**Exception** – An unwanted event occurred which disturbs the normal flow of prog.

**Exception Handling** - Graceful termination of program.

**Meaning of Exception Handling** – So that something won’t go wrong at runtime, defining alternative way so that flow of the program won’t get disturbed ex-if London file is not available no worries use local file.

**Runtime Stack Mechanism** – For Every thread JVM creates one runtime stack, every method called by these threads creates an entry in the stack, each entry in the stack is called activation record or stack frame.

**Default Exception Handling**- The method in which exception arises the same method will create an exception object with the help of JVM, jvm will ask the method do you have handling code if not available then jvm will terminate the method abnormally and will remove corresponding entry from the stack, finally jvm will ask main method which is the caller of code if main too doesn’t have the handling code then jvm will terminate main method too. Finally jvm will handle the exception with the help of default exception handler which is nothing but just print the error message and terminates the prog abnormally.

**Exception Hierarchy –** Throwable class is the root class of Exception and Error classes.

**Diff b/w exception and error-** Most of the time exceptions are caused by our program and Exceptions are recoverable

**Checked and unchecked exception—**exceptions which are checked by compiler for the smooth execution of prog at runtime these exception are called checked exception. **HallTicketMissingException, PenMightNotWorkException**