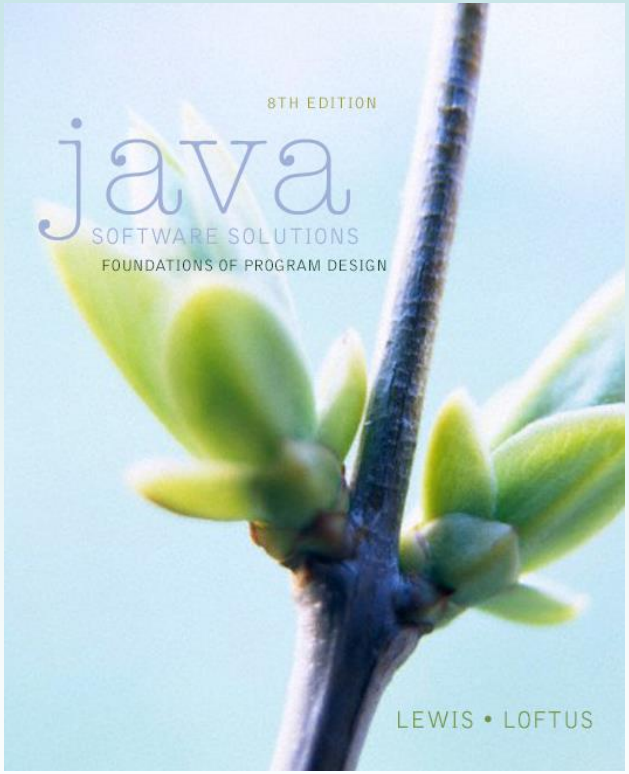
Chapter 11
Exceptions



Java Software Solutions
Foundations of Program Design
8th Edition

(edited BPK 3/23/2017)

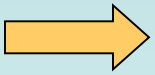
John Lewis
William Loftus

Addison-Wesley
is an imprint of
PEARSON

Exceptions

- Exception handling is part of software design
- Chapter 11 focuses on:
  - the purpose of exceptions
  - exception messages
  - the try-catch statement
  - propagating exceptions
  - the exception class hierarchy
  - ☺ GUI mnemonics and tool tips
  - ☺ more GUI components and containers

Outline



Exception Handling

The try-catch Statement

Exception Classes

I/O Exceptions

☺ **Tool Tips and Mnemonics**

☺ **Combo Boxes**

☺ **Scroll Panes and Split Panes**

Exceptions

- An *Exception* is an object that describes an unusual or erroneous situation
- Exceptions are *thrown* by a program when some sort of problem occurs, and may be *caught* and *handled* by another part of the program
- A program can be separated into a normal execution flow and an *exception execution flow*
- An *Error* is also represented as an object in Java, but usually represents a unrecoverable situation and should not be caught

Exception Handling

- The Java API has a predefined set of exceptions that can occur during execution
- To deal with an exception:
  - ignore it
  - handle it where it occurs
  - handle it an another place in the program
- How an exception is processed is a design consideration

Exception Handling

- If an exception is ignored (not caught) by the program, the program will terminate and produce an error message
- The message includes a *call stack trace* that:
  - shows the problem
  - indicates the line on which the exception occurred
  - shows the trail that lead to the problem
- See `Zero.java`

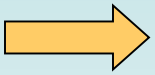
```
//********************************************************************
//  Zero.java       Author: Lewis/Loftus
//
//  Demonstrates an uncaught exception.
//********************************************************************

public class Zero
{
   //-----------------------------------------------------------------
   //  Deliberately divides by zero to produce an exception.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      int numerator = 10;
      int denominator = 0;

      System.out.println(numerator / denominator);

      System.out.println("This text will not be printed.");
   }
}
```

Output (when program terminates)

```
Exception in thread "main" java.lang.ArithmeticException: / by zero
        at Zero.main(Zero.java:17)
```

```
public class Zero
{
   //-----------------------------------------------------------------
   //  Deliberately divides by zero to produce an exception.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      int numerator = 10;
      int denominator = 0;

      System.out.println(numerator / denominator);

      System.out.println("This text will not be printed.");
   }
}
```

