

Chapter 12.

Exception Handling



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COMP2396 Object-Oriented Programming and Java

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Risky Behavior

- Suppose you want to call a method in a class not written by you.
- That method does something **risky**, something that might not work at **runtime** (e.g., opening a file that does not exist).
- You **need** to **know** that the method you are calling is risky.
- You can then write code which can **handle** the **exceptional** situation if it does happen.

```
public class Cow {  
    void moo() {  
        if (serverDown()) {  
            explode();  
        }  
    }  
}
```

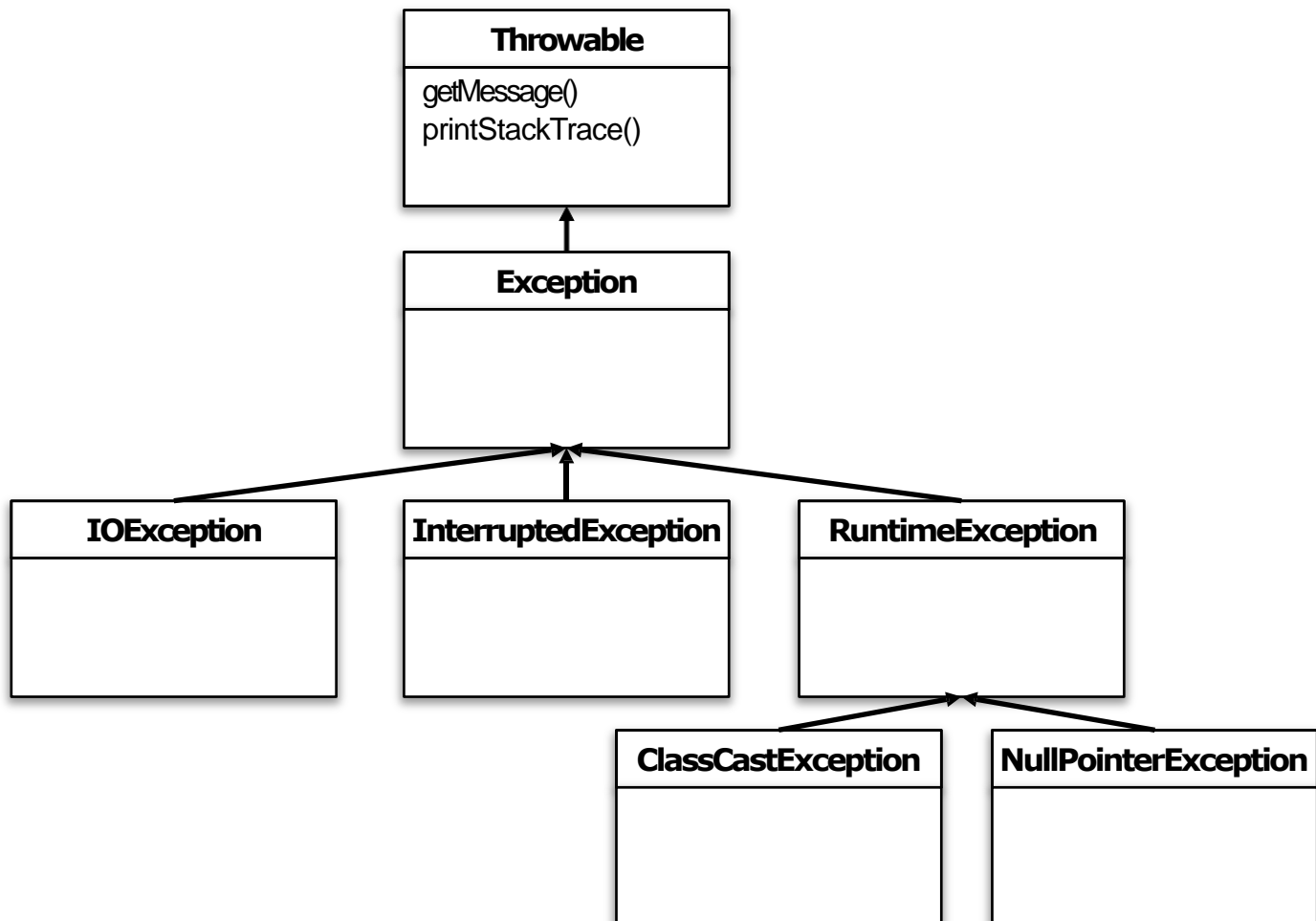
Exceptions in Java

- In Java, a method can **throw** an **exception** when something **fails** at **runtime**.
- An exception is an object of type **Exception** (or any of its subclasses)
- A **risky method** (i.e., one that may throw an exception)
 - Declares the type of exception it might throw using the **keyword throws**
 - Throws an exception using the **keyword throw**

```
public void takeRisk() throws BadException {  
    if (abandonAllHope()) {  
        throw new BadException();  
    }  
}
```

