Assignment 10 (25 points)

Choose ANY ONE of the problems.

1. ***(Constructor Failure)*** Write a program that shows a constructor passing information about constructor failure to an exception handler. Define class `SomeClass`, which throws an `Exception` in the constructor. Your program should try to create an object of type `SomeClass` and catch the exception that's thrown from the constructor.

    OR

2. ***(Rethrowing Exceptions)*** Write a program that illustrates rethrowing an exception. Define methods `someMethod` and `someMethod2`.
   Method `someMethod2` should initially throw an exception.
   Method `someMethod` should call `someMethod2`, catch the exception and rethrow it. Call `someMethod` from method `main`, and catch the rethrown exception. Print the stack trace of this exception.

Detailed program comments	5
Program code file (.java)	10
Ran program screen shot	**5**
Assessment/Reflection	3
Challenges	2
Total	25

Please upload the files in the Assignment 10 folder. Make sure you include your "Ran Program Screenshot/s"

Purpose: The purpose of this assignment is to test your comprehension and implementation of Exception Handling.