

# Exceptions & Error Handling\_

## Roadmap

- Define exceptions
- When to use exceptions
- How to use exceptions

# What are Exceptions?

- A tool to handle errors
- Built-in Exception class - An object with the type **Exception**
- There is usually a message that describes what went wrong
- Exceptions are *thrown* when an application can't perform an operation

## Throwing Exceptions

```
int[] numbers = {1, 2, 3};  
System.out.println(numbers[999]);
```

- When this runs, an **ArrayIndexOutOfBoundsException** exception is thrown

# Try-Catch

- We don't want to crash our application, we can manage this by **catching** exceptions
- Control flow structure
- Catch blocks go from **more** to **less** specific
  - The most specific catch block will execute
- Block scope
  - Variables declared inside of a try or catch block only exist in that block

# Try-Catch

- **Try:** The code here will be tried, but it could cause an exception
- **Catch:** Code that handles any exceptions
- We almost always use **e** as the identifier in the catch block

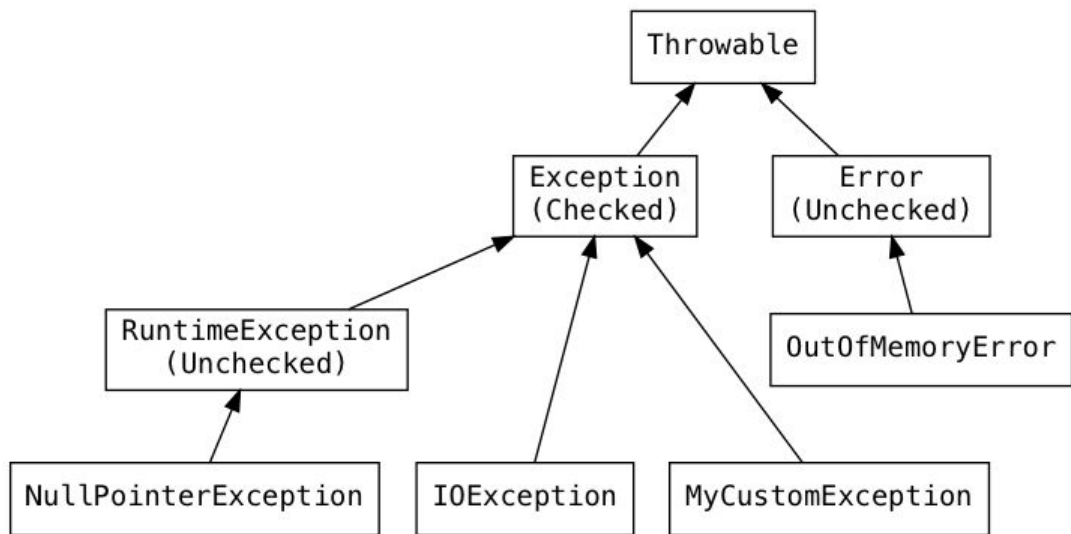
```
try{  
    String[] days = {"Monday", "Tuesday"};  
    System.out.println(days[4]);  
    //ArrayIndexOutOfBoundsException  
} catch (ArrayIndexOutOfBoundsException e){  
    System.out.println("There is an error!");  
    e.printStackTrace(System.out);  
} catch (Exception e){  
    System.out.println("General Exception");  
    e.printStackTrace();  
}
```

## Exception Methods

- **getMessage**
  - Returns the exception message as a string
- **printStackTrace**
  - Prints full details of the exception to the console

## Types of Exceptions

- **Unchecked Exceptions**
  - Mostly exceptions that are built into Java
  - Does not need to be explicitly dealt with
- **Checked Exceptions - Must be dealt with!!!**
- **Error**
  - Out of scope for now
  - Errors represent something is very wrong



## Checked Exceptions

- **Checked Exceptions**
  - Must be handled in code
  - Try/Catch
  - Or by declaring them in the method signature with the **throws** keyword
  - Enforced by the compiler
    - If not handled, code will not compile

**\*\* Code Examples \*\***