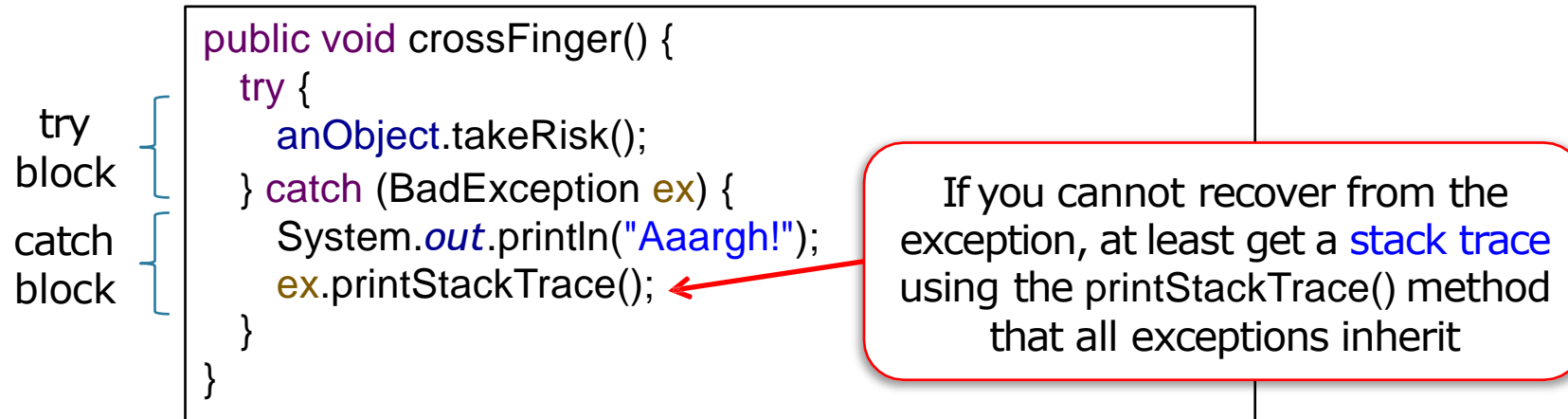
Exception Class Hierarchy

—Part of the Exception class hierarchy



Handling Exceptions

- Use a **try/catch block** when calling a risky method to tell the **compiler** that
 - You **know** an exceptional thing could happen in the method you are calling
 - You are **prepared** to **handle** it



The diagram shows a Java code snippet for a method named `crossFinger()`. The code is enclosed in a box. To the left of the code, there are two curly braces: the top one is labeled 'try block' and the bottom one is labeled 'catch block'. A red arrow points from a text box on the right to the `ex.printStackTrace();` line in the catch block. The text box contains the text: 'If you cannot recover from the exception, at least get a **stack trace** using the `printStackTrace()` method that all exceptions inherit'.

```
public void crossFinger() {  
    try {  
        anObject.takeRisk();  
    } catch (BadException ex) {  
        System.out.println("Aaargh!");  
        ex.printStackTrace();  
    }  
}
```