Outline



Exception Handling

The try-catch Statement

Exception Classes

I/O Exceptions

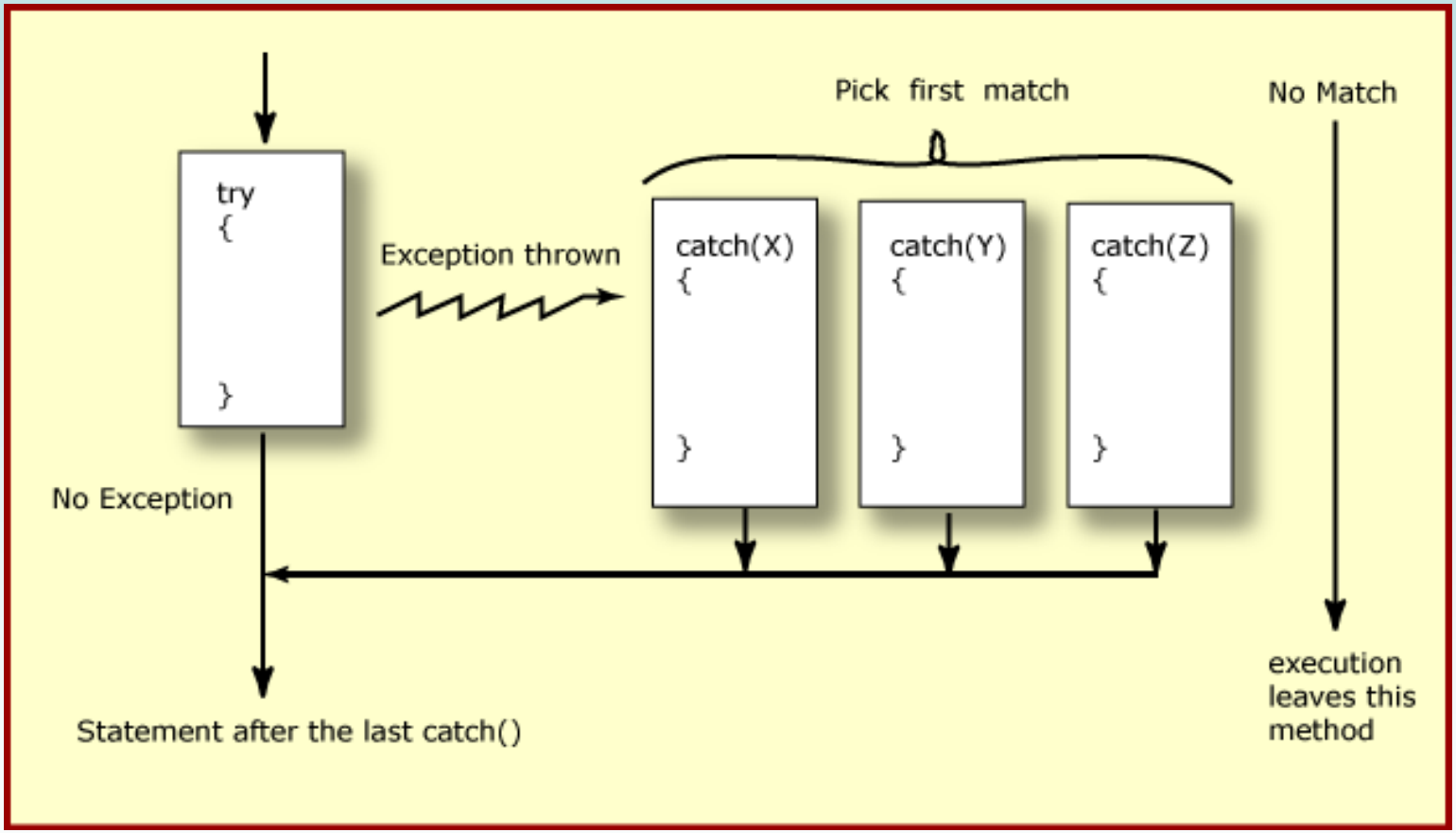
Tool Tips and Mnemonics

Combo Boxes

Scroll Panes and Split Panes

The try Statement

- To handle an exception in a program, use a *try-catch statement*
- A *try block* is followed by one or more *catch* clauses
- Each catch clause has an associated exception type and is called an *exception handler*
- When an exception occurs within the try block, processing immediately jumps to the first catch clause that matches the exception type
- See `ProductCodes.java`



```
//********************************************************************
//  ProductCodes.java       Author: Lewis/Loftus
//
//  TRV2475A5R-14      character 9        == zone
//  0123456789012      characters 3,4,5,6 == district
//********************************************************************

import java.util.Scanner;

public class ProductCodes
{
   //-----------------------------------------------------------------
   //  Counts the number of product codes that are entered with a
   //  zone of R and a district greater than 2000.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      String code;
      char zone;
      int district, valid = 0, banned = 0;

      Scanner scan = new Scanner(System.in);

      System.out.print("Enter product code (XXX to quit): ");
      code = scan.nextLine();
```

```
      while ( !code.equals("XXX") )
      {
         try
         {
            zone = code.charAt(9);
            district = Integer.parseInt(code.substring(3, 7));
            valid++;
            if (zone == 'R' && district > 2000)
               banned++;
         }
         catch (StringIndexOutOfBoundsException exception)
         {
            System.out.println("Improper code length: " + code);
         }
         catch (NumberFormatException exception)
         {
            System.out.println("District is not numeric: " + code);
         }

         System.out.print("Enter product code (XXX to quit): ");
         code = scan.nextLine();
      }

      System.out.println("# of valid codes entered: " + valid);
      System.out.println("# of banned codes entered: " + banned);
   }
}
```

```
        while (!code.equal
        {
            try
            {
                zone = code
                district =
                valid++;
                if (zone ==
                    banned++
            }
            catch (StringI
            {
                System.out.p
            }
            catch (NumberFormatException exception)
            {
                System.out.println("District is not numeric: " + code);
            }

            System.out.print ("Enter product code (XXX to quit): ");
            code = scan.nextLine();
        }

        System.out.println("# of valid codes entered: " + valid);
        System.out.println("# of banned codes entered: " + banned);
    }
}
```

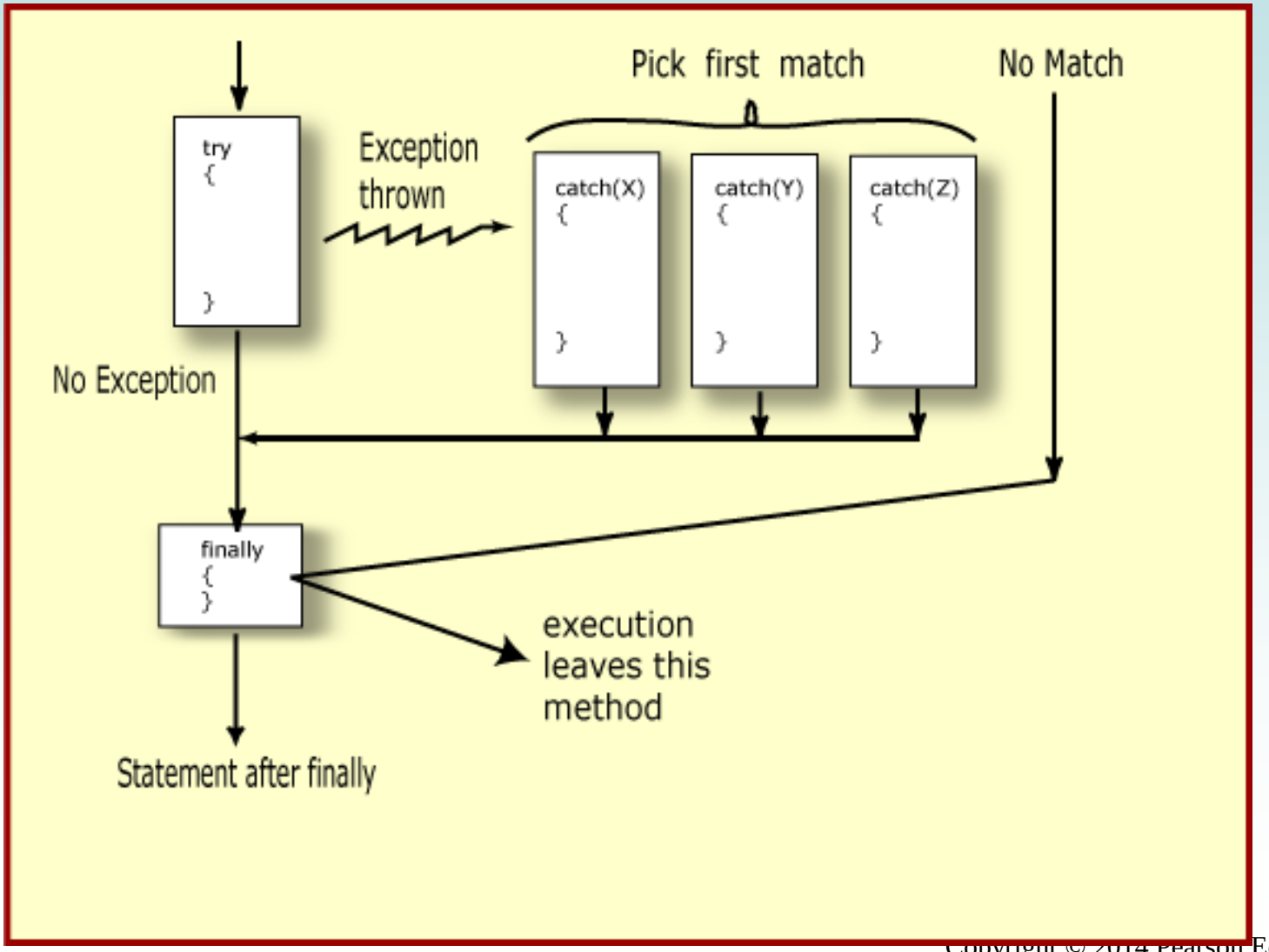
Sample Run

```
Enter product code (XXX to quit): TRV2475A5R-14
Enter product code (XXX to quit): TRD1704A7R-12
Enter product code (XXX to quit): TRL2k74A5R-11
District is not numeric: TRL2k74A5R-11
Enter product code (XXX to quit): TRQ2949A6M-04
Enter product code (XXX to quit): TRV2105A2
Improper code length: TRV2105A2
Enter product code (XXX to quit): TRQ2778A7R-19
Enter product code (XXX to quit): XXX
# of valid codes entered: 4
# of banned codes entered: 2
```

