



Object Oriented Programming with Java

CHAP 1: JAVA PROGRAMMING BASICS

Exceptions: By Aphrodice Rwagaju



Exceptions

- The term **exception** means an **exceptional condition** and is an occurrence that alters the normal program's instructions flow.
- What causes exceptions?
 - Hardware failures
 - resource exhaustion
 - bugs



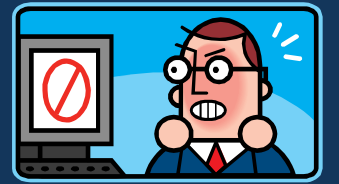
Before Exceptions...



- In languages like C that don't have exceptions, programmers would make methods return a specific value if an error occurred, e.g.

```
int getStudentCountFromDatabase () {  
    if (!database.connect ())  
        return -1;  
    else  
        return database.getStudentCount ();  
}
```

Why Is This Bad?

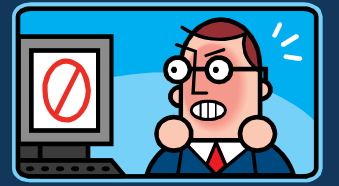


- It means the code which calls this method has to remember to check the return value
 - This code could be in a different library, or written by someone else
- What if 0 and -1 are legitimate return values, e.g.

```
int getStudentMarksChangeFromDatabase() {  
    if (!database.connect())  
        return ???;  
    else  
        return database.getStudentMarksChange();  
}
```

What should it return when an error occurs?

Why Is This Bad?

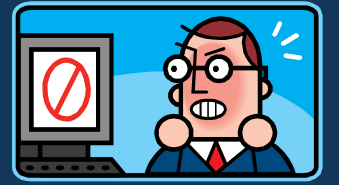


- It's hard to make sure that code recovers safely from an error, e.g.

```
boolean saveStudentsToFile() {  
    file.open();  
  
    if (db.connect())  
        return false;  
    file.write(db.getStudents());  
  
    file.close();  
    return true;  
}
```

If an error occurs
file.close()
never gets called so
it is left open

Why Is This Bad?



- It gets really complicated when the code that called the code that called the code needs to handle the error, e.g.

```
boolean amazingMethod() {  
    if (!notSoGoodMethod())  
        // Handle error!  
}  
  
boolean notSoGoodMethod() {  
    if (!methodWrittenByMonkeys())  
        return false;  
    // Do other stuff  
    return true;  
}  
  
boolean methodWrittenByMonkeys() {  
    // ERROR!!!!  
    return false;  
}
```