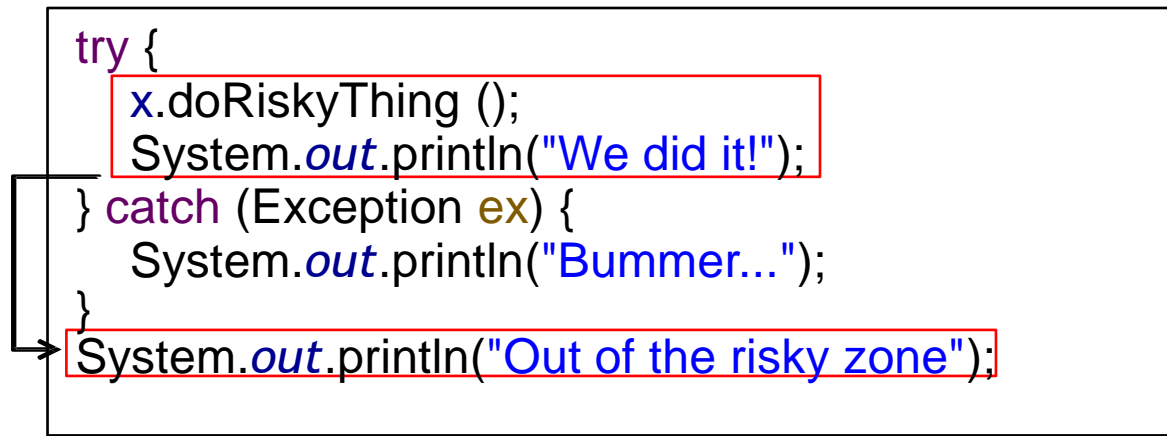
try block {
catch block {

If you cannot recover from the exception, at least get a **stack trace** using the `printStackTrace()` method that all exceptions inherit

- The compiler does not care **how** you handle the exception. All it cares is that you are taking care of it

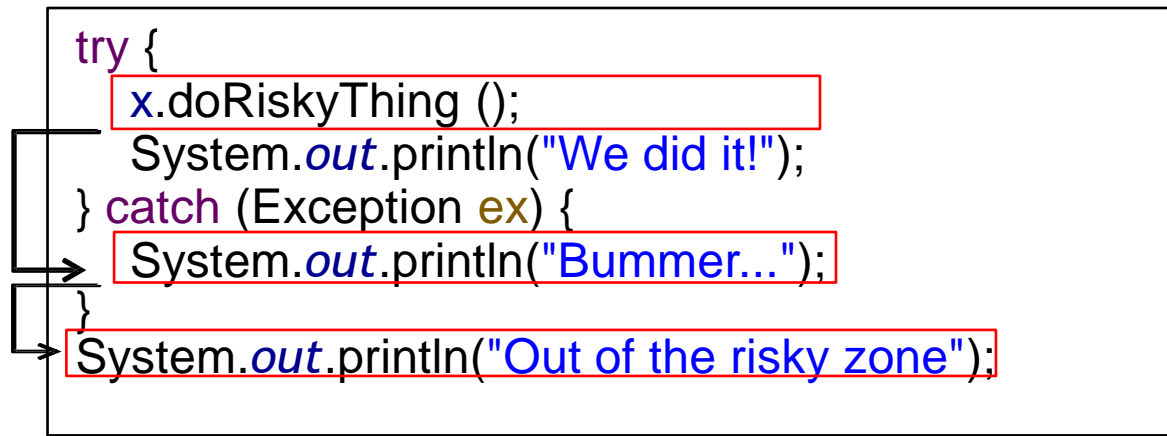
Flow of Control in Try/Catch Blocks

- When you call a risky method, one of the 2 cases can happen
 - The risky method **succeeds**
 - The **try block completes**
 - The code in the **catch block never runs**
 - The method **continues** with the code **below** the **catch block**



Flow of Control in Try/Catch Blocks

- When you call a risky method, one of the 2 cases can happen
 - The risky method **throws** an **exception**
 - The **rest** of the **try block** **never runs**
 - The **catch block** **runs**
 - The method **continues** with the code **below** the **catch block**



Finally Block

- A **finally block** is where you put code that **must run** regardless of an exception

```
try {  
    turnOnOven();  
    x.bake(); // bake() throws BakingException  
} catch (BakingException ex) {  
    ex.printStackTrace();  
} finally {  
    turnOffOven();  
}
```

finally block {

- When the **try** or **catch block completes**, the **finally block runs**
- When the **finally block completes**, the **rest** of the method **continues**

Finally Block

- Even if the **try** or **catch block** has a **return statement**, the **finally block** will **still run!**
- Flow jumps to the **finally block**, then back to the return statement
- Example

```
try {  
    turnOnOven();  
    x.bake(); // bake() throws BakingException  
} catch (BakingException ex) {  
    ex.printStackTrace();  
    return; // the finally block runs before the return statement  
} finally {  
    turnOffOven();  
}
```

