

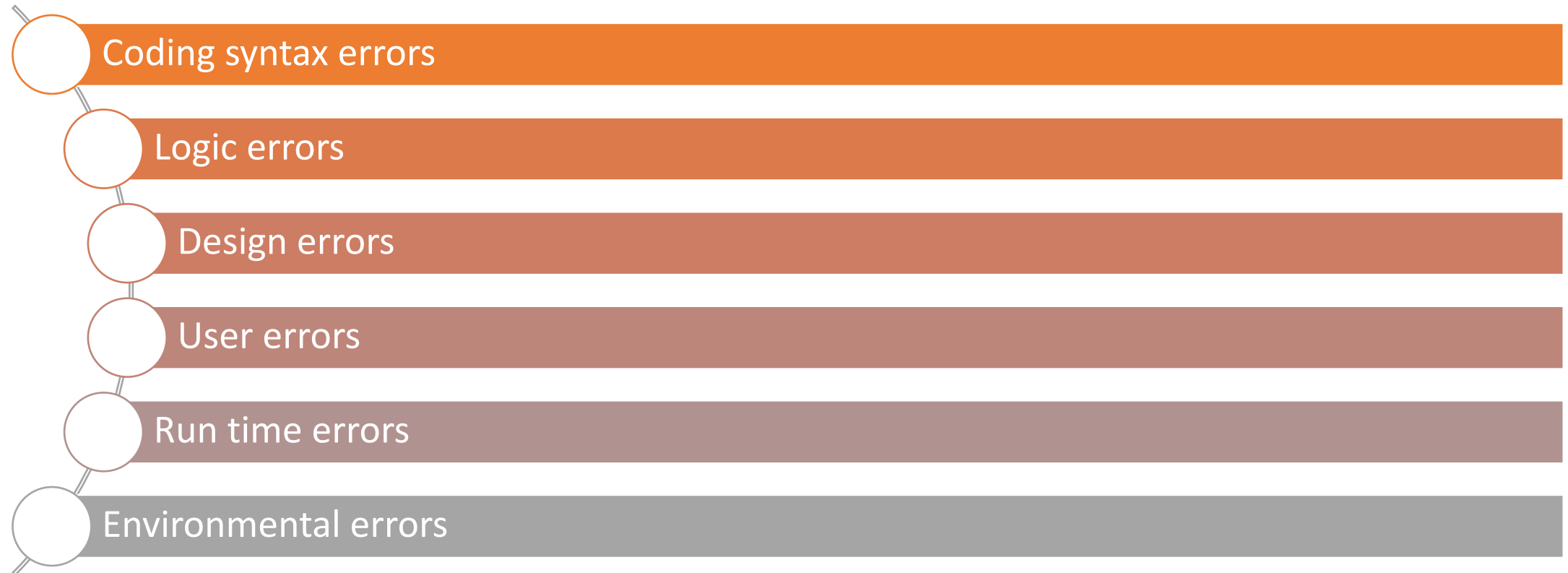
Object-based Programming

Week 6 – Dealing with Errors

How much effort should I
put into ensuring that my
software is free from errors?