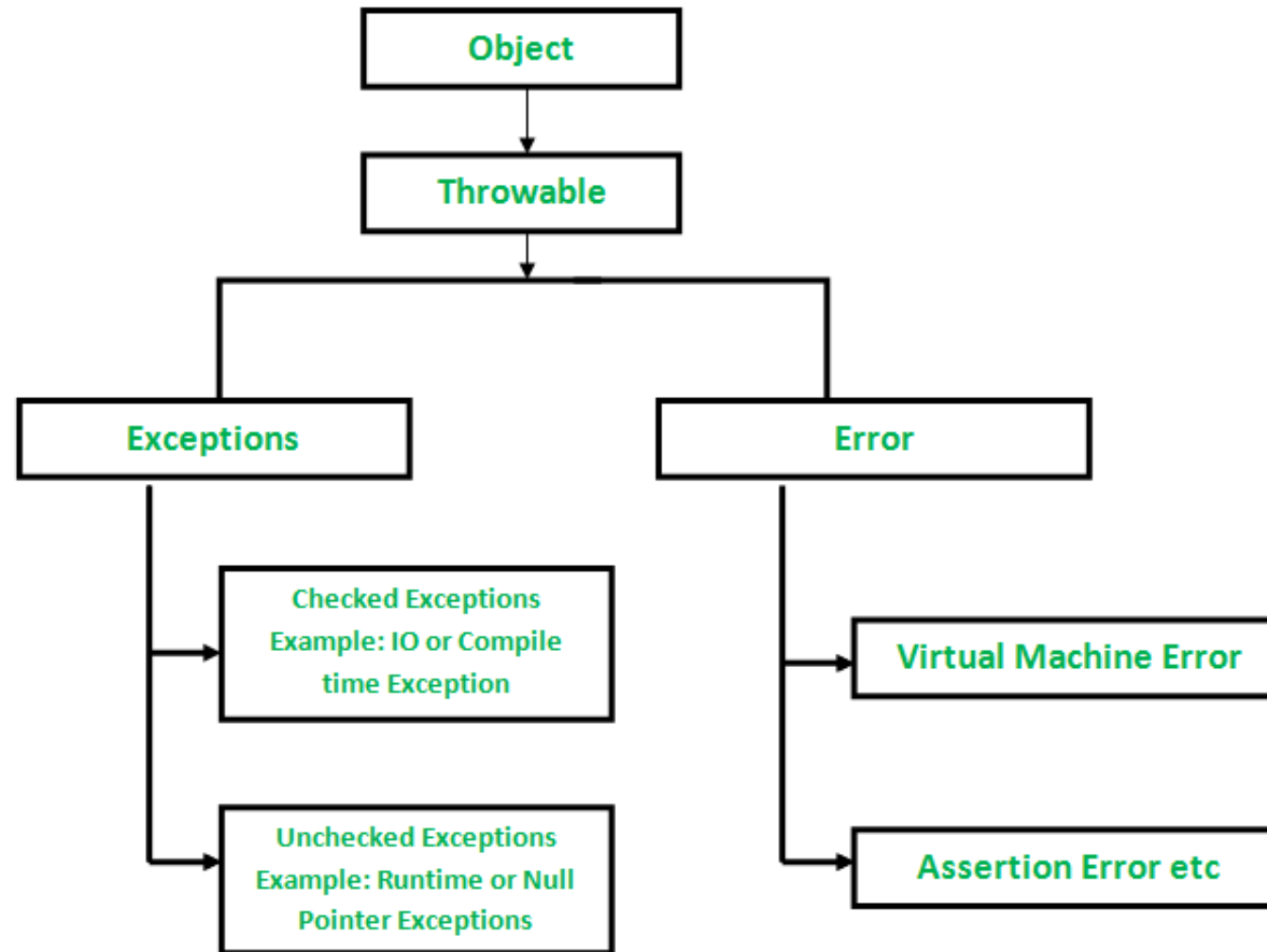
We have to keep
checking the return
values in each
calling method

Exceptions In Java

- Are built into the Java language
- Are NOT return values
- Use `try` and `catch` blocks, e.g.

```
try {  
    methodThatCouldFail();  
}  
catch (Exception ex) {  
    System.out.println("Error occurred:" + ex.toString());  
}
```

Exceptions Hierarchy



Exception Terminology

- When an exception event occurs in Java, an exception is said to be “**thrown**”
- The code responsible for doing something about the exception is called an “**exception handler**” and it “**catches**” the thrown exception
- For things that must happen whether or not there is an exception, there is the “**finally**” clause

Example

- Exceptions are objects of class `Exception`, e.g.

```
throw new Exception("Could not connect to DB")
```

- It has several useful methods


- `getMessage()` - returns the error message
- `printStackTrace()` - prints the stack trace to the console...

```
java.lang.NullPointerException  
    at MyClass.bar(MyClass.java:9)  
    at MyClass.foo(MyClass.java:6)  
    at MyClass.main(MyClass.java:3)
```


Exception Objects

```
int getStudentsCountFromDatabase() throws Exception {  
    if (!database.connect())  
        throw new Exception("Could not connect to DB");  
}
```

```
void printCount() {  
    try {  
        int count = getStudentsCountFromDatabase();  
        System.out.println("Count:" + count);  
    }  
    catch (Exception ex) {  
        System.out.println("Error occurred:" + ex.toString());  
    } finally {  
        connection.close();  
    }  
}
```



If no exception,
then try block
continues



If exception occurs,
then we jump to
the catch block



Finally always
executes

Finally...

```
void saveDataToFile() {  
  
    try {  
        file.open();  
  
        file.write(data);  
  
        file.close();  
    }  
    catch (Exception ex)  
    {  
        log("File Error");  
        file.close();  
    }  
}
```

Code is
duplicated!