Unchecked Exceptions

- `RuntimeExceptions` are **not checked** by the **compiler**, and are known as “unchecked exceptions”
- Most `RuntimeExceptions` come from a problem in **code logic** (e.g., casting a reference into an incompatible type), rather than from a condition that fails at **runtime** in a way that one **cannot** predict or prevent
- The **compiler** does not bother checking whether a method **declares** that it throws a `RuntimeException`, or whether the caller **acknowledges** that it might get that exception at **runtime** (i.e., by using a try/catch block)
- A **try/catch block** is for handling **exceptional** situations. Use it to **recover** from situations you cannot guarantee will succeed, not flaws in your code
- Examples: `NullPointerException`, `ArrayIndexOutOfBoundsException`, `ArithmeticException`, `IllegalArgumentException`, `NumberFormatException`

Checked Exceptions

- All exceptions that are not a **subclass** of `RuntimeException` are **checked** by the **compiler**, and are known as “**checked exceptions**”
- Methods that might throw a checked exception **must announce** it with a **throws-exception declaration**
- If your code calls a **checked-exception-throwing method**, it must **reassure** the compiler that precautions have been taken
 - If you are prepared to **handle** the exception, wrap the call in a **try block**, and put your exception handling code in the **catch block**
 - Alternatively, you can make the compiler happy by officially ‘**ducking**’ the exception
- Examples: `SQLException`, `IOException`, `ClassNotFoundException`, `InvocationTargetException`

Ducking an Exception

- If you do not want to handle an exception, you can **duck** it by **declaring** it

```
public void foo throws ClothingException {  
    // doLaundry() throws ClothingException  
    laundry.doLaundry();  
}
```

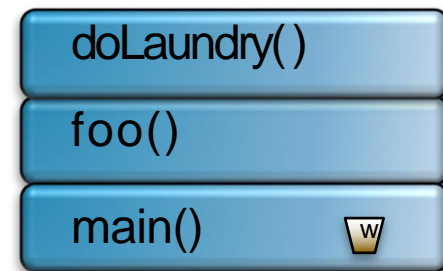
- When a method **throws** an **exception**, that method is **popped** off the stack immediately, and the exception is thrown to the next method **down** the stack (i.e., the caller)
- If the caller is a **ducker**, the ducker is **popped** off the stack immediately and the exception is thrown to the next method and so on...
- This repeats until some method in the calling chain handles the exception.

Ducking an Exception

—Example

```
public class Washer {  
    Laundry laundry = new Laundry();  
  
    public void foo()  
        throws ClothingException {  
        laundry.doLaundry();  
    }  
  
    public static void main(String[] args)  
        throws ClothingException {  
        Washer w = new Washer();  
        w.foo();  
    }  
}
```

- 1 main() calls foo(), and foo() calls doLaundry(). doLaundry() is running and **throws** a ClothingException

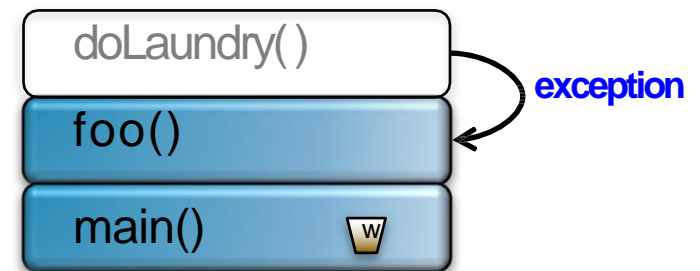


Ducking an Exception

—Example

```
public class Washer {  
    Laundry laundry = new Laundry();  
  
    public void foo()  
        throws ClothingException {  
        laundry.doLaundry();  
    }  
  
    public static void main(String[] args)  
        throws ClothingException {  
        Washer w = new Washer();  
        w.foo();  
    }  
}
```

- 2 doLaundry() is **popped** off the stack immediately and the exception is thrown back to foo(). foo(), however, is a **ducker** and does not have a try/catch block