Types of errors



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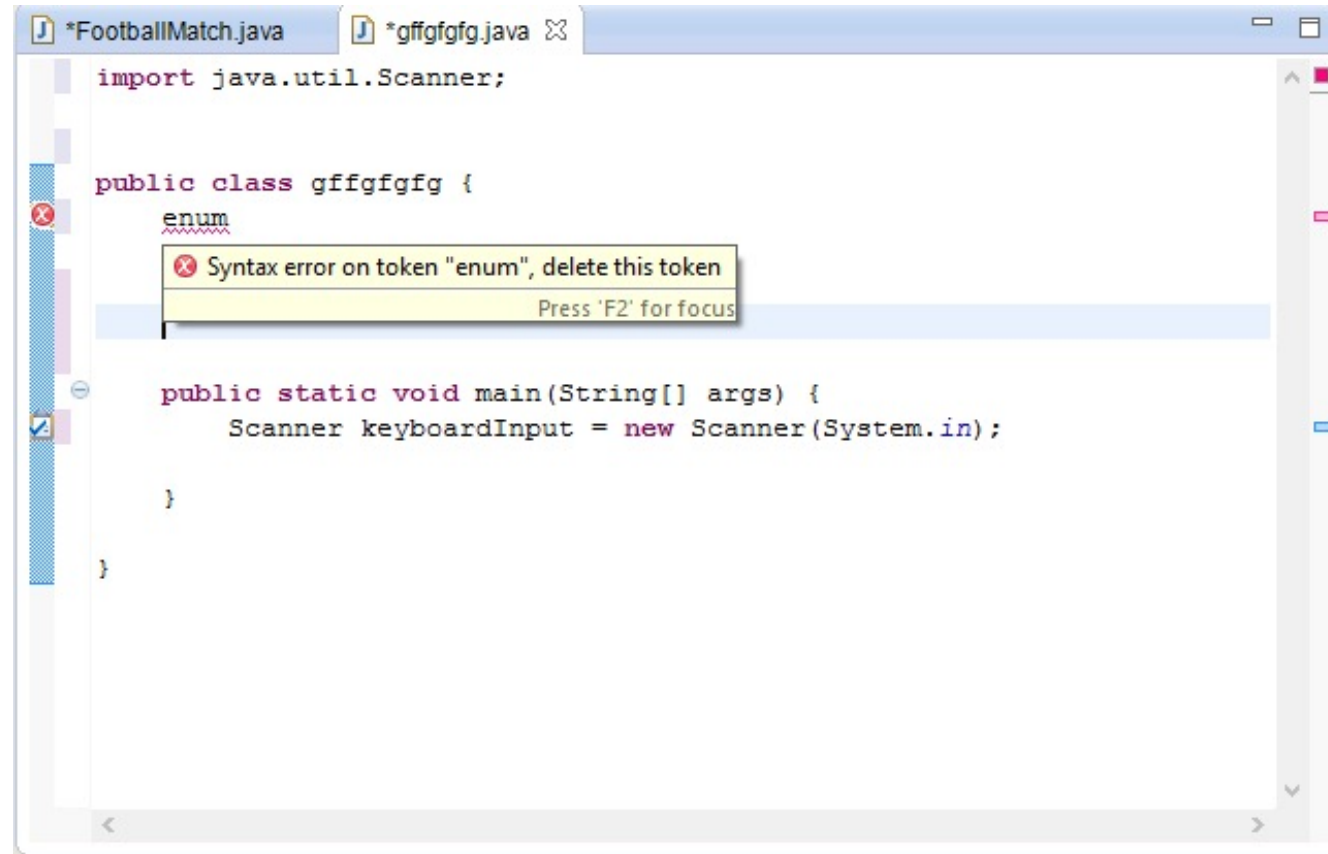
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Types of errors (1/6): coding syntax errors



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Types of errors (2/6): logic errors

```
class DateUtility {  
    public boolean isLeapYear(int year) {  
        return (year % 4 == 0);  
    }  
}
```



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Types of errors (3/6): design errors

- The code works fine, but does not address the requirements of the user



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Types of errors (4/6): user errors

- The code works, but does not respond consistently or coherently when faced with erroneous user input
- For example, the code asks the user to *"select a menu option from 1 to 5"* and the user enters 6
 - Did the software provide a useful error message?



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Types of errors (5/6): run time errors

- Failure to open external assets, such as files
 - Network connections
 - JVM running out of memory
 - etc..
-
- Solution: exception handling



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Types of errors (6/6): environmental errors

- Hardware failure
- Power outage when processing data



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Coding Defensively

prevention is better than cure

```
mirror_mod = modifier_ob.  
set mirror object to mirror.  
mirror_mod.mirror_object =  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True  
  
selection at the end -add  
_ob.select= 1  
_ob.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob.  
mirror_ob.select = 0  
= bpy.context.selected_object  
data.objects[one.name].select  
  
print("please select exactly  
  
-- OPERATOR CLASSES --  
  
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"  
  
context):  
context.active_object is not
```

