Lab 20

Aim: Adding Exceptions to Money.

Rather than create a new project in Eclipse for Lab 20, we will add to the Lab18 project.

Import the class *BadWalletMain* from Z:\Lab20, and look at the code. The array of strings now contains bas instances of bills, such as "B18" and "BAD".

Create a new exception class called *IllegalBillException* that extends *IllegalArgumentException* (see the lecture on Exceptions if you do not remember how to do this.) Modify class *Bill* so that is throws a new *IllegalBillException* is the amount of the bill is not 1, 5, 10, 20, 50 or 100 (there are more bills, but that's enough.)

Enclose the *for* loop in class *BadWalletMain* with a try/catch block that will catch the *IllegalBillException* and print the errant string to the console, and continue the *for* loop.. Include a *catch* clause for the case of the string "BAD" as well.

Run *BadWalletMain* and see that it terminates normally.