Job No: 05

**Job Name:** Write a program using try-catch, and nested try-catch in Java.

Objectives: Acquire the skills to understand try-catch in java.

# **Required Equipment:**

- 1. Laptop/Desktop.
- 2. Java IDE (Eclipse/NetBeans/IntelliJ IDEA Community Edition)

## **Working Procedure:**

CircleArea.java ×

# **Program:**

```
import java.util.Scanner;
2 >
       public class CircleArea {
3 >
           public static void main(String[] args) {
               Scanner scanner = new Scanner(System.in);
               try {
                   System.out.print("Enter the radius of the circle: ");
                   double radius = scanner.nextDouble();
7
                   if (radius < 0) {
8
9
                       throw new IllegalArgumentException("Radius cannot be negative.");
10
                   }
                   double area = Math.PI * radius * radius;
11
                   System.out.println("The area of the circle is: " + area);
12
               } catch (Exception e) {
13
14
                   System.out.println("Error: " + e.getMessage());
               } finally {
15
                   scanner.close();
16
               }
18
           }
```

### **Output:**

### Another output:

# **Program:**

```
© CircleArea.java ×
       import java.util.Scanner;
 20
       public class CircleArea {
 3 D
            public static void main(String[] args) {
                Scanner scanner = new Scanner(System.in);
                try {
                    System.out.print("Enter the radius of the circle: ");
 6
                    double radius = scanner.nextDouble();
 8
                    try {
 9
                        if (radius < 0) {
                            throw new IllegalArgumentException("Radius cannot be negative.");
                        double area = Math.PI * radius * radius;
13
                        System.out.println("The area of the circle is: " + area);
                    } catch (IllegalArgumentException e) {
14
                        System.out.println("Error: " + e.getMessage());
17
                } catch (Exception e) {
18
                    System.out.println("Error: Invalid input.");
19
                } finally {
                    scanner.close();
               }
           }
24
```

## **Output:**

### **Program:**

© CircleArea.java ×

```
import java.util.InputMismatchException;
       import java.util.Scanner;
3 >
      public class CircleArea {
4 >
           public static void main(String[] args) {
               Scanner scanner = new Scanner(System.in);
                   System.out.print("Enter the radius of the circle: ");
8
                   double radius = scanner.nextDouble();
                   try {
                       if (radius < 0) {
                           throw new IllegalArgumentException("Radius cannot be negative.");
                       try {
14
                           double area = Math.PI * radius * radius;
                           System.out.println("The area of the circle is: " + area);
```

```
16
                       } catch (ArithmeticException e) {
17
                           System.out.println("Error: Arithmetic exception occurred.");
18
                   } catch (IllegalArgumentException e) {
                       System.out.println("Error: " + e.getMessage());
               } catch (InputMismatchException e) {
                   System.out.println("Error: Invalid input. Please enter a valid numeric value.");
               } finally {
                   scanner.close();
26
27
           }
28
29
```

### **Program:**



### **Caution:**

- 1. File name and class name should be same.
- 2. Write file name first letter would be capital letter.

**Conclusion:** Now I am able to explain and write java program using try catch.