Checks are applied at the earliest opportunity to ensure that data is valid

Attribute values can only be set (mutated) in a controlled way

Default conditions are set in place for control constructions to ensure that there is always a direct path of executions

Only those attributes and methods that need to be public are declared as such



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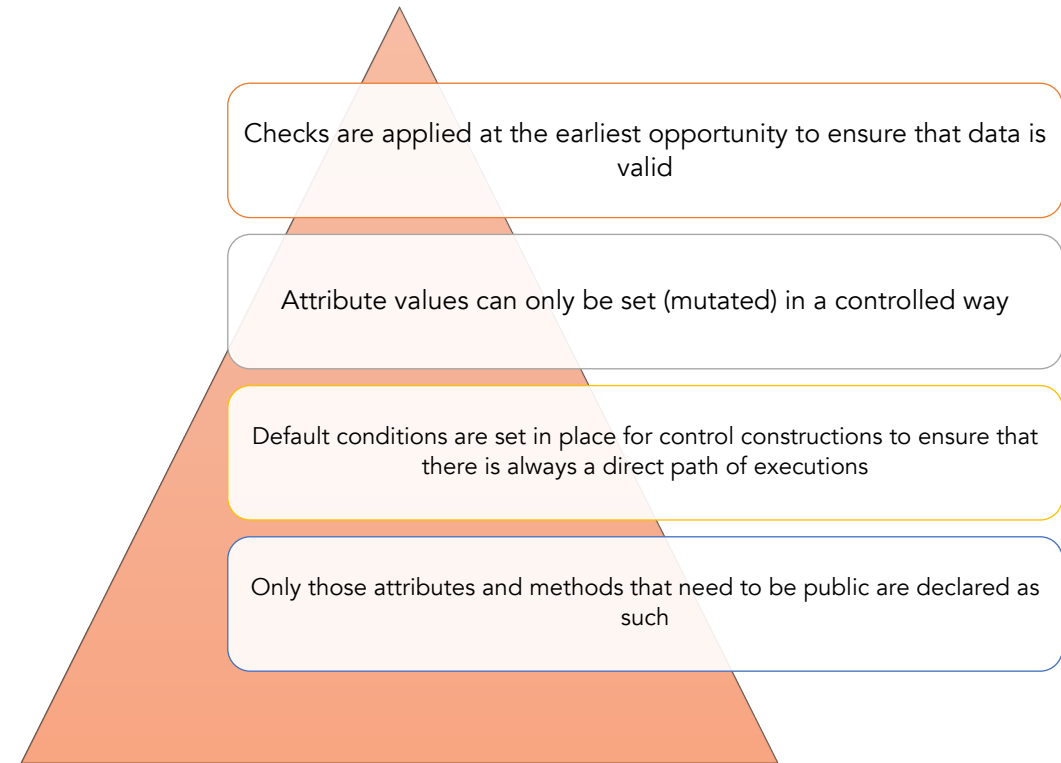
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```

public class Student {
    private double ipk;

    public void setIpk(double ipk) {
        if (ipk >= 0.0 && ipk <= 4.0) {
            this.ipk = ipk;
        } else {
            System.out.println("Invalid IPK");
        }
    }
}

```



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Question #1

<https://bit.ly/3B2zJrL>



```
public class DefensiveCoding {
```

```
    private int x;
```

```
    private ArrayList<String> aList;
```

A

```
    public void poorCoding() {
```

```
        aList = new ArrayList<String>();
```

```
        aList.add("python");
```

```
        aList.add("java");
```

```
        x = 2;
```

```
        for (int y = 0; y < x; y++) {
```

```
            System.out.println(aList.get(y));
```

```
        }
```

```
    }
```

```
}
```

B

C

D

E



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```
public class DefensiveCoding {  
    private ArrayList<String> aList;  
  
    public void poorCoding() {  
        aList = new ArrayList<String>();    aList.add("python");    aList.add("java");  
  
        // cara 1  
        for (int y = 0; y < aList.size(); y++) {  
            System.out.println(aList.get(y));  
        }  
  
        // cara 2  
        for (String s: aList) {  
            System.out.println(s);  
        }  
    }  
}
```



