

Java training

Exception handling, debugging an app

Session overview

- **Exception handling**
 - General overview
 - Exception types - checked and unchecked
 - `try` / `catch` / `finally`
 - Multiple catch blocks
 - `try with resources`
- **Debugging an app**

Exception

- **Exception** - event that disrupts the normal flow of instructions
 - Examples:
 - Entering invalid data
 - Network, file or database errors
 - Programming bugs
- **Call stack** - the stack of methods through which a program is executed
 - Usually begins with the 'main' method
 - Ends with the method and line where the exception occurred

Examples

- **NullPointerException:**

```
private String name = null;           // a not initialized variable
System.out.println(name.length()); // → NullPointerException
```

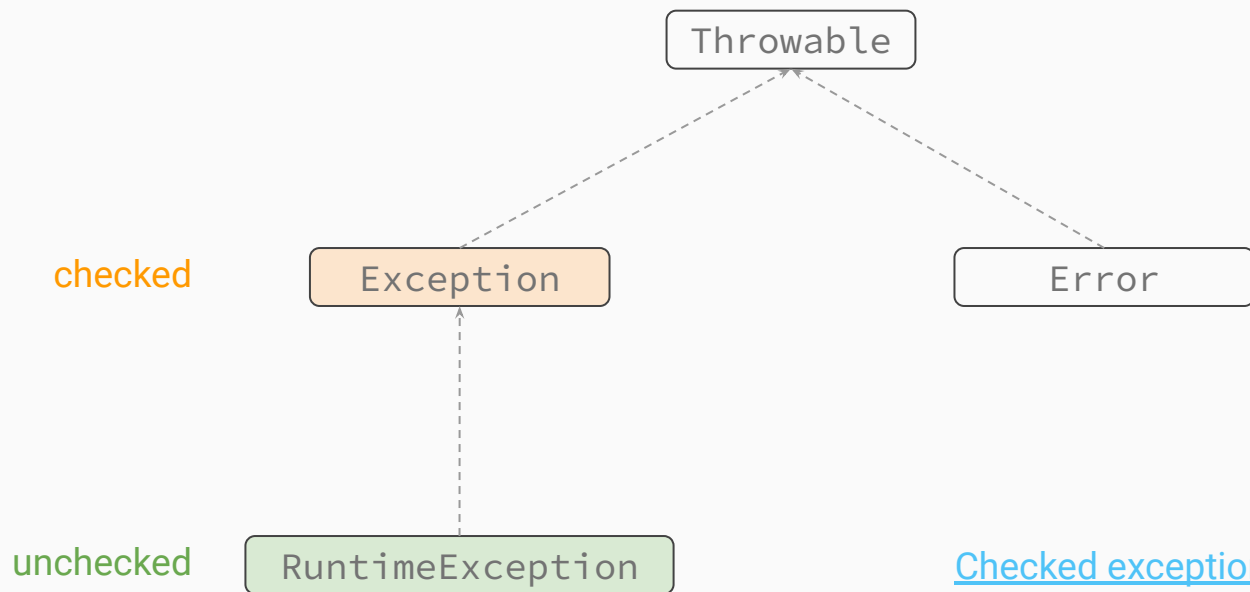
- **NumberFormatException**

```
private String id = "23x";  
private int parsed = Integer.parseInt(id);  
// → NumberFormatException
```

Exception types

- **Checked** (compile-time) exceptions - occurs at the compile time
 - Need to be caught or re-thrown
- **Unchecked** (runtime) exceptions - occur when the program is executing
 - Don't need to be caught
- **Errors** - problems that arise beyond the control of the programmer
 - Indicates *serious problems* that a reasonable application should not try to catch
 - A serious abnormal condition in the program

Exceptions hierarchy



[Checked exceptions - Java's biggest mistake](#)

Exception handling

- Handled via **try** / **catch** blocks

- Example:

```
try {  
    int value = Integer.parseInt("23x");  
    // statement(s) which can throw exception(s)  
} catch (Exception ex) {  
    // handle exception  
}
```

- Can be further re-thrown (if needed)

Exception handling

- **try / catch** blocks
 - Used to handle most exceptions
 - Mandatory for checked exceptions
 - Recommended for unchecked exceptions
 - Can handle multiple exception types

```
catch (AnException | AnotherException ex)
```
- **finally** block
 - Executed regardless if the exception occurs or not
 - Not mandatory

Multiple catch blocks

- Some exception types need to be handled differently
- Multiple catch blocks can be used in a try / catch block
- Example:

```
try {  
    // processing which may cause exceptions  
} catch (NullPointerException ex) {  
    // processing the null pointer  
} catch (Exception ex) {  
    // processing the generic exception  
}
```

Complete example

```
int value = 0;
try {
    value = Integer.parseInt("23");
} catch (Exception ex) {
    value = -1;
    ex.printStackTrace(); // prints the entire call stack
} finally {
    System.out.println("The value is " + value);
}
```