The finally Clause

- A try statement can have an optional **`finally`** clause, which is always executed
- If no exception is generated, the statements in the finally clause are executed after the statements in the try block finish
- If an exception is generated, the statements in the finally clause are executed after the statements in the appropriate catch clause finish

finally



Exception Propagation

- An exception is handled at a higher level if it is not handled it where it occurs
- Exceptions *propagate* up through the method calling hierarchy until they are caught and handled or until they reach the level of the `main` method
- See `Propagation.java`
- See `ExceptionScope.java`

```
//********************************************************************
//  Propagation.java       Author: Lewis/Loftus
//
//  Demonstrates exception propagation.
//********************************************************************

public class Propagation
{
   //-----------------------------------------------------------------
   //  Invokes the level1 method to begin the exception demonstration.
   //-----------------------------------------------------------------
   static public void main(String[] args)
   {
      ExceptionScope demo = new ExceptionScope();

      System.out.println("Program beginning.");
      demo.level1();
      System.out.println("Program ending.");
   }
}
```

Output

```
Program beginning.
Level 1 beginning.
Level 2 beginning.
Level 3 beginning.

The exception message is: / by zero

The call stack trace:
java.lang.ArithmeticException: / by zero
        at ExceptionScope.level3(ExceptionScope.java:54)
        at ExceptionScope.level2(ExceptionScope.java:41)
        at ExceptionScope.level1(ExceptionScope.java:18)
        at Propagation.main(Propagation.java:17)

Level 1 ending.
Program ending.
```

```
//********************************************************************
//  ExceptionScope.java       Author: Lewis/Loftus
//
//  Demonstrates exception propagation.
//********************************************************************

public class ExceptionScope
{
   //-----------------------------------------------------------------
   //  Catches and handles the exception that is thrown in level3.
   //-----------------------------------------------------------------
   public void level1()
   {
      System.out.println("Level 1 beginning.");

      try
      {
         level2();
      }
      catch (ArithmeticException problem)
      {
         System.out.println();
         System.out.println("The exception message is: " +
                            problem.getMessage());
         System.out.println();
```

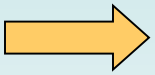
```
            System.out.println("The call stack trace:");
            problem.printStackTrace();
            System.out.println();
        }

        System.out.println("Level 1 ending.");
    }

    //-----------------------------------------------------------------
    //  Serves as an intermediate level.  The exception propagates
    //  through this method back to level1.
    //-----------------------------------------------------------------
    public void level2()
    {
        System.out.println("Level 2 beginning.");
        level3();
        System.out.println("Level 2 ending.");
    }
```

```
   //-----------------------------------------------------------------
   //  Performs a calculation to produce an exception.  It is not
   //  caught and handled at this level.
   //-----------------------------------------------------------------
   public void level3()
   {
      int numerator = 10, denominator = 0;

      System.out.println("Level 3 beginning.");
      int result = numerator / denominator;
      System.out.println("Level 3 ending.");
   }
}
```

Outline

Exception Handling

The try-catch Statement



Exception Classes

I/O Exceptions

☺ Tool Tips and Mnemonics

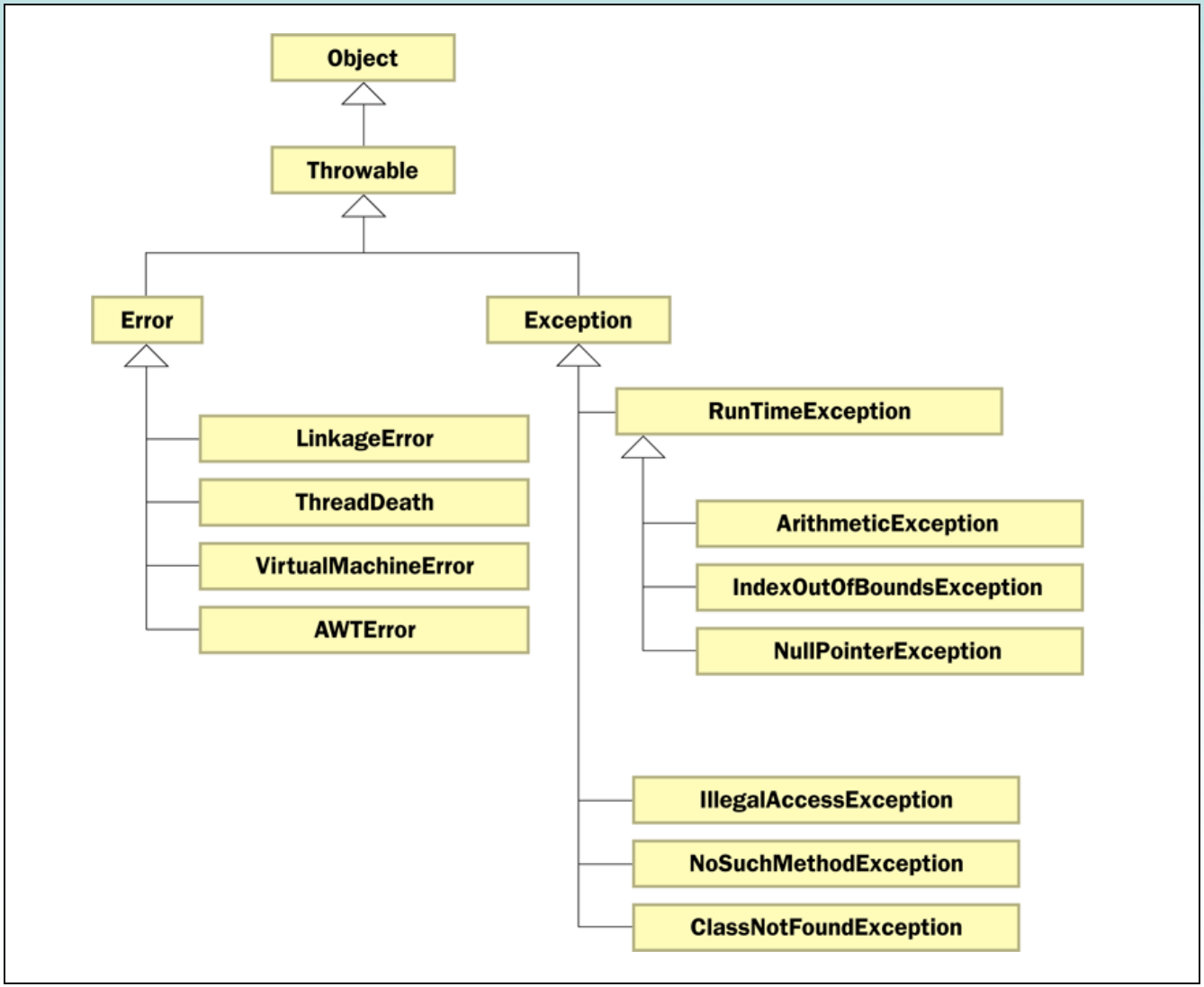
☺ Combo Boxes

☺ Scroll Panes and Split Panes

The Exception Class Hierarchy

- Exception classes in the Java API are related by inheritance, forming an exception class hierarchy
- All error and exception classes are descendents of the **`Throwable`** class
- A programmer can define an exception by extending the `Exception` class or one of its descendants
- The parent class used depends on how the new exception will be used

