

LET'S THINK FOR A BIT ABOUT
HOW EXCEPTIONS ARE HANDLED

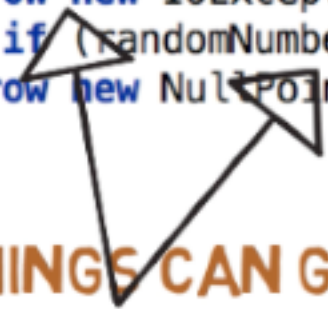
(THIS EXAMPLE IS FROM JAVA,
BUT PRETTY MUCH ALL LANGUAGES
DO IT THIS WAY)

LET'S SAY THERE IS A METHOD,
WHERE THINGS CAN GO WRONG

```
public static void methodOne(int randomNumber) throws
    IOException, NullPointerException {
    if(randomNumber == 1) {
        throw new IOException("IO Exception");
    } else if (randomNumber == 2) {
        throw new NullPointerException("Null Pointer
    }
}
```

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IN FACT THINGS CAN GO WRONG
IN 2 SPECIFIC WAYS -

THE CODE INSIDE THE FUNCTION
COULD LEAD TO 2 TYPES OF
EXCEPTIONS BEING THROWN,
SO THE FUNCTION VERY
HELPFULLY CALLS THIS FACT OUT
IN ITS SIGNATURE

THEN - ANY CODE CALLING THIS
METHOD MUST EITHER "CATCH"
THESE EXCEPTIONS, OR MUST
ANNOUNCE THAT IT TOO MIGHT
THROW THE EXCEPTION

} THIS METHOD KNOWS HOW
TO HANDLE ONE OUT OF THE TWO
TYPES OF EXCEPTIONS..

AND THIS METHOD IN TURN
IS CALLED BY YET ANOTHER
WHICH KNOWS WHAT TO
DO WITH THE REMAINING
TYPE OF EXCEPTION

```
public static void methodThree(int randomNumber) {  
    try {  
        methodTwo(randomNumber);  
    } catch (IOException iox) {  
        System.out.println("Caught the IO Exception inside methodThree");  
    }  
}
```

SINCE ALL OF THE ANNOUNCED
TYPES OF EXCEPTIONS ARE NOW
HANDLED, THE CODE THAT CALLS
THIS METHOD NEED NOT DO
ANYTHING AT ALL -

```
public static void main(String[] args) {  
    int randomNumber = (int) Math.ceil(Math.random() * 10);  
    methodThree(randomNumber);  
}
```

