

Working with Exceptions



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Overview



Catch block rules

Multi-catch block

Finally block

Try-with-resources block

Rethrowing and chaining exceptions

Throws clause



Catch Block Rules



Demo



Catch block rules



Run-time exception classes are **exempted** [from compile-time checking] because, in the judgment of the designers of the Java programming language, having to declare such exceptions would not aid significantly in establishing the correctness of programs.

The Java® Language Specification 11.2

<http://bit.ly/jls11-2>



Three Important Rules



Catch exceptions only once.

Subclasses must be caught before their superclasses.

Don't catch checked exceptions that couldn't be thrown.

```
try {  
    // Empty try block  
} catch (Exception e) {  
    // ...  
}
```

◀ No compilation error



The Multi-catch Block




```
try {  
    // ...  
} catch (IOException e) {  
    log.error(e);  
} catch (SQLException e) {  
    log.error(e);  
} catch (ClassCastException e) {  
    log.error(e);  
}
```

Before Java 7...



```
try {  
    // ...  
} catch (IOException | SQLException | ClassCastException e) {  
    log.error(e);  
}
```

After Java 7...



```
try {  
    // Code that can throw ExceptionOne, ExceptionTwo, ExceptionThree  
} catch (ExceptionOne | ExceptionTwo | ExceptionThree e) {  
    // Do something with the caught exception using reference e  
}
```

Multi-catch



Demo



Multi-catch block



Three Important Rules



Exceptions are separated by a pipe and there's only one reference.

Use exceptions not related through inheritance.

The reference is final.

The Finally Block



```
try {  
    // Code that may throw an exception  
} catch(Exception e) {  
    // Do something with the exception  
} finally {  
    // Block that is always executed  
}
```

Finally Block



```
try {  
    // Code that may throw an exception  
} finally {  
    // Block that is always executed  
}
```

Finally Block




```
try {  
    // ...  
    System.exit(0);  
} catch(Exception e) {  
    // ...  
} finally {  
    // ...  
}
```

◀ This will terminate the program abnormally

◀ Without executing the finally block



Demo



Finally block



If the finally block completes abruptly for reason *S*, then the try statement completes abruptly for reason *S* (and reason *R* is discarded).

The Java® Language Specification 14.20.2

<http://bit.ly/jls14-20-2>



Three Important Rules



Finally is always executed.

Finally can hide exceptions.

Returned values from finally.

The Try-With-Resources Block



```
try (AutoCloseableResource r = new AutoCloseableResource()) {  
    // Code that may throw an exception  
} catch (Exception e) {  
    // Do something with the exception  
} finally {  
    // Block that is always executed  
}
```

Try-with-resources Block



```
try (AutoCloseableResource r = new AutoCloseableResource()) {  
    // Code that may throw an exception  
} catch (Exception e) {  
    // Do something with the exception  
}
```

Try-with-resources Block



```
try (AutoCloseableResource r = new AutoCloseableResource()) {  
    // Code that may throw an exception  
}
```

Try-with-resources Block




```
try (AutoCloseableResource r = new AutoCloseableResource();  
    AutoCloseableResource r2 = new AutoCloseableResource()) {  
    // Code that may throw an exception  
}
```

Try-with-resources Block



Interfaces to Implement by Resources



`java.lang.AutoCloseable`

`java.io.Closeable`

<http://bit.ly/autocloseabledoc>

<http://bit.ly/closeabledoc>



```
void close() throws IOException;
```

java.io.Closeable



```
void close() throws Exception;
```

java.lang.AutoCloseable



Demo



Try-with-resources block



Three Important Rules



Implement either `java.lang.AutoCloseable` or `java.io.Closeable`.

Initialized from left to right but closed in reverse order.

Suppressed exceptions.

Rethrowing and Chaining Exceptions



```
try {  
    // ...  
} catch (Exception e) {  
    log.error(e);  
}
```




```
try {  
    // ...  
} catch (Exception e) {  
    e.printStackTrace();  
}
```



```
try {  
    // ...  
} catch (Exception e) {  
    return null;  
}
```



Handling a Caught Exception



Handle the exception locally

Propagate the exception by:

- Rethrowing the exception
- Chaining the exception

Demo



Rethrowing and chaining exceptions



The Throws Clause



```
void method() throws ExceptionOne, ExceptionTwo, ExceptionThree
{
    // Code that could throw ExceptionOne, ExceptionTwo,
    // and ExceptionThree
}
```

Throws Clause



Demo



Throws clause



Three Important Rules



Handled or declared.

Mix subclasses and superclasses.

Only throw the specified checked exceptions when overriding.

Summary



Catch block rules

Multi-catch block

Finally block

Try-with-resources block

Rethrowing and chaining exceptions

Throws clause

