Exceptions

- I/O can lead to a range of exceptions and errors.
 - ..let's come back to this soon, so that we can get into details...
 - For now, we'll put everything in a try/catch..

File I/O & Exceptions

```
try {
    // all code that does file i/o
} catch(IOException e) {
    e.printStackTrace();
}
```

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File I/O & Exceptions

```
// declare Scanner (do not initialize)
try {

    // initialize that Scanner object
    // do something with the Scanner (reading or writing)

} catch(IOException e) {
    e.printStackTrace();
}

// if Scanner object isn't null, close it!

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```

Activity: Payroll System

- A new data structure (ArrayList) improved our Company class earlier.
 - But we still need to manually create employees..
- Let's add all employees to a **file** instead...
 - .csv files are "comma-separated" files, which can be opened as text or as a spreadsheet.

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- UML = United Modeling Language
 - Graphical models of object-oriented software.

class name	
variables	
methods	

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- Let's look at the Account.java example from the previous class.
- This is a good start, but it needs more information to be useful..

Account name balance <<constructor>> getName setNamegetBalance setBalance

• The • symbol indicates private, and • indicates public.

Account

- -name
- -balance
- <<constructor>>
- +getName
- +setName
- +getBalance
- +setBalance

• Since it is also important to know the **types** of variables and **parameters** of methods, we add more information..

Account

-name: String

-balance: double

<constructor>> Account(name: String, balance: double)

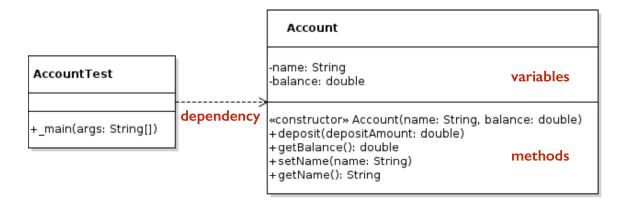
+getName(): String

+setName(name: String)
+getBalance(): double

+setBalance(amount: double)

- In this course, we'll use **Violet UML Editor**.
 - Download & directions for installation:
 - On Blackboard > Content > this week!
- It's free, cross-platform and easy to use!**
- Let's do a demo!

• **Dependencies** between classes visually show the interaction between these classes.



DEPENDENCY RELATIONSHIP

ClassA ── ClassB

- The dependency relationship is a generalized connection between two classes.
 - Do not overuse! Check to see if other relationships are more meaningful.
- ClassA <u>depends on</u> ClassB.
 - This implies one or more of the following:
 - At least one ClassB object is referenced in ClassA.
 - There is an import statement in ClassA for ClassB.
 - At least one class method in ClassB is called by ClassA.