- Sometimes we need to execute some code regardless of whether an exception is thrown
- For example a resource like a file or database connection may need to be released

Finally...

```
void saveDataToFile() {  
  
    try {  
        file.open();  
  
        file.write(data);  
    }  
    catch (Exception ex) {  
        log("File Error");  
    }  
    finally {  
        file.close();  
    }  
}
```

- Code in the `finally` block is called
 - After the `try` if no exception occurred
 - After the `catch` if an exception did occur
- Why is this necessary?
Couldn't the code just go at the end of the method...

Finally...

- Code in the `finally` block is even called if a catch block has a `return` statement

```
void saveDataToFile() {  
  
    try {  
        file.open();  
  
        file.write(data);  
    }  
    catch (Exception ex) {  
        log("File Error");  
        return;  
    }  
    finally {  
        file.close();  
    }  
}
```

Still called even
though catch
block returns

Example

```
public class ExampleExceptions {  
  
    public static void main(String[] args) {  
        myMethod();  
    }  
    static void myMethod() {  
        try{  
            // do stuff  
            System.out.println("inside try.");  
        } catch(Exception e) {  
            // do exception handling  
            System.out.println("inside catch.");  
        } finally {  
            // do cleanup  
            System.out.println("inside finally.");  
        }  
    }  
}
```

Example

- Run the program on the previous slide.
 - Why doesn't "inside catch." print out to the console?
- Add the following in the **try** and run it again:

```
int x = 8/0;
```

- Add the following in the **catch** one at a time and re-run the program:

```
System.err.println(e.toString());  
System.err.println(e.getMessage());  
e.printStackTrace();
```


“Try” It Out!

- What happens if you have no finally?
- What happens when you have a try by itself?
- What happens when you have a try and then some code and then the catch? A try and then a catch and then some code and then the finally?
- What happens if you have try and finally but no catch?

