Week08

* Final class: cannot be extended
* Final method: cannot be overridden
* Exception handling in Java

Syntax

Runtime Error

Exception

**Normal Flow**

Line 1

Line 2

Line 3

**Exception Flow**

Line 1

Line 2

Line 4

Line 5

* General idea of try and catch
  + More specific exception first, more general exception last

Try {

// Logical lines | any line may throw an exception

Line 1;

Line 2;

Self.printMovement();

Line 3;

}

Catch(InputMismatchException e) {

**Exception**

Message: getMessage();

StackTrace: getStactTrace();

// ….

}

Catch(Exception e) {

// show an error message

// recover from the error

Line 4;

Line 5;

}

* Class relationships
* Uses -a: …… (uml symbol)
  + Student uses the Library
  + : Local variable / parameter
* Has -a: Field variable
  + Association:
    - Person has a name
  + Aggregation:
    - Team has a player
  + Composition:
    - Player has leg
* Is -a: ‘extends’ keyword
  + Super class generalizes the subclass