Java Basics

Training Assignment

Document Code	25e-BM/HR/HDCV/FSOFT
Version	1.1
Effective Date	20/05/2019

Hanoi, 05/2020

RECORD OF CHANGES

No	Effective Date	Change Description	Reason	Reviewer	Approver
1	20/May/2020	Createw a new assignment	Create new	DieuNT1	VinhNV

Contents

Java Exception Handling 4
Objective 4
Business needs 4
Working requirements 4
Product architecture 4
Technologies 4
Stored Data 4
Exercise 1: 5
Exercise 2: 5
Exercise 3: 5

CODE:	Assignment01_Opt1
TYPE:	Long
LOC:	N/A
DURATION:	90 MINUTES

Java Exception Handling

Objective

- Java Exceptions, Java Exception Handling, Java throw and throws, Java catch Multiple Exceptions, Java try-with-resources, Java Annotations, Java Annotation Types

Business needs

- TBD

Working requirements

- Working environment: Eclipse IDE.
- Delivery: Source code, deployment and testing, reviewing evident packaged in a compress archive.

Product architecture

- N/A

Technologies

The product implements one or more technology:

- Java basics
- Java Exception

Stored Data

- N/A

Exercise 1:

Create a class with a main( ) that throws an object of class Exception inside a try block. Give the constructor for Exception a String argument. Catch the exception inside a catch clause and print the String argument. Add a finally clause and print a message to prove you were there.

Exercise 2:

Create your own exception class using the extends keyword. Write a constructor for this class that takes a String argument and stores it inside the object with a String reference. Write a method that prints out the stored String. Create a try-catch clause to exercise your new exception.

Exercise 3:

Create a three-level hierarchy of exceptions. Now create a base-class A with a method that throws an exception at the base of your hierarchy. Inherit B from A and override the method so it throws an exception at level two of your hierarchy. Repeat by inheriting class C from B. In main( ), create a C and upcast it to A, then call the method.

-- THE END --