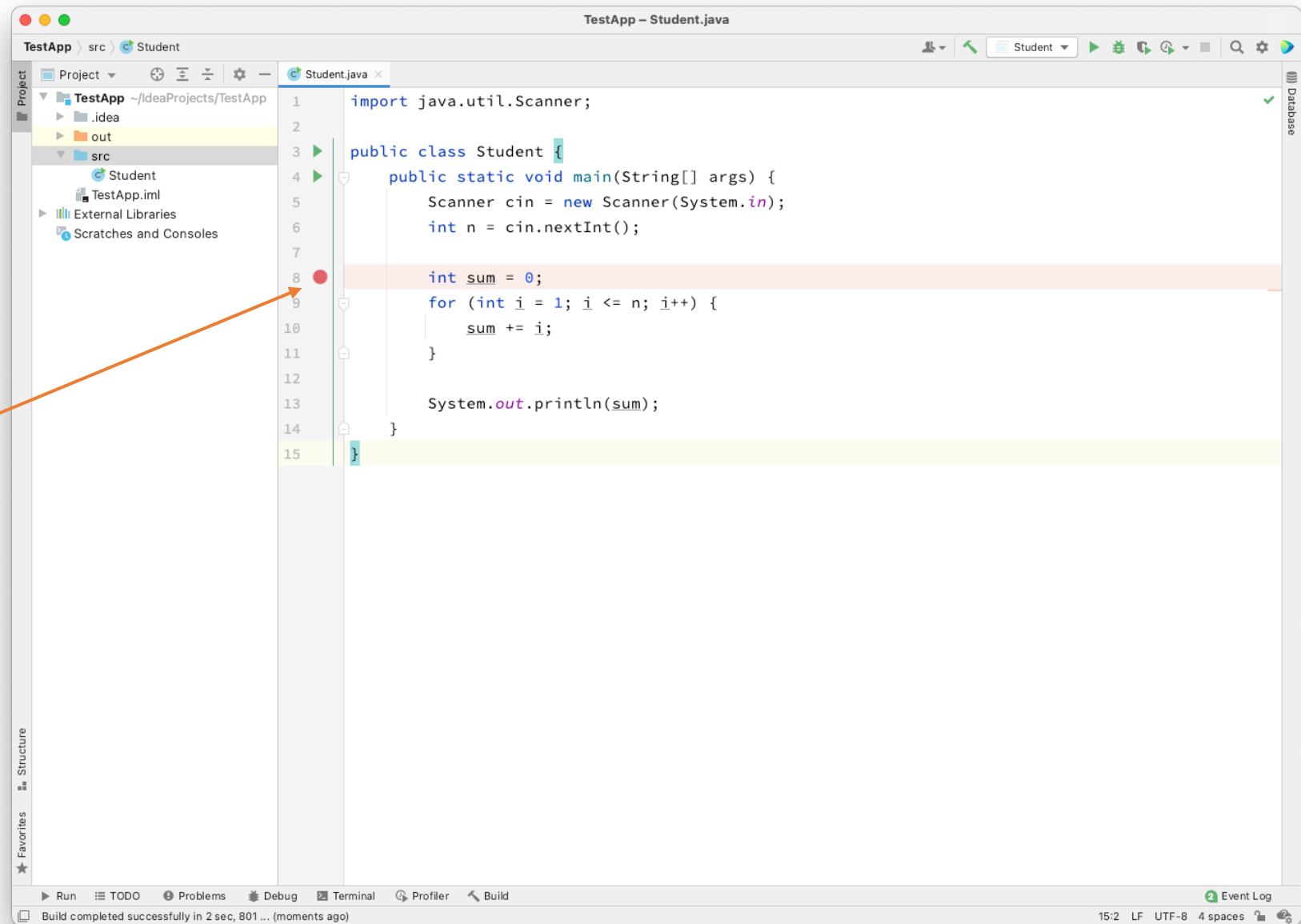
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Using the Debugger Tool