Ducking an Exception

—Example

```
public class Washer {  
    Laundry laundry = new Laundry();  
  
    public void foo()  
        throws ClothingException {  
        laundry.doLaundry();  
    }  
  
    public static void main(String[] args)  
        throws ClothingException {  
        Washer w = new Washer();  
        w.foo();  
    }  
}
```

3 foo() is **popped** off the stack and the exception is thrown back to main(). main() is also a **ducker** and does not have a **try/catch block**

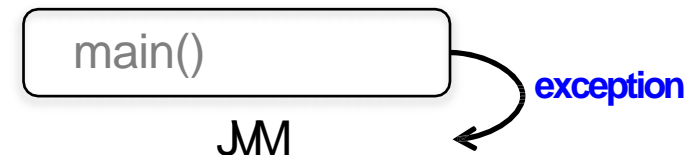


Ducking an Exception

—Example

```
public class Washer {  
    Laundry laundry = new Laundry();  
  
    public void foo()  
        throws ClothingException {  
        laundry.doLaundry();  
    }  
  
    public static void main(String[] args)  
        throws ClothingException {  
        Washer w = new Washer();  
        w.foo();  
    }  
}
```

4 main() is **popped** off the stack and the exception is thrown back to the JVM. The JVM **shuts down**



Exception Rules

- You cannot have a **catch** or **finally block** without a **try block**

```
void go() {  
    Foo f = new Foo();  
    f.fooof();  
    catch (FooException ex) { }  
}
```

This won't compile!

- You cannot put code between the **try block** and the **catch block**

```
try {  
    x.doStuff();  
}  
int y = 43;  
catch (Exception ex) { }
```

This won't compile!

Exception Rules

- A **try block** must be **followed** by either a **catch** or a **finally block**, or both

```
try {  
    x.doStuff();  
} finally {  
    // cleanup  
}
```

- A **try block** with only a **finally block** must still **declare** the exception

```
void go() throws FooException  
{  
    try {  
        x.doStuff();  
    } finally { }  
}
```

Catching Multiple Exceptions

- A method can **throw multiple** exceptions, and it must **declare all** the **checked exceptions** it can throw

```
public void doLaundry() throws PantsException, ShirtException {  
    // code that could throw either exception  
}
```

- The compiler will make sure that you have **handled all** the checked exceptions thrown by the method you are calling
- To handle multiple exceptions, simply **stack** the **catch blocks** under the **try block**, one after another

```
try {  
    laundry.doLaundry();  
} catch (PantsException pex) {  
    // recovery from PantsException  
} catch (ShirtException lex) {  
    // recovery from ShirtException  
}
```

Catching Multiple Exceptions

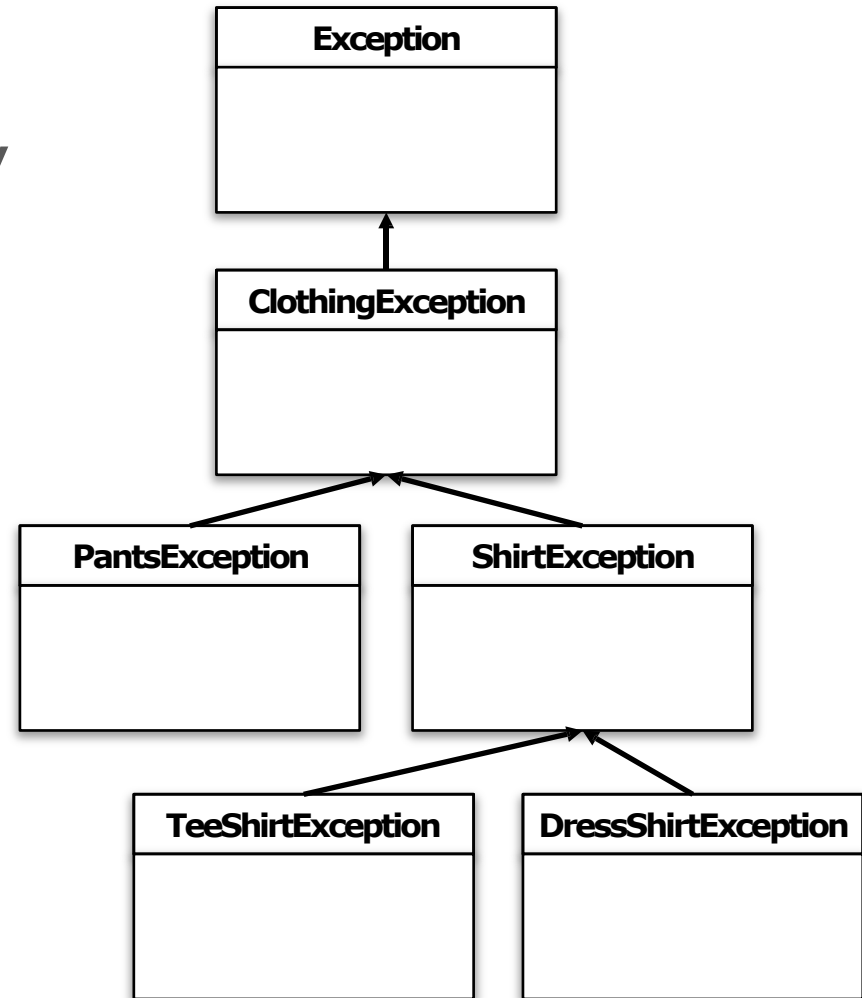
- When an **exception** is **thrown** by a method in the **try block**, the JVM simply starts at the first catch block and works its way down until it finds the **first catch block** that can handle the exception

```
try {  
    anObject.riskyMethod();  
} catch (Exception1 ex1) {  
    // 1st catch block to check  
} catch (Exception2 ex2) {  
    // 2nd catch block to check  
} catch (Exception3 ex3) {  
    // 3rd catch block to check  
} catch (Exception4 ex4) {  
    // 4th catch block to check  
}
```

