**Assignment 9 Try/Catch Blocks**

Project 2 provided a snippet of code and instructions to place it into a try/catch block that would account for InputMismatchExceptions as well as exceptions caused by dividing by zero. The only thing I would say I did differently from the instructions was to include throwing an exception if the input for n1 was 0, because I didn’t like the way it felt to move on to the next step and have to start over. I was unsure about whether I would have to handle the exception in a separate, third catch block, but I see that if the test for zero after n1 returns true, control moves to the catch block, and if it doesn’t, the block is there to be used by the test for n2. I think that’s correct, but there’s so much I don’t know, that it’s possible that it isn’t. I also wanted to account for just repeating the second input if it was invalid, but I decided not to deviate from the instructions.