The Exception Class Hierarchy



Checked Exceptions

- An exception is either *checked* or *unchecked*
- A *checked exception* must either be caught or must be listed in the *throws clause* of any method that may throw or propagate it
- A throws clause is appended to the method header
- The compiler will issue an error if a checked exception is not caught or listed in a throws clause

Unchecked Exceptions

- An unchecked exception does not require explicit handling, though it could be processed that way
- The only unchecked exceptions in Java are objects of type `RuntimeException` or any of its descendants
- Errors are similar to `RuntimeException` and its descendants in that:
  - Errors should not be caught
  - Errors do not require a throws clause

Quick Check

Which of these exceptions are checked and which are unchecked?

`NullPointerException`

`IndexOutOfBoundsException`

`ClassNotFoundException`

`NoSuchMethodException`

`ArithmeticException`

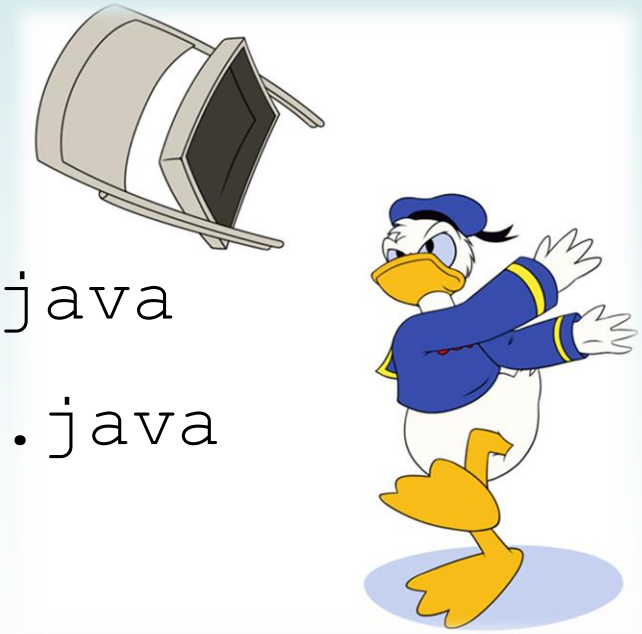
Quick Check

Which of these exceptions are checked and which are unchecked?

`NullPointerException`	**`Unchecked`**
`IndexOutOfBoundsException`	**`Unchecked`**
`ClassNotFoundException`	**`Checked`**
`NoSuchMethodException`	**`Checked`**
`ArithmeticException`	**`Unchecked`**

The throw Statement

- Exceptions are thrown using the ***throw*** statement
- Usually a throw statement is executed inside an if statement that evaluates a condition to see if the exception should be thrown



- See `CreatingExceptions.java`
- See `OutOfRangeException.java`

```
//********************************************************************
//  CreatingExceptions.java       Author: Lewis/Loftus
//
//  Demonstrates the ability to define an exception via inheritance.
//********************************************************************

import java.util.Scanner;

public class CreatingExceptions
{
   //-----------------------------------------------------------------
   //  Creates an exception object and possibly throws it.
   //-----------------------------------------------------------------
   public static void main(String[] args) throws OutOfRangeException
   {
      final int MIN = 25, MAX = 40;

      Scanner scan = new Scanner(System.in);

      OutOfRangeException problem =
         new OutOfRangeException("Input value is out of range.");
```

continue

continue

```
      System.out.print("Enter an integer value between " + MIN +
                       " and " + MAX + ", inclusive: ");
      int value = scan.nextInt();

      //  Determine if the exception should be thrown
      if (value < MIN || value > MAX)
         throw problem;

      System.out.println("End of main method.");  // may never reach
   }
}
```

Sample Run

```
Enter an integer value between 25 and 40, inclusive: 69
Exception in thread "main" OutOfRangeException:
        Input value is out of range.
        at CreatingExceptions.main(CreatingExceptions.java:20)
```

```
        if (value < MIN || value > MAX)
            throw problem;

        System.out.println("End of main method.");  // may never reach
    }
}
```

```
//********************************************************************
//  OutOfRangeException.java       Author: Lewis/Loftus
//
//  Represents an exceptional condition in which a value is out of
//  some particular range.
//********************************************************************

public class OutOfRangeException extends Exception
{
   //-----------------------------------------------------------------
   //  Sets up the exception object with a particular message.
   //-----------------------------------------------------------------
   OutOfRangeException(String message)
   {
      super(message);
   }
}
```

Quick Check

What is the matter with this code?

```
System.out.println("Before throw");
throw new OutOfRangeException("Too High");
System.out.println("After throw");
```

Quick Check

What is the matter with this code?

```
System.out.println("Before throw");
throw new OutOfRangeException("Too High");
System.out.println("After throw");
```

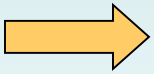
The throw is not conditional and therefore always occurs. The second `println` statement can never be reached.

Outline

Exception Handling

The try-catch Statement

Exception Classes



I/O Exceptions

☺ Tool Tips and Mnemonics

☺ Combo Boxes

☺ Scroll Panes and Split Panes

I/O Exceptions

- Let's examine issues related to exceptions and I/O
- A *stream* is a sequence of bytes that flow from a source to a destination
- In a program, we read information from an input stream and write information to an output stream
- A program can manage multiple streams simultaneously

Standard I/O

- There are three standard I/O streams:
  - *standard output* – defined by `System.out`
  - *standard input* – defined by `System.in`
  - *standard error* – defined by `System.err`
- We use `System.out` when we execute `println` statements
- `System.out` and `System.err` typically represent the console window
- `System.in` typically represents keyboard input, which we've used many times with `Scanner`

The IOException Class

- Operations performed by some I/O classes may throw an **`IOException`**
  - A file might not exist
  - Even if the file exists, a program may not be able to find it
  - The file might not contain the kind of data we expect
- An `IOException` is a checked exception