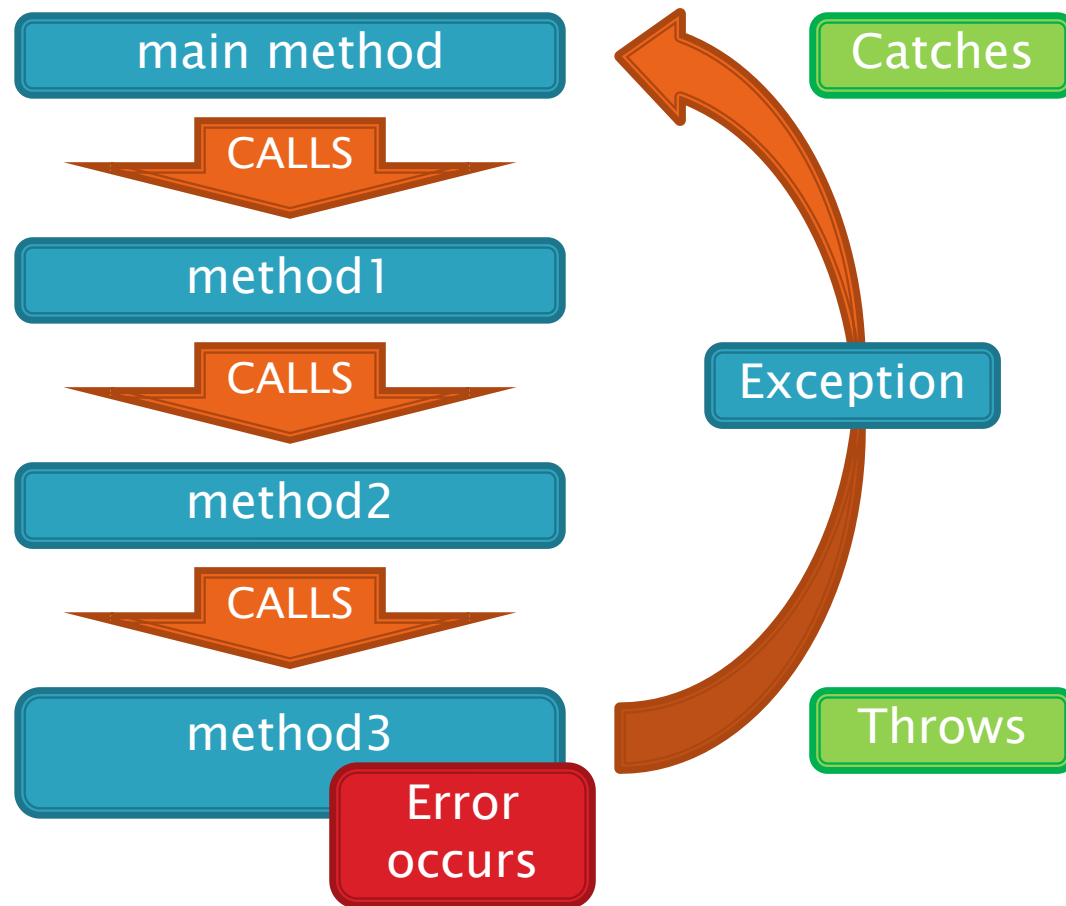
Throwing Exceptions

- If a method throws an exception and doesn't handle it (i.e. there is no `catch` block) then it must declare that it `throws` an exception, e.g

```
int getStudentsCountFromDatabase() throws Exception {  
    if (!database.connect())  
        throw new Exception("Could not connect to DB");  
}
```

- Exceptions can be constructed with a `String` which is the error message
- This can be retrieved in the `catch` block using `getMessage()`

Try, throw, catch



Ducking Exceptions

```
try{
    // call method that throws an exception
    String myAnswer = doSomething("test");
} catch(Exception e) {
    // handle exception if it occurs
} finally {
    // cleanup
}

static String doSomething(String s) throws Exception {
    if(POTENTIAL PROBLEM) {
        throw new Exception();
    }

    // BODY OF METHOD

    return s;
}
```



Ducking the exception: If a method does not throw a checked Exception directly but calls a method that throws an exception then the calling method must handle the throw exception or declare the exception in its throws clause

Hands On

- Exceptions are Objects
 - `java.lang.Exception`
- Look up the Java API SE 18
 - What is the superclass of Exception?
 - What is the sibling of Exception?
 - Do you see the subclass called RuntimeException?

Checked vs. Unchecked Exceptions

- Checked exceptions are called compile-time exceptions because these exceptions are checked at compile-time by the compiler
 - Handle or Declare:
 - Exceptions Other Than Runtime Exceptions
 - Your Own Custom Exceptions
- Unchecked exceptions are called runtime exceptions
 - Can Handle If You Want:
 - Runtime Exceptions
 - Errors

Errors

- Exceptional situation that aren't programmatic
- Not required to handle these
- Example--JVM running out of memory

```
try{  
    // do stuff  
    System.out.println("inside try.");  
  
} catch (Error e) {  
    // do exception handling  
}
```

Runtime Exceptions

- These are a special kind of exception which aren't checked by the compiler
- They extend the `RuntimeException` class
- They can usually be handled by fixing programming logic, e.g.
 - `NullPointerException`
 - `ArrayIndexOutOfBoundsException`
 - `DivideByZeroException`
 - `ClassCastException`

Runtime Exceptions

- Thus it's usually bad practice to use these exceptions with `try` and `catch`, e.g.

```
void calculateAverageAge(int totalAge,  
int numPeople) {  
  
    try {  
        int avgAge = totalAge / numPeople;  
    }  
    catch (DivideByZeroException ex) {  
    }  
}
```

Would be better
to write the
method so that it
checks that
`numPeople > 0`
before doing the
division

The Stack Trace

- This will be displayed if you don't handle a runtime exception or you call `printStackTrace()` on an exception object
- It will help you determine where the error occurred in your code
- It looks ugly but it can be very helpful!