Using checked exceptions

- Methods can be declared as **throwing** (checked) exceptions
`void processProduct(Product product) throws Exception;`
- The calling method must either:
 - **Catch the exception(s)** - using a try / catch block
 - **Re-throw the exception(s)** - propagate or change the exception type
`throw new Exception(ex.getMessage());`
- **Advice** - catch and process it **as soon as possible** (processing wise)

Hands-on

- Using checked exceptions
 - Throwing
 - Catching them in `try / catch` blocks
 - Changing the exception type

Using unchecked exceptions

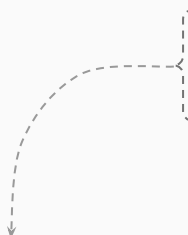
- Not mandatory to be caught; advisable to use a handler (try-catch) for them
- Thrown once, will 'traverse' the call stack until a handler will be met
- If no handler will be met - the program execution *will be interrupted*

Exceptions - usage advice

- Use **unchecked** exceptions, as much as possible
 - **Throw** them from the method where the exceptions occurred
 - **Catch** and **handle** them from a single place - centralized exception handling
 - **Define** and **use different exception types**, based on the business logic
- For **checked** exceptions
 - Do **NOT** perform logic in the catch and finally blocks
 - **'catch'** *should* be used just for logging the errors and sending error reports
 - **'finally'** *should* be used just for closing resources (further discussed)

try with resources

- Since Java 7, [automatic resource closing / releasing](#) can be used → 'try with resources' blocks



```
try (FileReader fr = new FileReader(file);  
    BufferedReader br = new BufferedReader(fr)) {  
    String line;  
    while ((line = br.readLine()) != null) {  
        System.out.println(line);  
    }  
} catch (IOException ex) {  
    ex.printStackTrace();  
}
```

Both streams will be
closed automatically

Debugging an application

- **Debugging** - investigating and fixing a bug
- Mostly done from the IDE
- Main modes:
 - Adding **logging statements** (messages)
 - + Can be watched and changed dynamically
 - - Read-only access
 - - May be difficult to follow
 - Running the app in **debug mode**
 - + Dynamic tracing of the program execution
 - - Requires debugging mode access (local / remote)

Debugging from the IDE

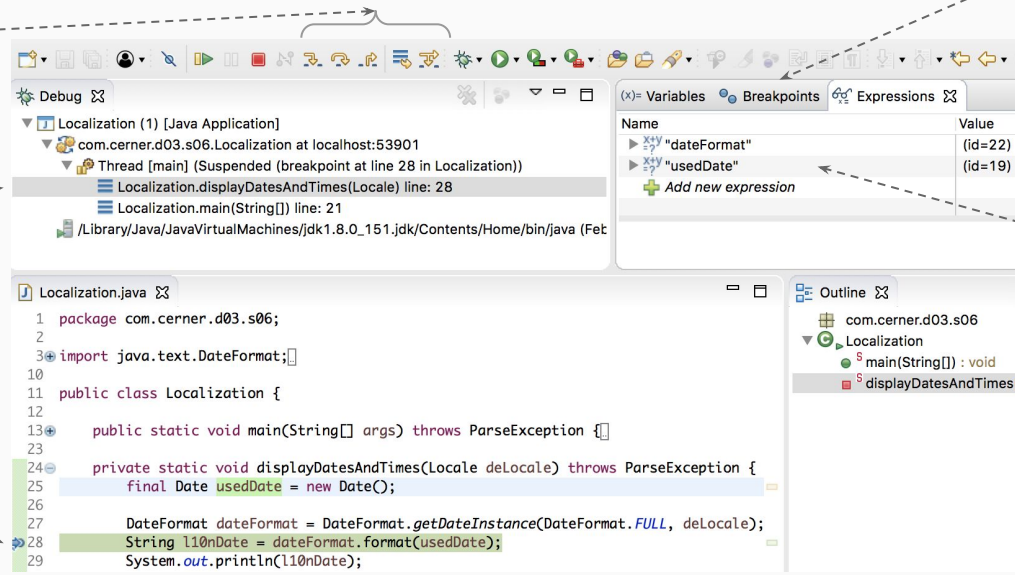
- **Breakpoints** - execution points where the processing will be paused
- **Watches** - variables watched for changes

Execution
continuation mode

Thread selection
section

Breakpoint

Hands-on →



Breakpoints view

Watches

Hands-on

- Use various `try` / `catch` / `finally` statements
 - Catching null assignments
 - Parsing various values
- Use checked and unchecked exceptions
- Define and throw your own exception types:
 - Create a `ProductNotFound` exception, use it from a `ProductService`

Our use-case - a ProductService

- The ProductService contains CRUD operations for Products
- Exception throwing use-cases:
 - **Creating a product:**
 - Invalid name or price
 - **Reading the products:**
 - No products are available
 - There is no product with a given ID
 - **Updating a product:**
 - There is no product with the given ID
 - Invalid name or price
 - **Deleting a product:**
 - There is no product with the given ID

Further reading

- <https://advancedweb.hu/2018/02/06/debug/>
- <http://www.vogella.com/tutorials/EclipseDebugging/article.html>
- <https://www.youtube.com/watch?v=9gAjlQc4bPU>

+ countless other articles

Q&A session

1. You ask, I answer
2. I ask, you answer