add breakpoint



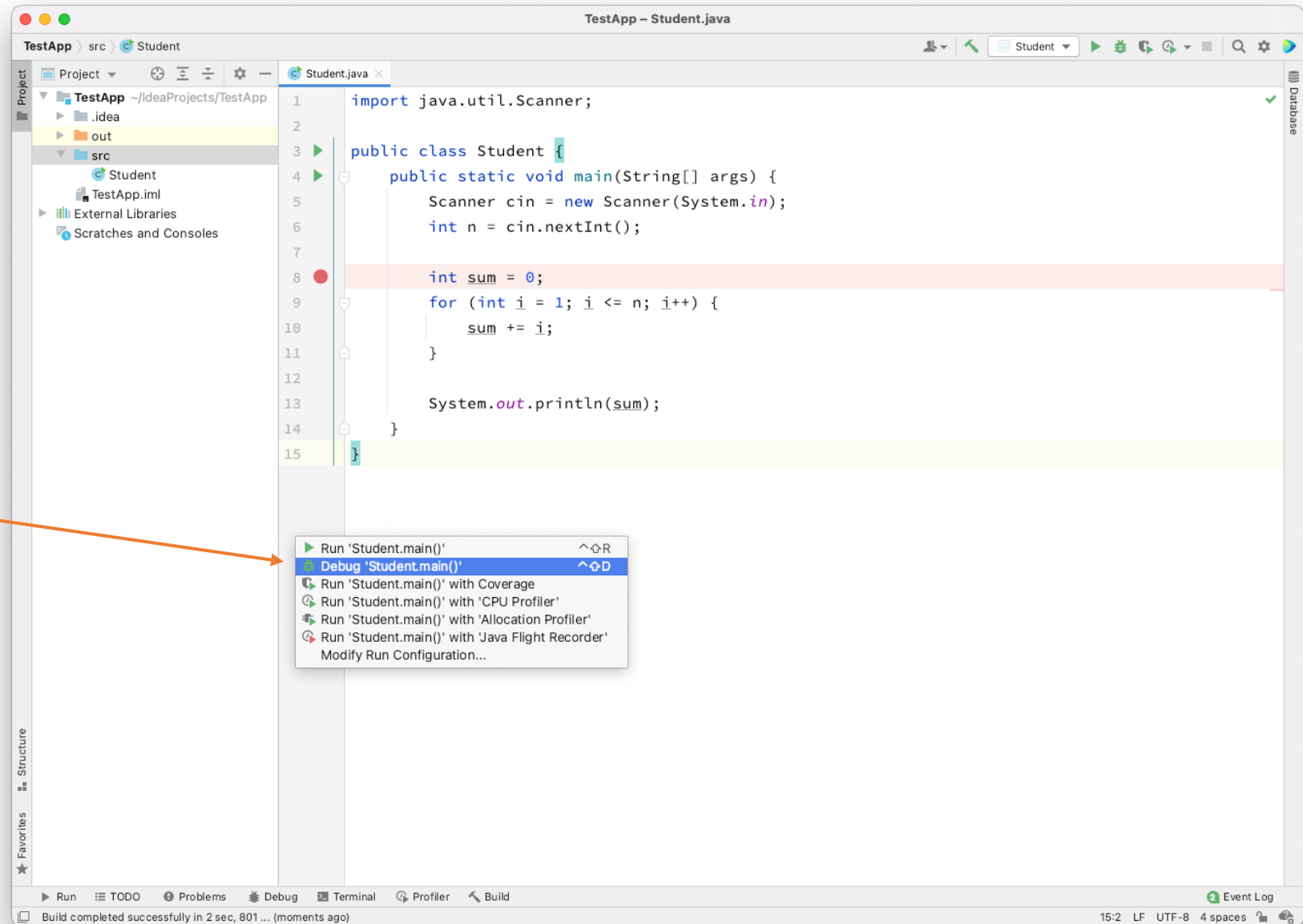
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Using the Debugger Tool

