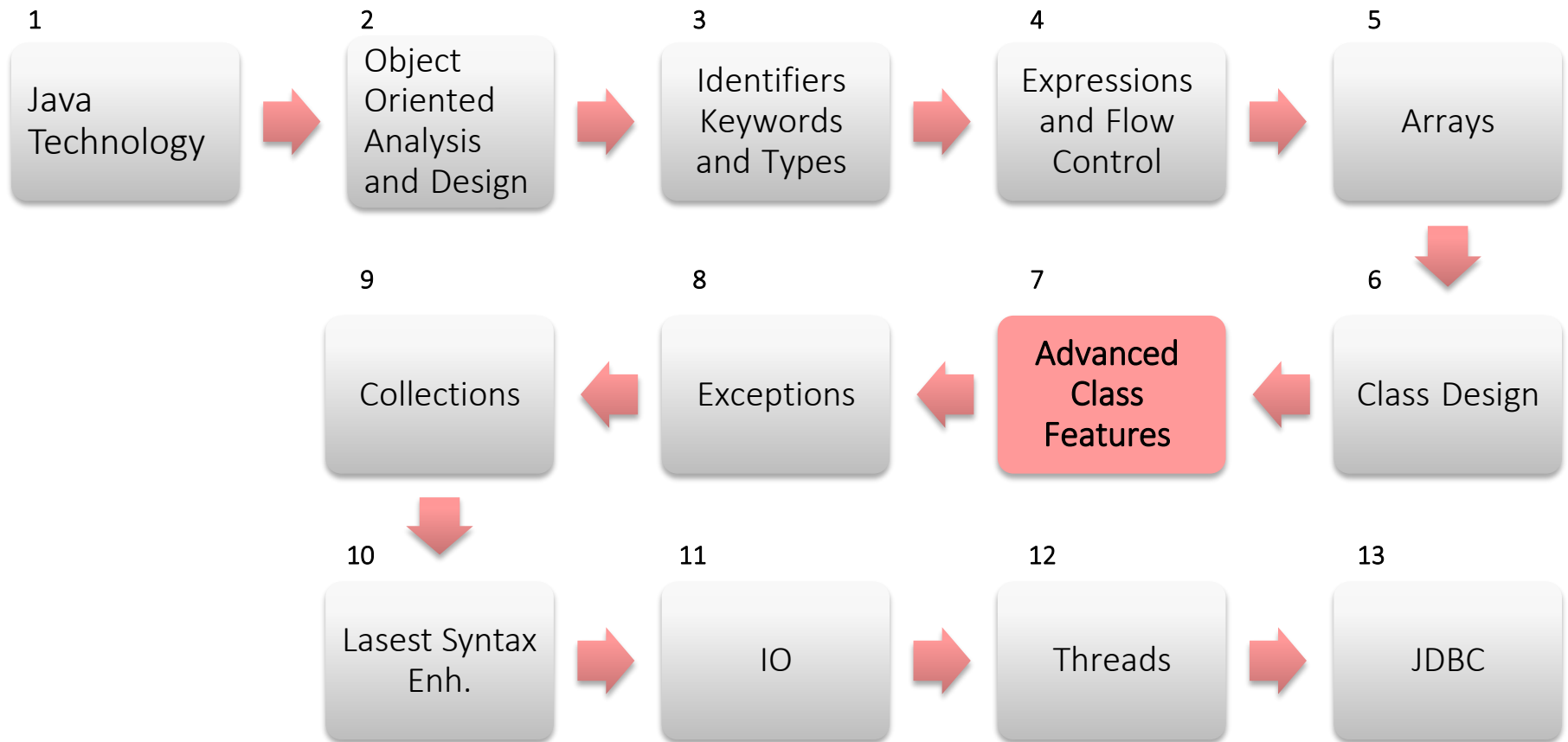


Exceptions Handling

In Java programming

Objectives



Objectives

By the end of this session

- ❖ You'll be able to use runtime error mechanism
- ❖ You'll be able to create custom exceptions

Exceptions

- Are java objects
- Represent many types of problems that may occur during program execution
- Can be handled in different ways
- May stop program flow if not handled

Type of Exceptions

Error

defines serious error conditions

Exception

– program errors

Run-time Exception

Others - I/O

- SQL

- other customized application exception

- Used to indicate problems that mostly cannot be fixed in runtime
- AWTError
- VirtualMachineError
 - StackOverflowError
 - OutOfMemoryError
 - InternalError (unexpected problem in the VM)

There are two kinds of Exceptions:

1- RuntimeException

- any exception that extends RuntimeException
- counted as bugs and must be fixed to complete app
- unchecked by the compiler – developer responsibility

2- Application Exceptions

- any exception that doesn't extend RuntimeException
- user defined exceptions
- are NOT bugs !! And therefore checked by the compilers

- Any error raised due to the application logic or miscalculation
- Programmer does not have to handle it – but...