Writing Text Files

- Chapter 5 used of the `Scanner` class to read input from a text file
- The **`PrintWriter`** class represents a text output file
- Output streams should be closed explicitly
- See `TestData.java`

```
//********************************************************************
//  TestData.java       Author: Lewis/Loftus
//
//  Demonstrates I/O exceptions and the use of a character file
//  output stream.
//********************************************************************

import java.util.Random;
import java.io.*;

public class TestData
{
   //-----------------------------------------------------------------
   //  Creates a file of test data that consists of ten lines each
   //  containing ten integer values in the range 10 to 99.
   //-----------------------------------------------------------------
   public static void main(String[] args) throws IOException
   {
      final int MAX = 10;

      int value;
      String fileName = "test.txt";

      PrintWriter outFile = new PrintWriter(fileName);
```

continue

```
        Random rand = new Random();

        for (int line=1; line <= MAX; line++)
        {
           for (int num=1; num <= MAX; num++)
           {
              value = rand.nextInt(90) + 10;
              outFile.print(value + "   ");
           }
           outFile.println();
        }

        outFile.close();
        System.out.println("Output file has been created: " + fileName);
    }
}
```

Output

```
Output file has been created: test.txt
```

Sample test.txt File

```
77   46   24   67   45   37   32   40   39   10
90   91   71   64   82   80   68   18   83   89
25   80   45   75   74   40   15   90   79   59
44   43   95   85   93   61   15   20   52   86
60   85   18   73   56   41   35   67   21   42
93   25   89   47   13   27   51   94   76   13
33   25   48   42   27   24   88   18   32   17
71   10   90   88   60   19   89   54   21   92
45   26   47   68   55   98   34   38   98   38
48   59   90   12   86   36   11   65   41   62
```

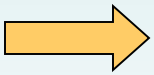
Outline

Exception Handling

The try-catch Statement

Exception Classes

I/O Exceptions



☺ Tool Tips and Mnemonics

☺ Combo Boxes

☺ Scroll Panes and Split Panes

☺ Tool Tips

- A *tool tip* provides a short pop-up description when the mouse cursor rests momentarily on a component
- A tool tip is assigned using the `setToolTipText` method of a Swing component

```
JButton button = new JButton("Compute");
button.setToolTipText("Calculate size");
```

☺ Mnemonics

- A *mnemonic* is a keyboard alternative for pushing a button or selecting a menu option
- The mnemonic character should be chosen from the component's label, and is underlined
- The user activates the component by holding down the ALT key and pressing the mnemonic character

```
JButton button = new JButton("Calculate");
button.setMnemonic("C");
```

☺ Disabled Components

- Components can be *disabled* if they should not be used
- A disabled component is "grayed out" and will not respond to user interaction
- The status is set using the `setEnabled` method:

```
JButton button = new JButton("Do It");
button.setEnabled(false);
```

Light Bulb Example

- The right combination of special features such as tool tips and mnemonics can enhance the usefulness of a GUI

- See `LightBulb.java`
- See `LightBulbPanel.java`
- See `LightBulbControls.java`

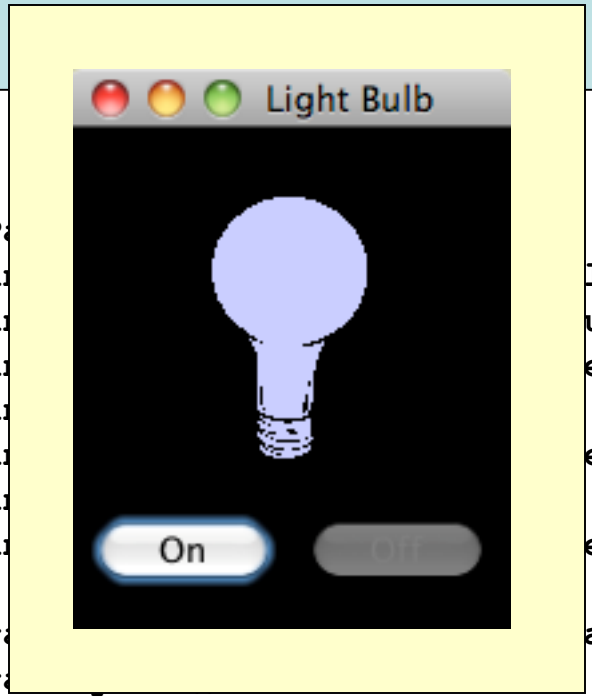
```
//********************************************************************
//  LightBulb.java       Author: Lewis/Loftus
//
//  Demonstrates mnemonics and tool tips.
//********************************************************************

import javax.swing.*;
import java.awt.*;

public class LightBulb
{
   //-----------------------------------------------------------------
   //  Sets up a frame that displays a light bulb image that can be
   //  turned on and off.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      JFrame frame = new JFrame("Light Bulb");
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

      LightBulbPanel bulb = new LightBulbPanel();
      LightBulbControls controls = new LightBulbControls(bulb);
```

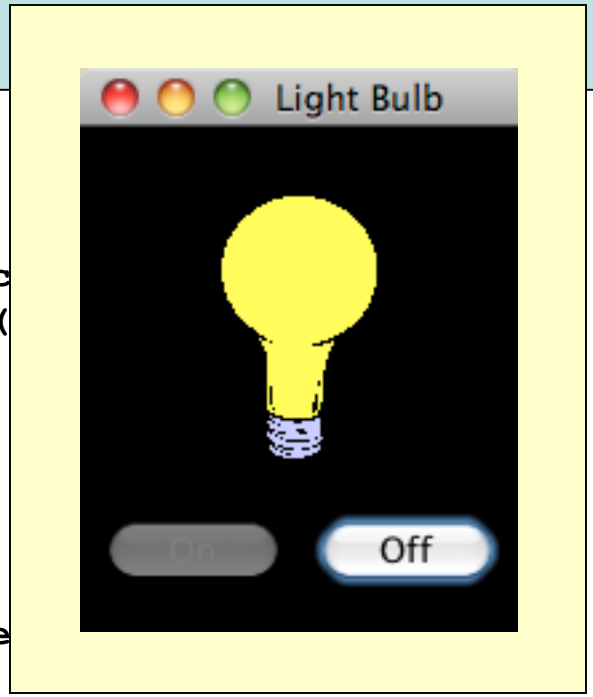
continue

continue

```
        JPanel panel = new JPanel();
        panel.setBackground(Color.black);
        panel.setLayout(new BoxLayout(panel, BoxLayout.Y_AXIS));
        panel.add(Box.createRigidArea(new Dimension (0, 20)));
        panel.add(bulb);
        panel.add(Box.createRigidArea(new Dimension (0, 10)));
        panel.add(controls);
        panel.add(Box.createRigidArea(new Dimension (0, 10)));

        frame.getContentPane().add(panel);
        frame.pack();
        frame.setVisible(true);
    }
}
```