click debug



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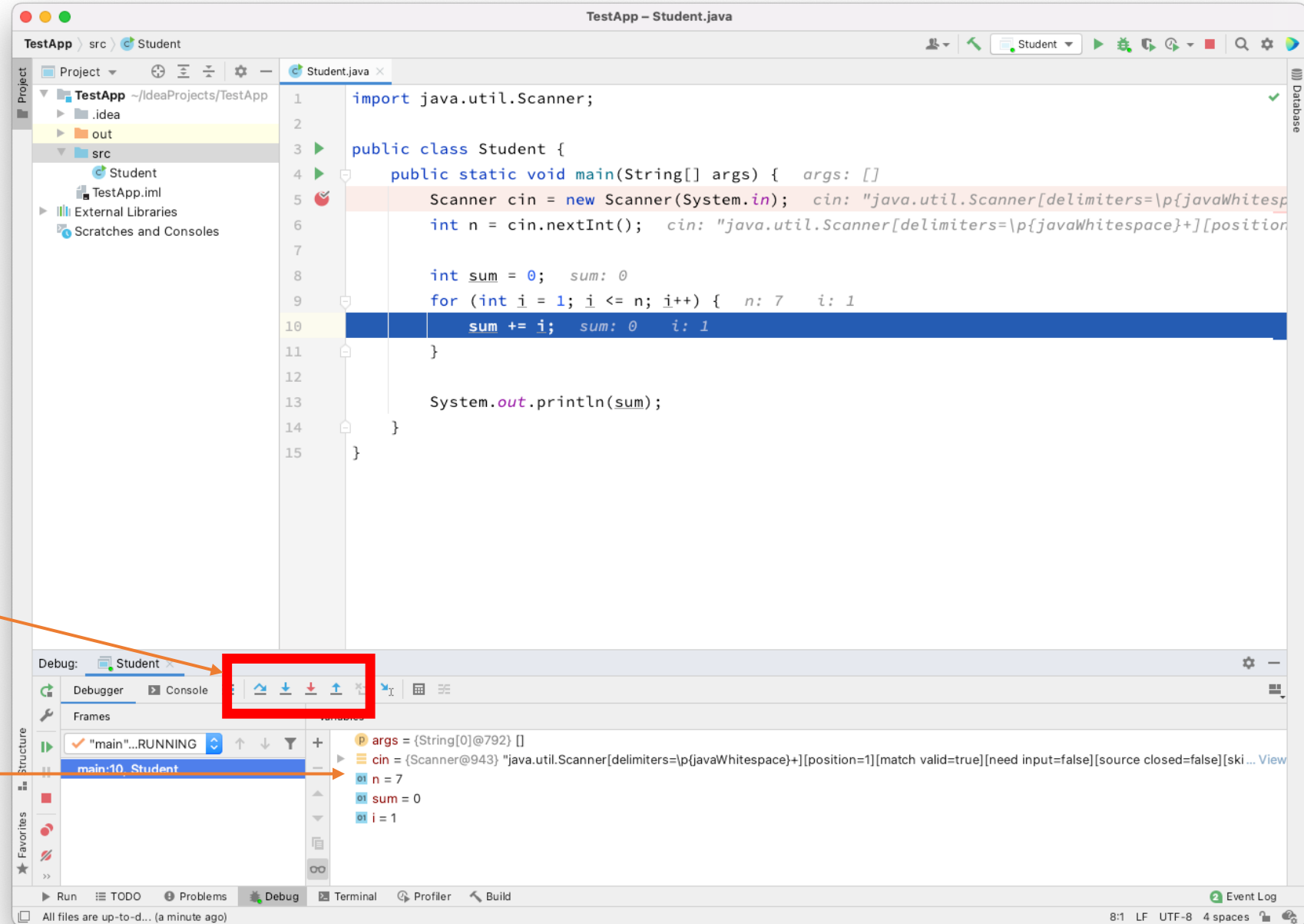


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Using the Debugger Tool

run each steps

watch variables



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Unit Testing





Unit level testing

- Individual classes are tested

System level testing

- A program as a whole is checked to see that it operates as intended



Unit test class

- A class contained in a project that permits automated testing of one or more classes
- The test class itself does not form part of the actual functional codebase



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```

public class BookReviews {
    private ArrayList<String> allReviews;
    private double rating;

    ...