The consequences will be stopping the program

- Some RuntimeExceptions:
- Since we don't want to provide applications with bugs,

ArithmeticException
NullPointerException
NegativeArraySizeException
ArrayIndexOutOfBoundsException
SecurityException
NumberFormatException
ClassCastException

developers will eliminate these exceptions from occurring

Application Exception

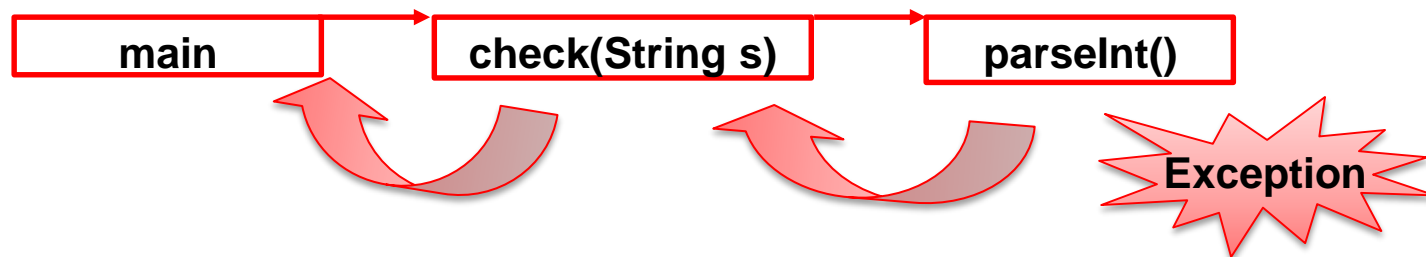
- Usually thrown when any external implementation is involved – such as:

File System
JDBC Drivers
XML Parsers

- Programmer must handle it (compilation error)
- Some ApplicationException:

IOException [EOFException,
FileNotFoundException...]
SQLException
DOMException, SAXException
ClassNotFoundException
RemoteException
AWTException

- both exceptions and errors extend Throwable
- It allows a method that generates exception to 'throw' it up the stack
- If the thrown exception reaches main() without being handled – the program stops



Handling Exceptions

- Done in two ways:
Catching exceptions
Or
Throwing Exceptions
- Application Exception must be caught or thrown
- Runtime Exception may be caught and can be thrown

Writing problematic code in a try & catch block

try

- opens a block to 'try' and execute

catch

- catches the exception if thrown
- written for each Exception [& its subclasses]
- closes the try block and opens a new one to be executed when exception is caught
- catching order should be considered

finally

- a "do it anyway" block
- is optional

Example – multi-catch-blocks

```
public void check(String fileName, String value) {  
    try{  
        FileInputStream in=new FileInputStream(fileName);  
        int data=in.read();  
        ...  
    }catch(FileNotFoundException e){  
        //handle I/O problem...  
    }catch(EOFException ex){  
        //handle end of file exception...  
    }  
    System.println("Done !");  
}
```

Catching Exception

Example – super catch

```
public void check(String fileName, String value) {  
    try{  
        FileInputStream in=new FileInputStream(fileName);  
        if(Integer.parseInt(value) >= 100) {  
            return;  
        }  
        ...  
    }catch(Exception){  
        //handle I/O & runtime problems...  
    }  
    System.println( "Done !");  
}
```

Example – finally

```
public void check(String fileName, String value) {  
    try{  
        FileInputStream in=new FileInputStream(fileName);  
        if(Integer.parseInt(value) >= 100) {  
            return;  
        }  
        ...  
    }catch(FileNotFoundException){  
        //handle I/O problem...  
        return;  
    }catch(NumberFormatException){  
        //handle runtime exception...  
    }finally{  
        System.println(“This is printed in any case....”);  
    }  
    System.println(“Done !”);  
}
```

Catching Exception

- Should be written as close to the origin throwing point as possible
- Catching `java.lang.Exception` will catch all types of exceptions
- Use `java.lang.Exception` methods to get information:

Exception

- | | |
|--------------------------------------|---|
| • <code>getMessage()</code> | Returns a message describes this exception |
| • <code>printStackTrace (out)</code> | Prints the stack trace – good for debugging |

```
}catch(Exception e){ System.out.println(e.getMessage());  
    e.printStackTrace(System.out);  
}
```


Exception Throwing

- Any method can delegate exceptions to the caller
- A method must declare any thrown Exception as part of its signature
- Throwing Runtime Exceptions is allowed but not always necessary
- **throws** - declares all thrown exceptions
- **throw** - actually creates an exception and throw it

Exception Throwing

Example

```
public class Check{  
  
    public static int check(String s) throws NumberFormatException{  
        return Integer.parseInt(s);  
    }  
  
    public static void main(String[] args) {  
        int num=check(args[0]);  
        System.out.println(num+1);  
    }  
}
```