Catching Multiple Exceptions

- If 2 or more exceptions have a **common superclass**, the method can **declare just the superclass** (i.e., **polymorphic type**)

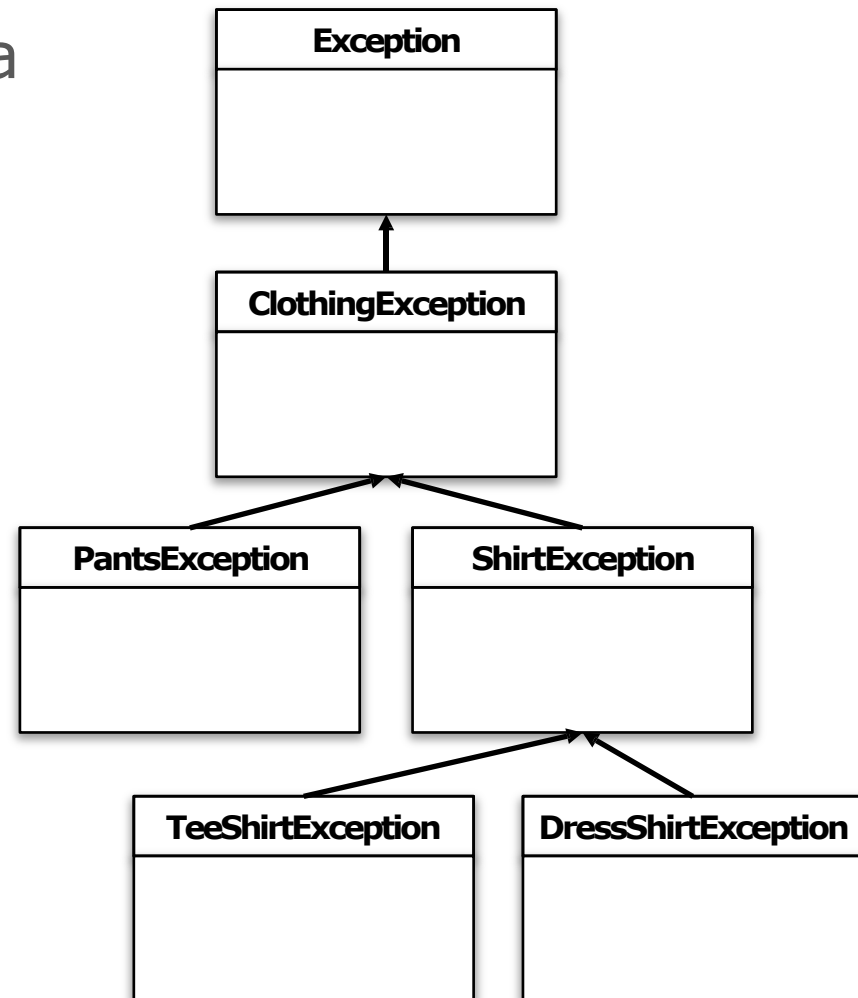
```
public void doLaundry()  
    throws ClothingException {  
    // code that could throw any  
    // subclass of ClothingException  
}
```