    /**
     * A method to add a review to the list of reviews.
     * @param String with the text of the review
     * @param int with the rating out of 5
     * @return true if the review was accepted
     */
    public boolean addReview(String review, int myRating) {
        ...
    }
}

```



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```

public class BookReviews {
    private ArrayList<String> allReviews;
    private double rating;

    ...

    /**
     * A method to add a review to the list of reviews.
     * @param String with the text of the review
     * @param int with the rating out of 5
     * @return true if the review was accepted
     */
    public boolean addReview(String review, int myRating) {
        ...
    }
}

```

The concept here is that we can enter a review and a rating only if:

- the rating is between 0 and 5 inclusive
- the review is not empty text



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```
import static org.junit.Assert.*;
import org.junit.*;

public class BookReviewsTest {
    ...

    @Test
    public void addReviewReturnsTrue() {
        BookReviews b = new BookReviews("Fishing", "Smith");
        assertEquals(
            b.addReview("A splendid read! Highly recommended!", 5),
            true
        );
    }
}
```



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```
import static org.junit.Assert.*;
import org.junit.*;

public class BookReviewsTest {
    ...

    @Test
    public void blankReviewShouldReturnsFalse() {
        BookReviews b = new BookReviews("Fishing", "Smith");
        assertEquals(
            b.addReview("      ", 3),
            false
        );
    }
}
```



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Exception Handling



```
class DemoException {  
    public static void main(String[] args) {  
        int d = 0;  
        int a = 10 / d;  
    }  
}
```



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```
class DemoException {  
    public static void main(String[] args) {  
        int d = 0;  
        int a = 10 / d;  
    }  
}
```

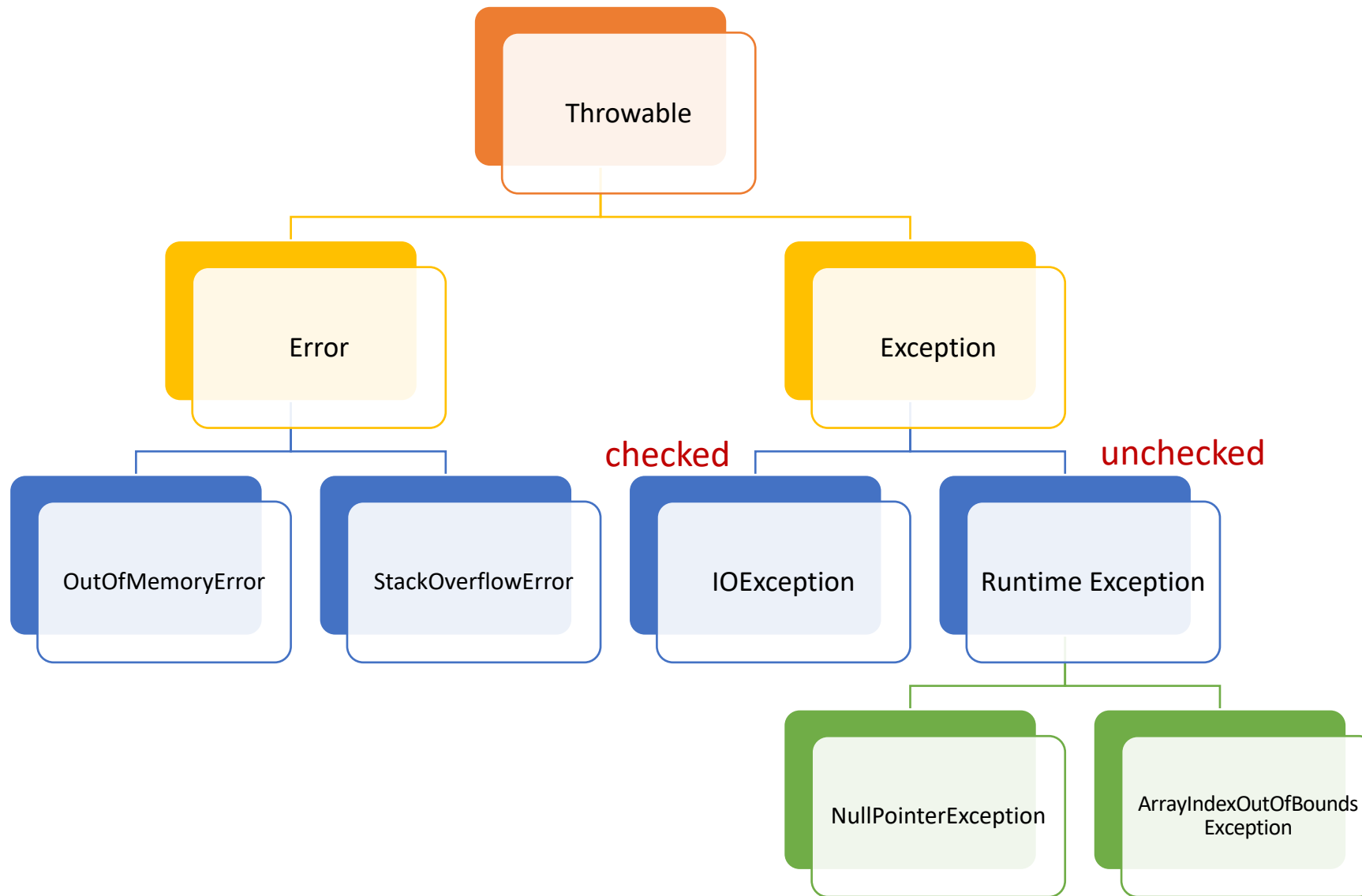
java.lang.ArithmeticException: / by zero
at DemoException.main(DemoException.java:4)



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Question #2

<https://bit.ly/3B2zJrL>



