Exceptions and Errors

Recitation 3



Programming Special Cases

- What does "Hi".indexOf('a') return?
 - 0 -1
- This method requires checking if the value is -1 when you use it
- Very error prone
 - e.g. String s1 = s2.substring(s2.indexOf("header:") + 7);

Exception vs. Error

- Error
 - Mistake on the part of the programmer
 - Not recoverable (OutOfMemoryError)
- Exception
 - Often used to handle special behaviour in a program (FileNotFoundException)



Checked vs Unchecked Exceptions

Checked:

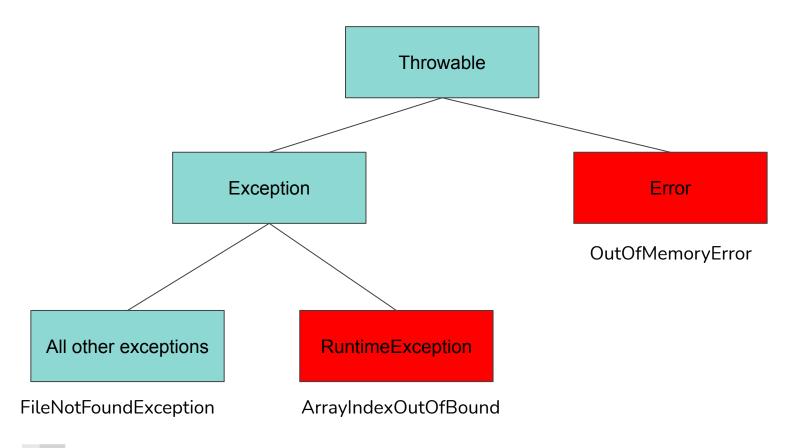
- Required to be handled by either try catch or passing the exception further along as indicated in method header
- Represents unusual but unpreventable circumstances
- Useful to factor out code for rare cases
- Required to be checked
- Ex. IOException

Unchecked:

- Not required to be handled
- Usually represent some kind of programmer error like improper use of array or calling method on null
- Unchecked exceptions are subclass of RuntimeException and Error
- Ex. NullPointerException

Throwable

- If e extends Throwable, throw e is a valid statement
- Exception and Error are subtypes of Throwable
- Exceptions get thrown upward through nested function calls until someone catches it
- The exception is then bound and in scope in the catch block





Finally Block And Multiple Catches

- Every try block must have at least one catch or finally
- Multiple catches can correspond to different exceptions that may arise in try - catch block (FileNotFoundException, IOException)
- Finally block contains code that gets run regardless of which or if any exceptions are caught
 - Good for essential clean up like closing resources
 - Executes even if method returns in try/catch block

Demo

Exception Syntax

```
* Constructor: a Room with n rows and m columns of seats.
           * @param n Number of rows of seats
           * @param m Number of columns of seats
           * @throws IllegalArgumentException if n or m are negative
8
          public Room(int n, int m) {
9
                  if (n < 0 | m < 0) {
                           throw new IllegalArgumentException();
10
11
12
                  people = new String[n][m];
13
                  numRows = n;
                  numCols = m;
14
15
```

Exception Syntax

```
1 public Room makeSquareRoom(int a) {
2    try {
3       return new Room(a,a);
4    } catch (IllegalArgumentException e) {
5         System.err.println("Cannot create negative rows! Returning empty room instead.");
6         return new Room(0,0);
7    }
8 }
```

```
1 public Room makeSquareRoom(int a) {
2    try {
3       return new Room(a,a);
4    } catch (IllegalArgumentException e) {
5          System.err.println("Cannot create negative rows! Returning empty room instead.");
6          return new Room(0,0);
7    } finally {
8          System.out.println("Room created!");
9    }
10 }
```

Try with Resources

```
public void printLinesNormalTryFinally(File file) throws IOException {
 BufferedReader br = null;
 try {
   br = new BufferedReader(new FileReader(file));
   // read some stuff from the file
  finally {
   if (br != null) {
     br.close();
public void printLinesTryWithResources(File file) throws IOException {
 try (BufferedReader br = new BufferedReader(new FileReader(file))) {
   // read some stuff from the file
```

Specifying Functions with Preconditions

```
/** Returns: length of nth side of a triangle
  * Requires: 0 <= n <= 2
  */
double sideLength(int n);</pre>
```

Can do anything if n is not between 0 and 2.

Function Preconditions: Checks clause

```
/** Returns: length of nth side of a triangle
  * Checks: 0 <= n <= 2
  */
double sideLength(int n);</pre>
```

Better, but what exception will be thrown when the check fails?

Function Preconditions: Assert example

```
/** Returns: length of nth side of a triangle
  * Checks: 0 <= n <= 2 (assert)
  */
double sideLength(int n) {
   assert n >= 0 && n <= 2;
   ...
}</pre>
```

Better, but if an exception is thrown, it still indicates a problem in the client code.

Function Preconditions: Remove Precondition

The exception is now expected behavior in some situations and must be handled by the client.