continue






```
        JPa
        par                                    lac
        par                                    ut(
        par                                    ea
        par
        par                                    ea
        par
        par                                    ea

        fra                                    ane
        fra
        frame.setVisible(true);
    }
}
```

```
//********************************************************************
//  LightBulbPanel.java       Author: Lewis/Loftus
//
//  Represents the image for the LightBulb program.
//********************************************************************

import javax.swing.*;
import java.awt.*;

public class LightBulbPanel extends JPanel
{
   private boolean on;
   private ImageIcon lightOn, lightOff;
   private JLabel imageLabel;
```

continue

continue

```
    //-----------------------------------------------------------------
    //  Constructor: Sets up the images and the initial state.
    //-----------------------------------------------------------------
    public LightBulbPanel()
    {
        lightOn = new ImageIcon("lightBulbOn.gif");
        lightOff = new ImageIcon("lightBulbOff.gif");

        setBackground(Color.black);

        on = true;
        imageLabel = new JLabel(lightOff);
        add(imageLabel);
    }
```

continue

continue

```
    //-----------------------------------------------------------------
    //  Paints the panel using the appropriate image.
    //-----------------------------------------------------------------
    public void paintComponent(Graphics page)
    {
       super.paintComponent(page);

       if (on)
          imageLabel.setIcon(lightOn);
       else
          imageLabel.setIcon(lightOff);
    }

    //-----------------------------------------------------------------
    //  Sets the status of the light bulb.
    //-----------------------------------------------------------------
    public void setOn(boolean lightBulbOn)
    {
       on = lightBulbOn;
    }
}
```

```
//*******************************************************************
//  LightBulbControls.java       Author: Lewis/Loftus
//
//  Represents the control panel for the LightBulb program.
//*******************************************************************

import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class LightBulbControls extends JPanel
{
   private LightBulbPanel bulb;
   private JButton onButton, offButton;
```

continue

continue

```
    //-----------------------------------------------------------------
    //  Sets up the lightbulb control panel.
    //-----------------------------------------------------------------
    public LightBulbControls(LightBulbPanel bulbPanel)
    {
       bulb = bulbPanel;

       onButton = new JButton("On");
       onButton.setEnabled(false);
       onButton.setMnemonic('n');
       onButton.setToolTipText("Turn it on!");
       onButton.addActionListener(new OnListener());

       offButton = new JButton("Off");
       offButton.setEnabled(true);
       offButton.setMnemonic('f');
       offButton.setToolTipText("Turn it off!");
       offButton.addActionListener(new OffListener());

       setBackground(Color.black);
       add(onButton);
       add(offButton);
    }
```

continue

continue

```
//*****************************************************************
//  Represents the listener for the On button.
//*****************************************************************
private class OnListener implements ActionListener
{
   //--------------------------------------------------------------
   //  Turns the bulb on and repaints the bulb panel.
   //--------------------------------------------------------------
   public void actionPerformed(ActionEvent event)
   {
      bulb.setOn(true);
      onButton.setEnabled(false);
      offButton.setEnabled(true);
      bulb.repaint();
   }
}
```

continue

continue

```
    //*****************************************************************
    //  Represents the listener for the Off button.
    //*****************************************************************
    private class OffListener implements ActionListener
    {
       //--------------------------------------------------------------
       //  Turns the bulb off and repaints the bulb panel.
       //--------------------------------------------------------------
       public void actionPerformed(ActionEvent event)
       {
          bulb.setOn(false);
          onButton.setEnabled(true);
          offButton.setEnabled(false);
          bulb.repaint();
       }
    }
}
```

Outline

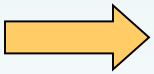
Exception Handling

The try-catch Statement

Exception Classes

I/O Exceptions

☺ Tool Tips and Mnemonics



☺ Combo Boxes

☺ Scroll Panes and Split Panes

☺ Combo Boxes

- A *combo box* provides a menu from which the user can choose one of several options
- The currently selected option is shown in the combo box
- A combo box shows its options only when the user presses it using the mouse
- Options can be established using an array of strings or using the `addItem` method

☺ The JukeBox Program

- A combo box generates an action event when the user makes a selection from it
- See `JukeBox.java`
- See `JukeBoxControls.java`

```
//********************************************************************
//  JukeBox.java       Author: Lewis/Loftus
//
//  Demonstrates the use of a combo box.
//********************************************************************

import javax.swing.*;

public class JukeBox
{
   //-----------------------------------------------------------------
   //  Creates and displays the controls for a juke box.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      JFrame frame = new JFrame("Java Juke Box");
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

      JukeBoxControls controlPanel = new JukeBoxControls();

      frame.getContentPane().add(controlPanel);
      frame.pack();
      frame.setVisible(true);
   }
}
```


```
//**********                                                    **********
//  JukeBox.j
//
//  Demonstra
//**********                                                    **********

import javax.

public class
{
   //-----------------------------------------------------------------
   //  Creates and displays the controls for a juke box.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      JFrame frame = new JFrame("Java Juke Box");
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

      JukeBoxControls controlPanel = new JukeBoxControls();

      frame.getContentPane().add(controlPanel);
      frame.pack();
      frame.setVisible(true);
   }
}
```

```
//*****************************************************************
//  JukeBoxControls.java       Author: Lewis and Loftus
//
//  Represents the control panel for the juke box.
//*****************************************************************

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.applet.AudioClip;
import java.net.URL;

public class JukeBoxControls extends JPanel
{
   private JComboBox musicCombo;
   private JButton stopButton, playButton;
   private AudioClip[] music;
   private AudioClip current;

   //--------------------------------------------------------------
   //  Sets up the GUI for the juke box.
   //--------------------------------------------------------------
   public JukeBoxControls()
   {
      URL url1, url2, url3, url4, url5, url6;
      url1 = url2 = url3 = url4 = url5 = url6 = null;
```

continue

continue

```
// Obtain and store the audio clips to play
try
{
   url1 = new URL("file", "localhost", "westernBeat.wav");
   url2 = new URL("file", "localhost", "classical.wav");
   url3 = new URL("file", "localhost", "jeopardy.au");
   url4 = new URL("file", "localhost", "newAgeRythm.wav");
   url5 = new URL("file", "localhost", "eightiesJam.wav");
   url6 = new URL("file", "localhost", "hitchcock.wav");
}
catch (Exception exception) {}

music = new AudioClip[7];
music[0] = null;  // Corresponds to "Make a Selection..."
music[1] = JApplet.newAudioClip(url1);
music[2] = JApplet.newAudioClip(url2);
music[3] = JApplet.newAudioClip(url3);
music[4] = JApplet.newAudioClip(url4);
music[5] = JApplet.newAudioClip(url5);
music[6] = JApplet.newAudioClip(url6);

JLabel titleLabel = new JLabel("Java Juke Box");
titleLabel.setAlignmentX(Component.CENTER_ALIGNMENT);
```