```
public class XYZ {  
    public static void main(String[] args) {  
        ArrayList<Integer> arr;  
        arr.add(1);  
        arr.add(2);  
        arr.add(3);  
        arr.add(4);  
        arr.add(5);  
  
        System.out.println(arr.get(14));  
    }  
}
```

What kind of Exception will occur if we run the code?

- A. `ArrayIndexOutOfBoundsException`
- B. `IOException`
- C. `ArithmeticException`
- D. `SQLException`
- E. `NullPointerException`



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Checked vs Unchecked Exception

- **Unchecked exception**
 - Compiler does not enforce (check) that you handle them explicitly
 - e.g. NullPointerException, ArithmeticException
- **Checked exception**
 - You must handle the exception or the code won't compile
 - e.g. IOException, SQLException



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Handling Exception (1)

```
public void openFileAndReadLines() {  
    try {  
        FileReader f = new FileReader("C:\\test.txt");  
        BufferedReader br = new BufferedReader(f);  
  
        String line = br.readLine();  
        while (line != null) {  
            System.out.println(line);  
            line = br.readLine();  
        }  
  
        br.close(); f.close();  
    }  
    catch (IOException e) {  
        System.out.println("Error when opening the file.");  
        System.out.println(e.getMessage());  
    }  
}
```



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Handling Exception (2)

```
public void openFileAndReadLines() throws IOException {  
    FileReader f = new FileReader("C:\\test.txt");  
    BufferedReader br = new BufferedReader(f);  
  
    String line = br.readLine();  
    while (line != null) {  
        System.out.println(line);  
        line = br.readLine();  
    }  
  
    br.close();  
    f.close();  
}
```



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Handling Exception (2 contd.)

```
public void openFileAndReadLines() throws IOException {  
    ...  
}  
  
public static void main(String[] args) {  
    try {  
        openFileAndReadLines();  
    }  
    catch (IOException e) {  
        e.printStackTrace();  
    }  
}
```



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try ... catch ... finally ...

- The `finally` statement lets you execute code, after `try ... catch` regardless of the result

```
try {  
    int[] myNumbers = {1, 2, 3};  
    System.out.println(myNumbers[10]);  
}  
catch (Exception e) {  
    System.out.println("Something went wrong.");  
}  
finally {  
    System.out.println("The 'try catch' is finished.");  
}
```



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