

## Initializing the Eserver System and reporting errors

We create two new classes, both non-instantiating to contain methods that deal with the initialization of the entire system and reporting errors

We create a class **Init** that contains the method

```
public static int initializeSystem() {
    let error be Globals.PROCESS_ERROR

    error = open messages file
    if PROCESS_OK {
        error = retrieve availableList

        if PROCESS_OK {
            do nothing
        }
        else {
            report error 2
        }
    }
    else {
        report error 1
    }
    return error
}
```

We create a class **Error** that contains the method

```
public static void report(int errorNumber) {
    String errorMessage = "";
    switch(errorNumber) {
        case 00 : errorMessage = "Error initializing system";
                    break;
        case 01 : errorMessage = "01 Error opening messages file" + Globals.MESSAGES_FILE;
                    break;
        case 02 : errorMessage = "02 Error opening available list file " + Globals.AVAILABLE_LIST_FILE;
                    break;
        case 03 : errorMessage = "Error retrieving accounts " + Globals.ACCOUNTS_FILE;
                    break;
        case 04 : errorMessage = "Error opening sender index file " + Globals.SENDER_INDEX_FILE;
                    break;
        case 05 : errorMessage = "Error opening receiver index file " + Globals.RECEIVER_INDEX_FILE;
                    break;
        default : errorMessage = "Unknown error";
                    break;
    }
    System.out.println(errorMessage);
}
```

More error messages are added as the system grows larger.