continue

continue

```
        musicCombo = new JComboBox(musicNames);
        musicCombo.setAlignmentX(Component.CENTER_ALIGNMENT);

        //  Set up the buttons
        playButton = new JButton("Play", new ImageIcon("play.gif"));
        playButton.setBackground(Color.white);
        playButton.setMnemonic('p');
        stopButton = new JButton("Stop", new ImageIcon("stop.gif"));
        stopButton.setBackground(Color.white);
        stopButton.setMnemonic('s');

        JPanel buttons = new JPanel();
        buttons.setLayout(new BoxLayout(buttons, BoxLayout.X_AXIS));
        buttons.add(playButton);
        buttons.add(Box.createRigidArea(new Dimension(5,0)));
        buttons.add(stopButton);
        buttons.setBackground(Color.cyan);

        //  Set up this panel
        setPreferredSize(new Dimension(300, 100));
        setBackground(Color.cyan);
        setLayout(new BoxLayout(this, BoxLayout.Y_AXIS));
```

continue

continue

```
        musicCombo.addActionListener(new ComboListener());
        stopButton.addActionListener(new ButtonListener());
        playButton.addActionListener(new ButtonListener());

        current = null;
    }

    //*****************************************************************
    //  Represents the action listener for the combo box.
    //*****************************************************************
    private class ComboListener implements ActionListener
    {
        //--------------------------------------------------------------
        //  Stops playing the current selection (if any) and resets
        //  the current selection to the one chosen.
        //--------------------------------------------------------------
        public void actionPerformed(ActionEvent event)
        {
            if (current != null)
                current.stop();

            current = music[musicCombo.getSelectedIndex()];
        }
     }
```

continue

continue

```
   //*****************************************************************
   //  Represents the action listener for both control buttons.
   //*****************************************************************
   private class ButtonListener implements ActionListener
   {
      //--------------------------------------------------------------
      //  Stops the current selection (if any) in either case. If
      //  the play button was pressed, start playing it again.
      //--------------------------------------------------------------
      public void actionPerformed(ActionEvent event)
      {
         if (current != null)
            current.stop();

         if (event.getSource() == playButton)
            if (current != null)
               current.play();
      }
   }
}
```

Outline

Exception Handling

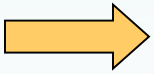
The try-catch Statement

Exception Classes

I/O Exceptions

☺ Tool Tips and Mnemonics

☺ Combo Boxes



☺ Scroll Panes and Split Panes

☺ Scroll Panes

- A *scroll pane* is useful for images or information too large to fit in a reasonably-sized area
- A scroll pane offers a limited view of the component it contains
- It provides vertical and/or horizontal scroll bars that allow the user to scroll to other areas of the component
- No event listener is needed for a scroll pane
- See `TransitMap.java`

```
//********************************************************************
//  TransitMap.java       Authors: Lewis/Loftus
//
//  Demonstrates the use a scroll pane.
//********************************************************************

import java.awt.*;
import javax.swing.*;

public class TransitMap
{
   //-----------------------------------------------------------------
   //  Presents a frame containing a scroll pane used to view a large
   //  map of the New York subway system.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
       JFrame frame = new JFrame("New York Transit Map");
```

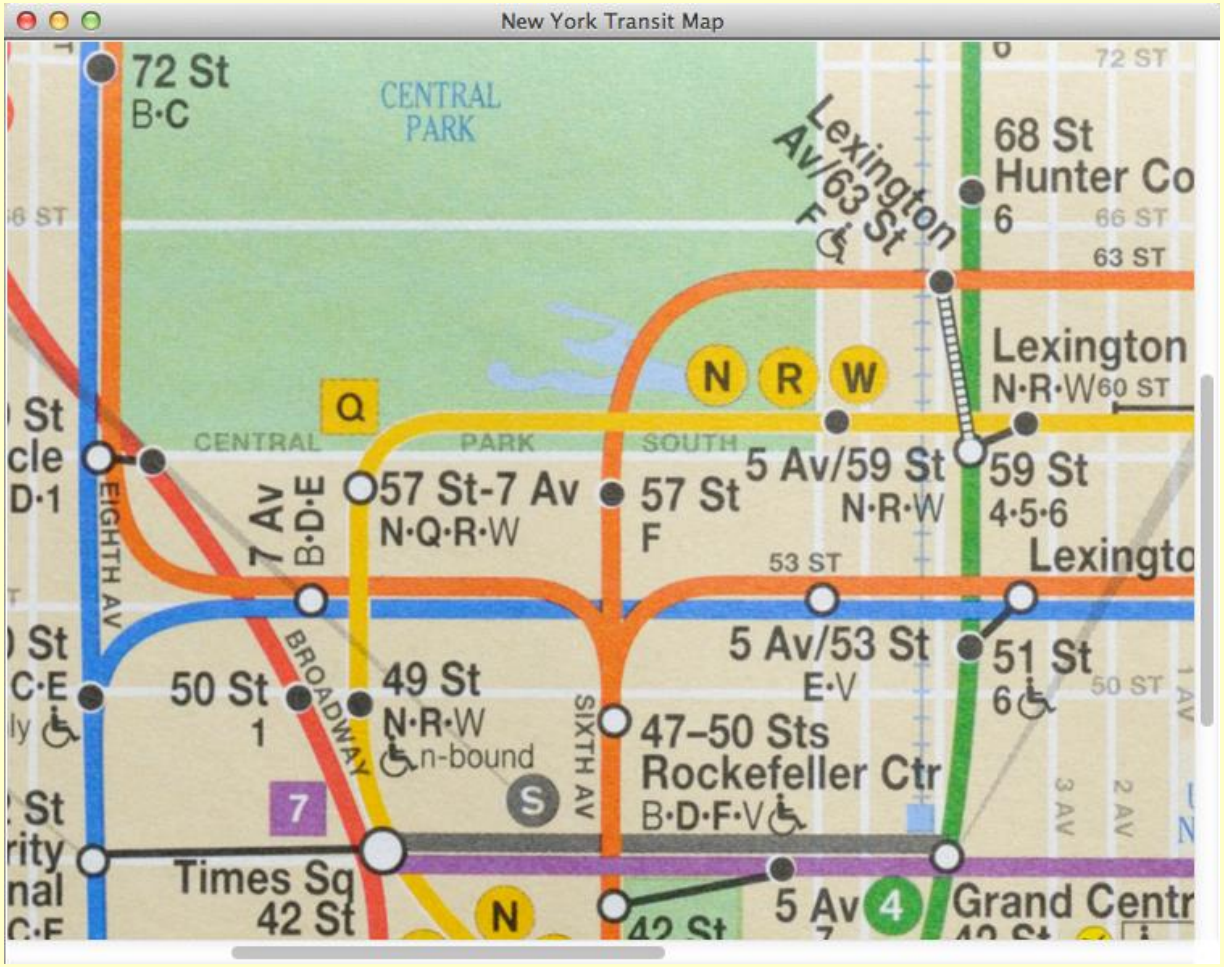
continue

continue

```
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        ImageIcon image = new ImageIcon("newyork.jpg");
        JLabel imageLabel = new JLabel(image);

        JScrollPane sp = new JScrollPane(imageLabel);
        sp.setPreferredSize(new Dimension(450, 400));

        frame.getContentPane().add(sp);
        frame.pack();
        frame.setVisible(true);
    }
}
```