Catching Multiple Exceptions

- A catch block for catching a particular exception can also catch **all subclasses** of that exception (i.e., **polymorphic type**)

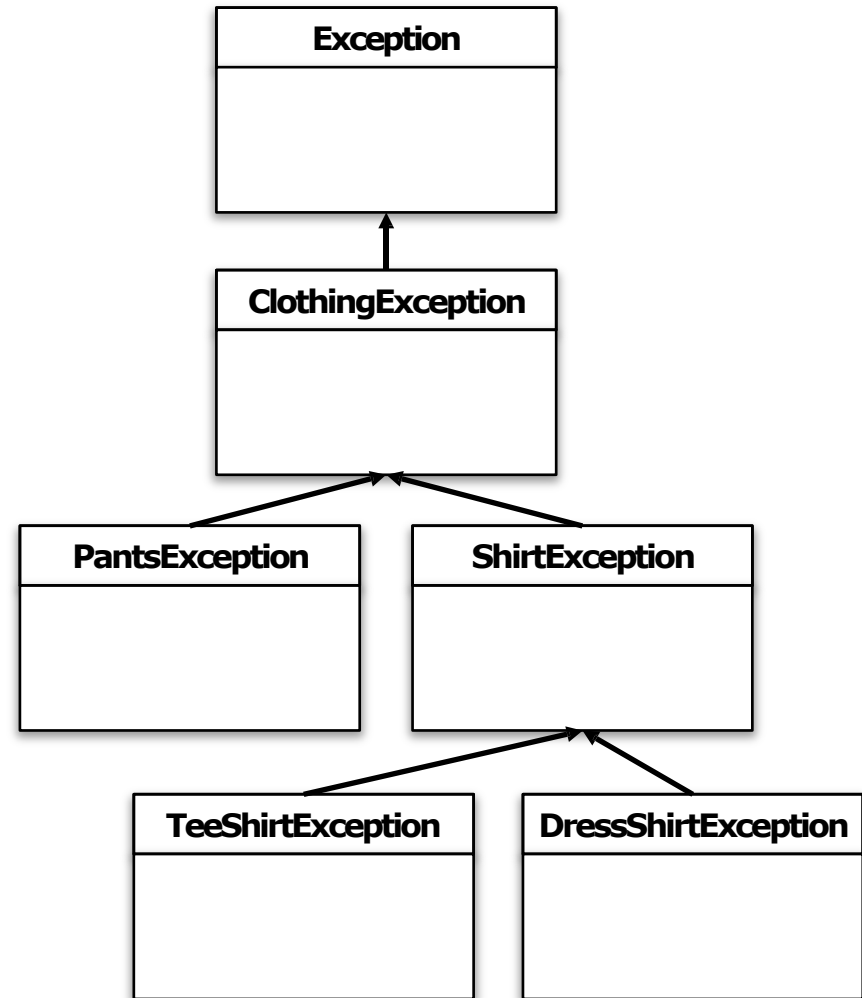
```
try {  
    laundry.doLaundry();  
} catch (ClothingException ex) {  
    // recovery from any subclass  
    // of ClothingException  
}
```



Catching Multiple Exceptions

- Multiple catch blocks must therefore be **ordered** from catching the most **specific** exception to the most **generic** exception

```
try {  
    laundry.doLaundry();  
} catch (TeeShirtException tex) {  
    // recovery from TeeShirtException  
} catch (ShirtException pex) {  
    // recovery from ShirtException  
} catch (ClothingException ex) {  
    // recovery from all others  
}
```



Any problems?



If you encounter any problems in understanding this set of materials, **please feel free to contact me or my TAs.**

We are always with you!



Additional reference: <https://howtodoinjava.com/java/exception-handling/checked-vs-unchecked-exceptions-in-java/>

Chapter 12.

End



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