

Lesson 8 Assignment

I'd like you to add one more new exception class to your temperature conversion project: `InvalidTemperatureException`. You'll throw that exception when your user tries to store a temperature that's below absolute zero in a `Temperature` object. Once you've created the exception class, you can use it in several ways.

Here's one way to do it:

1. Create a new class in the project, `InvalidTemperatureException`, that's similar to `InvalidTemperatureTypeException` but has a different name.
2. Add a check for valid temperatures to each of the set methods: `setDegreesFahrenheit()`, `setDegreesCelsius()`, and `setDegreesKelvin()`. You can use a call to `isTemperatureValid()` to do that check. If the temperature isn't valid, throw an `InvalidTemperatureException`. You'll also need to add a throws clause to the method declaration.
3. Since the constructor could call the set method and get back the exception, you'll need to add the `InvalidTemperatureException` to the constructor's throws clause.
4. Last, add a second catch block to the try-catch code in the `main()` method so that the program handles both exceptions there.

If you'd like to compare your code to mine, here are the four classes in my project now.

[See TemperatureDriverClass](#)

[See Temperature Class](#)

[See InvalidTemperatureTypeException Class](#)

[See InvalidTemperatureException Class](#)