The University of Melbourne

School of Computing and Information Systems

COMP90041 Programming and Software Development

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Semester 1, 2021, Week 10

Workshop Instructions

Exception handling

- 1. Write a Java program that prompts the user for two integers. Use a try/catch block to handle the InputMismatchException.
- 2. Define an Exception class called NegativeNumberException. The class should have a constructor with no parameters. If an exception is thrown with this zero-argument constructor, the getMessage() method should return "Negative Number Not Allowed!" This class should also have a construction with a single parameter of type String. If an exception is thrown with this construction, then the getMessage() method returns the value that was used as an argument to the constructor.
- 3. Revise the program in Exercise 1 above to throw a NegativeNumberException if the user enters a negative number.
- 4. Revise the program in Exercise 3 above to allow users to try again until all the integers are valid.