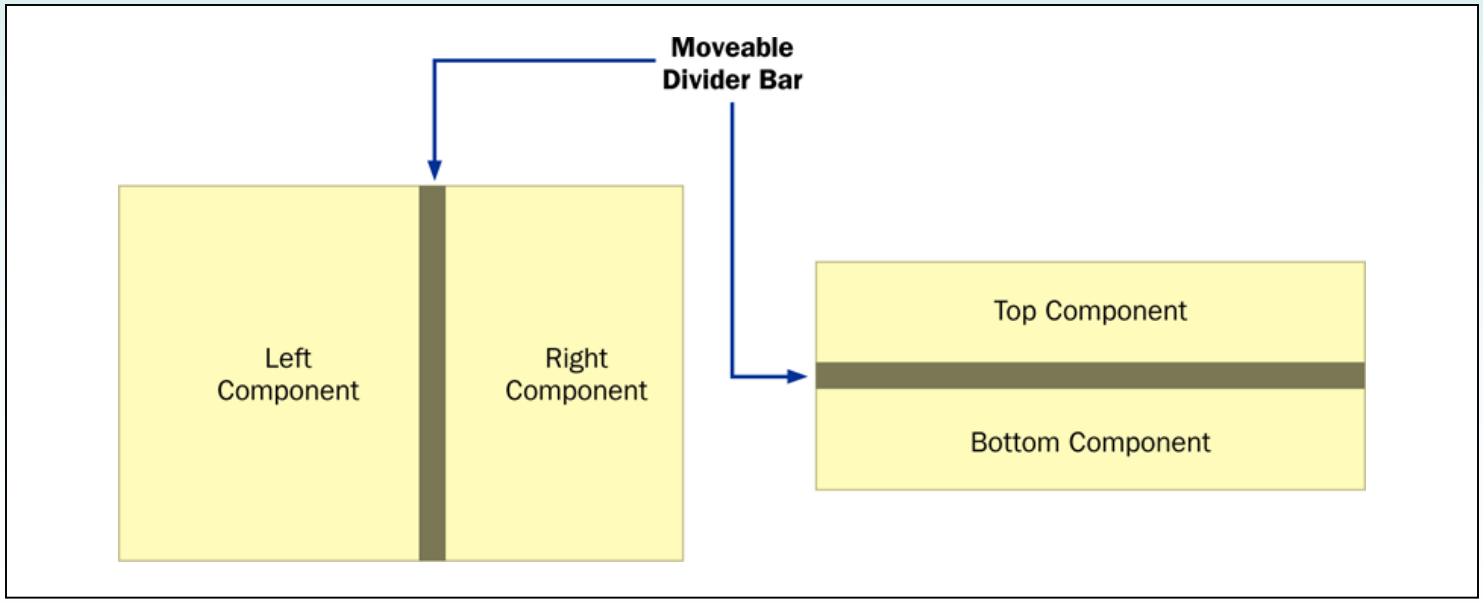
continue

```
        f
        H
        J
        J
        s
        f
        f
        f
    }
}
```



☺ Split Panes

- A split pane is a container that displays two components separated by a moveable divider bar
- The two components can be displayed side by side, or one on top of the other



☺ Split Panes

- The orientation of the split pane is set using the `HORIZONTAL_SPLIT` or `VERTICAL_SPLIT` constants
- The divider bar can be set so that it can be fully expanded with one click of the mouse
- The components can be continuously adjusted as the divider bar is moved, or wait until it stops moving
- Split panes can be nested

☺ Lists

- The Swing `Jlist` class represents a list of items from which the user can choose
- The contents of a `JList` object can be specified using an array of objects
- A `JList` object generates a *list selection event* when the current selection changes
- See `PickImage.java`
- See `ListPanel.java`

```
//********************************************************************
//  PickImage.java       Authors: Lewis/Loftus
//
//  Demonstrates the use a split pane and a list.
//********************************************************************

import java.awt.*;
import javax.swing.*;

public class PickImage
{
   //-----------------------------------------------------------------
   //  Creates and displays a frame containing a split pane. The
   //  user selects an image name from the list to be displayed.
   //-----------------------------------------------------------------
   public static void main(String[] args)
   {
      JFrame frame = new JFrame("Pick Image");
      frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

continue

continue

```
        JLabel imageLabel = new JLabel();
        JPanel imagePanel = new JPanel();
        imagePanel.add(imageLabel);
        imagePanel.setBackground(Color.white);

        ListPanel imageList = new ListPanel(imageLabel);

        JSplitPane sp = new JSplitPane(JSplitPane.HORIZONTAL_SPLIT,
                                       imageList, imagePanel);

        sp.setOneTouchExpandable(true);

        frame.getContentPane().add(sp);
        frame.pack();
        frame.setVisible(true);
    }
}
```

continue

```
        JLabe
        JPane
        image
        image

        ListI

        JSpli                                                    SPLIT,
                                                                 ;


        sp.se

        frame
        frame
        frame
    }
}
```

```
//********************************************************************
//  ListPanel.java       Authors: Lewis/Loftus
//
//  Represents the list of images for the PickImage program.
//********************************************************************

import java.awt.*;
import javax.swing.*;
import javax.swing.event.*;

public class ListPanel extends JPanel
{
   private JLabel label;
   private JList list;
```

continue

continue

```
    //-----------------------------------------------------------------
    //  Loads the list of image names into the list.
    //-----------------------------------------------------------------
    public ListPanel(JLabel imageLabel)
    {
       label = imageLabel;

       String[] fileNames = { "circuit.gif",
                              "duke.gif",
                              "hammock.gif",
                              "justin.jpg",
                              "kayla.jpg",
                              "tiger.jpg",
                              "toucan.gif",
                              "worldmap.gif" };

       list = new JList(fileNames);
       list.addListSelectionListener(new ListListener());
       list.setSelectionMode(ListSelectionModel.SINGLE_SELECTION);

       add(list);
       setBackground(Color.white);
    }
```

continue

continue

```
    //*****************************************************************
    //  Represents the listener for the list of images.
    //*****************************************************************
    private class ListListener implements ListSelectionListener
    {
       public void valueChanged(ListSelectionEvent event)
       {
          if (list.isSelectionEmpty())
             label.setIcon(null);
          else
          {
             String fileName = (String)list.getSelectedValue();
             ImageIcon image = new ImageIcon(fileName);
             label.setIcon(image);
          }
       }
    }
}
```

☺ Lists

- A `JList` object can be set so that multiple items can be selected at the same time
- The *list selection mode* can be one of three options:
  - single selection – only one item can be selected at a time
  - single interval selection – multiple, contiguous items can be selected at a time
  - multiple interval selection – any combination of items can be selected
- The list selection mode is defined by a `ListSelectionModel` object

Summary

- Chapter 11 has focused on:
  - the purpose of exceptions
  - exception messages
  - the try-catch statement
  - propagating exceptions
  - the exception class hierarchy
  - ☺ GUI mnemonics and tool tips
  - ☺ more GUI components and containers