

Difference between Error and Exception

Throwable

It is the supermost class which defines all types of error and exceptions.

1. Exception

2. Error

Error

- It is an unexpected event which interrupts or blocks the normal flow of program execution which is not handled by the application or program.
- E.x - syntax error, wrong version of any library

Exception

- It is an unexpected event which interrupts or breaks the normal flow of execution but the application may handle it.
- There are two ways for this
 - By using try and catch block
 - By using throws keyword

1. By using try and catch block

The try statement defines the code block to run (to try).

The catch statement defines a code block to handle any error.

Syntax - try {
 tryCode - Code block to run }
 catch(*error*) {
 catchCode - Code block to handle errors
 }

E.x

```
package testJava;
```

```
public class dclass {  
    public static void main(String[] args) {  
  
        int a = 2;  
        int b = 0;  
  
        try {  
            int c = a / b;  
            System.out.println(c);  
        } catch (ArithmeticException e) {  
            System.out.println("it gives an arithmetic exception");  
        }  
    }  
}
```

```

        }

        System.out.println("program continue");
    }
}

```

Output -

it gives an arithmetic exception
program continue

=====

What is Finally block

It is a block which is used to place an important code which must be executed whether an exception is handled or not.

E.x

```

package Testing_Package;

public class newclas
{
    public static void main(String[] args)
    {
        int a = 5;
        int b = 0;

        try
        {
            int c = a / b;
            System.out.println(c);
        }
        catch (ArithmeticException e)
        {
            System.out.println("It gives an A exception");
        }

        finally
        {
            System.out.println("must be executed");
        }
    }
}

```

What is the difference between final, finally and finalize().

Final keyword > final keyword is nothing but an access modifier, which is used to apply restrictions on variables, methods and class.

Finally block > It is a block which is used to place an important code which must be executed whether an exception is handled or not.

Finalize() method > Finalize is a method which is used to perform cleanup operations just before an object is garbage collected.