

WTP Class #5 Vocabulary

1. **Exception** – This class is the base class for all exceptions. When an error occurs, either the system or the currently executing application reports it by throwing an exception containing information about the error.
2. **NullPointerException** - This exception is thrown when you try to access a member on a type whose value is null.
3. **try-catch** - These statements consist of a try block followed by one or more catch clauses, which specify handlers for different exceptions.
4. **finally** - This is useful for cleaning up any resources allocated in the try block as well as running any code that must execute even if there is an exception.
5. **throw** - This statement is used to signal the occurrence of an anomalous situation (exception) during the program execution.