

# Exceptions

- Reading: Savitch, Chapter 8

# Objectives

- To learn how to handle an exception (exception propagation).
- To learn how to define an exception.

# Exception Propagation

- If it is not appropriate to handle the exception where it occurs, it can be handled at a higher level.
- Exceptions can be *propagated* up through the method calling hierarchy until they are caught and handled or until they reach the outermost level (the `main()` method).

# Example

//Propagation\_Demo.java

```
public class Propagation_Demo {  
    public static void main (String [ ] args) {  
        System.out.println("program beginning");  
        Exception_Scope demo =  
                                new Exception_Scope();  
        demo.level_1();        // method call  
        System.out.println("program ending");  
    }  
}
```

```
// Exception_Scope.java defines three methods  
// level_3, level_2, level_1
```

```
class Exception_Scope {  
    public void level_3 (int adjustment) {  
        System.out.println("level_3 beginning");  
        int current = 1;  
        current = current /adjustment;  
        // don't handle exceptions here  
        System.out.println("level_3 ending");  
    }  
}
```

```
public void level_2 () {  
    System.out.println("level_2 beginning");  
    level_3(0);  
        // don't handle exceptions here  
    System.out.println("level_2 ending");  
}
```

```
//Exceptions are handled in the method
// when it calls a method
public void level_1 () {
    System.out.println("level_1 beginning");
    try {
        level_2();
    }
    catch (ArithmeticException problem) {
        System.out.println(problem.getMessage());
        problem.printStackTrace();
    }
} // end of level_1
} // end of class
```

# The program execution

**% *java Propagation\_Demo***

*program beginning*

*level\_1 beginning*

*level\_2 beginning*

*level\_3 beginning*



*/ by zero*

*java.lang.ArithmeticException: / by zero*

*at Exception\_Scope.level\_3(Propagation\_Demo.java:16)*

*at Exception\_Scope.level\_2(Propagation\_Demo.java:21)*

*at Exception\_Scope.level\_1(Propagation\_Demo.java:28)*

*at Propagation\_Demo.main(Propagation\_Demo.java:7)*

*program ending*

# User Defined Exceptions

- A programmer can define their own exception class by extending the class from an existing API exception class.

- Exceptions are thrown using the throw statement. The syntax of the statement is

```
throw exceptionObject;
```

- When you use a throw-statement in your code you should usually define your own exception class.
- If you use a predefined, more general exception class, then your catch-block will have to be general

# Example

```
//Throw_Demo.java
```

```
import java.io.IOException;
```

```
public class Throw_Demo {
```

```
    public static void main(String[] args) throws Oops {
```

```
        Oops problem = new Oops("Alert!");
```

```
        throw problem;
```

```
    }
```

```
}
```

```
class Oops extends IOException {
```

```
    Oops(String message) { super(message); }
```

```
}
```

The program execution is

*% java Throw\_Demo*

*Exception in thread "main" Ooops: Alert!*

*at java.lang.Throwable.fillInStackTrace(Native Method)*

*at java.lang.Throwable.<init>(Throwable.java:94)*

*at java.lang.Exception.<init>(Exception.java:42)*

*at java.io.IOException.<init>(IOException.java:47)*

*at Ooops.<init>(Throw\_Demo.java:12)*

*at Throw\_Demo.main(Throw\_Demo.java:7)*

- Usually a throw statement is nested inside an if statement that evaluates the condition to see if the exception should be thrown.

## Example

//ThrowEx.java

```
import java.io.*;

public class ThrowEx {
    public static void main(String [ ] args) throws IOException
    {
        try {
            System.out.println("Your current age is " + getAge());
        }
    }
}
```

```
    catch(NumberTooBigException e1)
    {
        System.out.println(e1.getMessage());
    }
    catch(NumberTooSmallException e2)
    {
        System.out.println("Invalid input. Try again.");
    }
} // end of main
```



```
static int getAge() throws IOException,  
                    NumberTooBigException,  
                    NumberTooSmallException  
{  
    BufferedReader stdin = new BufferedReader  
        (new InputStreamReader (System.in));  
    System.out.print ("Enter your age: ");  
    int age = Integer.parseInt (stdin.readLine());  
}
```

```
    if (age > 130)
        throw new NumberTooBigException(
            "Are you sure you are that old?");
    else if (age < 0)
        throw new NumberTooSmallException();
    else
        return age;
} // end of getAge
} // end of ThrowEx class
```

```
class NumberTooBigException extends Exception
{

    public NumberTooBigException ()
    {    super();    }
    public NumberTooBigException (String s)
    {    super(s);    }
}
```

```
class NumberTooSmallException extends Exception
{
    public NumberTooSmallException() {super();}
    public NumberTooSmallException (String s) {
        super(s); }
}
```

# The program executions

```
%java ThrowEx
```

```
Enter your age: 80
```

```
Your current age is 80
```

**%java ThrowEx**

*Enter your age: -4*

*Invalid input. Try again.*

**%java ThrowEx**

*Enter your age: 140*

*Are you sure you are that old?*

# Summary

- An exception is an object descended from the `Exception` class
- You can use predefined exception classes or define your own
- Exceptions can be thrown by:
  - certain Java statements
  - methods from class libraries
  - explicit use of the `throw` statement
- An exception can be thrown in either
  - a `try` block, or
  - a method definition without a `try` block, but in this case the call to the method must be placed inside a `try` block

# Summary

- An exception is caught in a catch block
- When a method might throw an exception but does not have a catch block to catch it, usually the exception class must be listed in the `throws`-clause for the method
- A try block may be followed by more than one catch block
  - more than one catch block may be capable of handling the exception
  - the first catch block that can handle the exception is the only one that executes
  - so put the most specific catch blocks first and the most general last
- Every exception class has a `getMessage` method to retrieve a text message description of the exception caught