Exception Throwing

Example

```
public class Check{

    public static int check(String s) throws NumberFormatException{
        int x=Integer.parseInt(s);
        if(x>100)
            throw new NumberFormatException("Number is too big");
        return x ;
    }

    public static void main(String[] args) {
        int num=check(args[0]);
        System.out.println(num+1);
    }
}
```

Method Overriding and Exceptions

- Must throw the same or less Exceptions
- May throw subclasses of the super method exceptions

```
public class A{  
    public void methodA () throws RuntimeException{  
        ...  
    }  
}
```

```
public class B extends A{  
    public void methodA () throws NumberFormatException{  
        ...  
    }  
}
```

Method Overriding and Exceptions

More examples

```
public class A{  
    public void methodA () throws RuntimeException{  
        ...  
    }  
}
```

```
public class B extends A{  
    public void methodA () throws NumberFormatException, SecurityException{  
        ...  
    }  
}
```

Method Overriding and Exceptions

More examples

```
public class A{  
    public void methodA () throws RuntimeException, IOException{  
        ...  
    }  
}
```

```
public class B extends A{  
    public void methodA () throws EOFException{  
        ...  
    }  
}
```

Creating Your Own Exceptions

- Class must be a subclass of Exception
- May hold more methods and fields

Exception – Constructors

• Exception()	Empty constructor
• Exception (String msg)	Exception with a message
• Exception (String msg, Throwable cause)	Exception with a message and a root cause
• Exception (Throwable cause)	Exception with a root cause

Exception – Main Methods

• getMessage()	Returns the Exception's message
• toString ()	Calls getMessage() method
• getCause()	Returns the root cause as Throwable

Creating Your Own Exceptions

Example

```
public class NumberOutOfLimitsException extends Exception{  
  
    private int num=0;  
  
    public NumberOutOfLimitsException (String msg, int num){  
        super(msg);  
        this.num=num;  
    }  
  
    public int getNum(){  
        return num;  
    }  
}
```


Creating Your Own Exceptions

Example

```
public class NumChecker{  
  
    public void check (int num) throws NumberOutOfRangeException {  
        if (num<0 || num>100)  
            throw new NumberOutOfRangeException ("Wrong value",num);  
    }  
}
```

```
public class TestChecker{  
  
    public static void main (String[] args) {  
        NumChecker nc=new NumChecker();  
        try{  
            nc.check(Integer.parseInt(args[0]));  
            System.out.println(args[0]+ " is OK");  
        }catch (NumberOutOfRangeException e){  
            System.out.println(e.getMessage()+ " "+e.getNum());  
        }  
    }  
}
```

ARM – Automatic Resource Management

- Open/close resource connection is not part of the try-catch block

- Instead of:

```
public void doIO() throws IOException{  
    FileInputStream in=null;  
    try{  
        in=new FileInputStream ("file");  
        int data = in.read();  
    }catch(FileNotFoundException e){  
        in.close();  
    }  
}
```

- We use:

```
public void doIO() throws IOException{  
    try(FileInputStream in= new FileInputStream ("file")){  
        int data = in.read();  
    }  
}
```

- Forces the resource to be “Auto Closable”

ARM – Automatic Resource Management

- `Closable.close()` method throws IO exception
- In order to use ARM for other APIs as well – an `AutoClosable` super interface was created

`AutoCloseable` `close()` method throws a `general` Exception

`Closeable` now extends it

```
public interface AutoClosable {  
    public void close () throws Exception;  
}
```

```
public interface Closable extends AutoClosable {  
    public void close () throws IOException;  
}
```

More on ARM

- Manages “AutoCloseable” implementations only(!)
- Whether try block pass or fails – close() will be invoked
- Can declare and use more than one resource:

```
try(FileInputStream in= new FileInputStream ( “file1 ”);  
    FileOutputStream out= new FileOutputStream( “file2 ” )){  
    int data = in.read();  
    out.write(data);  
}
```

- Close() method is called according to resource declaration order in the try clause

Multi-catch

- Relating to different exceptions in a single catch block

Instead of:

```
try{
    FileInputStream in=new FileInputStream ("file");
    Connection con = DriverManager.getConnection( ....);
    ....in.read();
    ....con.createStatement();
}catch(IOException e){
    ....
}catch(SQLException e){
    ....
}
```

We use:

```
try{
    ....
}catch(IOException / SQLException e){ .... }
```


- Exceptions type
 - Runtime
 - Exceptions
- Handling exceptions
 - Catching
 - Throwing
- Method override and exceptions
- Create exception
- Use ARM & Multicatch



Exceptions



References

- <http://java.sun.com> 
- SUN Educational Services SL-275