

EXCEPTIONS

THROWS ARE UGLY OTS



MAGNÉTÉ-THOMAS & QUENTIN BURG

```
class Weapon {  
    Weapon() {  
        throw new RuntimeException("NoMoreArrow");  
    }  
}  
  
class Target {  
    Target() {  
        throw new RuntimeException("TooMuchFog");  
    }  
}  
  
class Impacted{}  
  
public class Main {  
    Weapon armYouBow = new Weapon();  
    Target targetMonster = new Target();  
    Impacted hitMonster(Weapon w, Target t) {  
        return new Impacted();  
    }  
}
```

Exemples en java

EXCEPTIONS

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```
class Weapon {
    Weapon() {
        throw new RuntimeException("NoMoreArrow");
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    Target() {
        throw new RuntimeException("TooMuchFog");
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class Impacted {}

public class Main {
    Weapon armYouBow = new Weapon();
    Target targetMonster = new Target();
    Impacted hitMonster(Weapon w, Target t) {
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```

Exemples en Java

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THROW ARE UGLY GOTOS LOST IN TIME OF ASYNC / FUTURE

```
import java.util.concurrent.*;

class Weapon {
    Weapon() { throw new RuntimeException("NoMoreArrow"); }
}
class Target {
    Target() { throw new RuntimeException("TooMuchFog"); }
}
class Impacted {}

public class Main {
    static Impacted hitMonster(Weapon w, Target t) {
        return new Impacted();
    }
    public static FutureTask<Void> attack = new FutureTask<> (new Runnable() {
        @Override
        public void run() {

            Weapon armYouBow = new Weapon();
            Target targetMonster = new Target();
            hitMonster(armYouBow, targetMonster);

        }
    }, (Void) null);

    public static void main(String[] args) {
        ExecutorService es = Executors.newSingleThreadExecutor();
        es.execute(attack);
        es.shutdown();
    }
}
```