The Stack Trace

Each item has a
source file and line
number

```
java.lang.ClassCastException: rw.ac.rca.shape.Triangle  
cannot be cast to rw.ac.rca.shape.Square  
  
    at rw.ac.rca.shape.MainApp.realShape(MainApp.java:50)  
    at rw.ac.rca.shape.MainApp.main(MainApp.java:19)
```

If the exception occurred in
a library, then look for the
first reference to a class in
your project

Hands On

```
public class RuntimeExceptionExample {  
    public static void main(String[] args) {  
        System.out.println("hello from main");  
        myMethod();  
    }  
    static void myMethod() {  
        System.out.println("hello from my method.");  
        myNextMethod();  
    }  
    static void myNextMethod() {  
        int x = 8/0;  
    }  
}
```

What happens when you run this?

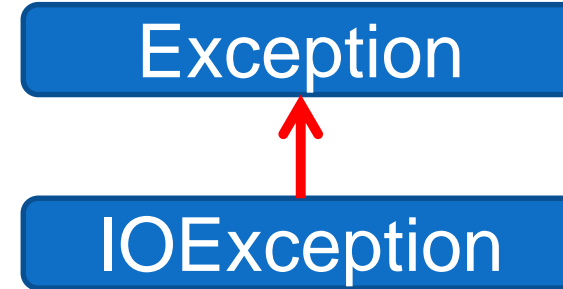
Exception Matching

```
void saveDataToRemoteFile() {  
    try {  
        file.open();  
  
        file.write(data);  
    }  
    catch (IOException ex) {  
        log("File Error");  
    }  
    catch (SocketException ex) {  
        log("Connection Error");  
    }  
    finally {  
        file.close();  
    }  
}
```

- Code in a `try` block might throw different exceptions
- These can be caught in separate `catch` blocks

Exception Hierarchy

```
void saveToRemoteFile() {  
    try {  
        file.open();  
  
        file.write(data);  
    }  
    catch (IOException ex) {  
        log("File Error");  
    }  
    catch (Exception ex) {  
        log("Unknown Error");  
    }  
    finally {  
        file.close();  
    }  
}
```



- The first `catch` block one with a matching exception type will be used
- `Exception` is the super class of all exceptions so will match any exception

Exception Hierarchy

```
void saveToRemoteFile() {  
    try {  
        file.open();  
  
        file.write(data);  
    }  
    catch (Exception ex) {  
        log("Unknown Error");  
    }  
    catch (IOException ex) {  
        log("File Error");  
    }  
    finally {  
        file.close();  
    }  
}
```

- So catch blocks should be put in the order of the exception class hierarchy

This will catch all exceptions so the second block will never be used

Create Your Own Exceptions

```
class myException extends Exception { }

class TextEx {
    void doStuff() throws myException {
        throw new myException();
    }
}
```

What is wrong with the above?

Will it compile?

Rethrowing Exceptions

```
void someMethod() {  
    doStuff();  
}  
void doStuff() throws Exception {  
    try {  
        throw new Exception();  
    } catch (Exception e) {  
        throw e;  
    }  
}
```

What happens when you run this?

JVM Exceptions

- JVM Exceptions

- Thrown by the JVM



- Programmatic Exceptions

- Thrown by the application or API programmers



Null Pointer Exception Example

```
public static void main(String[] args) {  
    String s = null;  
  
    if (s.equals("hi")) {  
        // do something  
    }  
}
```

Number Format Exception Example

```
public static void main(String[] args) {  
    int answer = divideLargeNumbers(5, 6);  
    System.out.println(answer);  
}  
static int divideLargeNumbers(int i, int j) {  
    if (j < 100 || i < 100) {  
        throw new NumberFormatException();  
    }  
    return i/j;  
}
```

Common Exceptions By Type

JVM

- `ArrayIndexOutOfBoundsException`
- `ClassCastException`
- `NullPointerException`
- `ExceptionInInitializerError`
- `StackOverflowError`
- `NoClassDefFoundError`

Programmatic

- `IllegalArgumentException`
- `IllegalStateException`
- `NumberFormatException`
- `AssertionError`

Advantages of Exception Handling in Java

- Provision to complete program execution
- Easy identification of program code and error-handling code
- Avoiding propagation of errors
- Meaningful error reporting
- Identifying error types

References

- Oracle's Java tutorials:

<https://docs.oracle.com/javase/tutorial/essential/exceptions/index.html>

EoF