

# Basic use of Exception



# Proper exception code should include:

**1.try** - A function using an exception should be in a "try" block. If the exception does not trigger, the code will continue as normal. However if the exception triggers, an exception is "thrown"

**2.throw** - This is how you trigger an exception. Each "throw" must have at least one "catch"

**3.catch** - A "catch" block retrieves an exception and creates an object containing the exception information

# Rules for Exceptions

1. Code has to be wrapped in a try block, to catch potential exceptions.
2. Each try block or "throw" must have at least one corresponding catch block.
3. Multiple catch blocks can be used to catch different exceptions.
4. Exceptions can be thrown (or re-thrown) in a catch block within a try block
5. A simple rule: If you throw something, you have to catch it.