -2
-2 is invalid!
Enter n: -7
-7 is invalid!
Enter n: 6
Ans = 720

5. Checked vs Unchecked Exceptions (1/2)

- **Checked exceptions** are those that require handling during compile time, or a compilation error will occur.
- **Unchecked exceptions** are those whose handling is not verified during compile time.
 - ❑ `RuntimeException`, `Error` and `their subclasses` are unchecked exceptions.
 - ❑ In general, unchecked exceptions are due to programming errors that are not recoverable, like accessing a null object (`NullPointerException`), accessing an array element outside the array bound (`IndexOutOfBoundsException`), etc.
 - ❑ As unchecked exceptions can occur anywhere, and to avoid overuse of try-catch blocks, Java does not mandate that unchecked exceptions must be handled.

5. Checked vs Unchecked Exceptions (2/2)

- `InputMismatchException` and `IllegalArgumentException` are subclasses of `RuntimeException`, and hence they are unchecked exceptions. (Ref: `ExampleImproved.java` and `TestException.java`)

java.util

Class `InputMismatchException`

java.lang.Object

java.lang.Throwable

java.lang.Exception

java.lang.RuntimeException

java.util.NoSuchElementException

java.util.InputMismatchException

java.lang

Class `IllegalArgumentException`

java.lang.Object

java.lang.Throwable

java.lang.Exception

java.lang.RuntimeException

java.lang.IllegalArgumentException

5. Defining New Exception Classes

- New exception classes can be defined by deriving from class `Exception`:

```
public class MyException extends Exception {  
    public MyException(String s) {  
        super(s);  
    }  
}
```

- The new exception class can then be used in `throw` statements and `catch` blocks:

```
throw new MyException("MyException: Some reasons");
```

```
try {  
    ...  
} catch (MyException e) {  
    ...  
}
```

5. Example: Bank Account (1/5)

```
public class NotEnoughFundException extends Exception {  
  
    private double amount;  
  
    public NotEnoughFundException(String s, double amount) {  
        super(s);  
        this.amount = amount;  
    }  
  
    public double getAmount() {  
        return amount;  
    }  
}
```

NotEnoughFundException.java

5. Example: Bank Account (2/5)

BankAcct.java

```
class BankAcct {  
  
    private int acctNum;  
    private double balance;  
  
    public BankAcct() {  
        // By default, numeric attributes are initialised to 0  
    }  
  
    public BankAcct(int aNum, double bal) {  
        acctNum = aNum;  
        balance = bal;  
    }  
  
    public int getAcctNum() {  
        return acctNum;  
    }  
  
    public double getBalance() {  
        return balance;  
    }  
}
```


5. Example: Bank Account (3/5)

BankAcct.java

```
public void deposit(double amount) {
    balance += amount;
}

public void withdraw(double amount) throws
    NotEnoughFundException {
    if (balance >= amount) {
        balance -= amount;
    } else {
        double needs = amount - balance;
        throw new NotEnoughFundException(
            "Withdrawal Unsuccessful", needs);
    }
}

} // class BankAcct
```

5. Example: Bank Account (4/5)

TestBankAcct.java

```
public class TestBankAcct {  
  
    public static void main(String[] args) {  
  
        BankAcct acc = new BankAcct(1234, 0.0);  
  
        System.out.println("Current balance: $" +  
                           acc.getBalance());  
  
        System.out.println("Depositing $200...");  
        acc.deposit(200.0);  
  
        System.out.println("Current balance: $" +  
                           acc.getBalance());  
    }  
}
```

```
Current balance: $0.0  
Depositing $200...  
Current balance: $200.0
```

5. Example: Bank Account (5/5)

TestBankAcct.java

```
try {
    System.out.println("Withdrawing $150...");
    acc.withdraw(150.0);
    System.out.println("Withdrawing $100...");
    acc.withdraw(100.0);
}
catch (NotEnoughFundException e) {
    System.out.println(e.getMessage());
    System.out.println("Your account is short of $" +
        e.getAmount());
}
finally {
    System.out.println("Current balance: $" +
        acc.getBalance());
}
} // main

} // class TestBankAcct
```

```
Current balance: $0.0
Depositing $200...
Current balance: $200.0
Withdrawing $150...
Withdrawing $100...
Withdrawal Unsuccessful
Your account is short of $50.0
Current balance: $50.0
```

Summary

- We learned about **exceptions**, how to raise and handle them
- We learned how to define new exception classes

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