

```
import java.io.FileNotFoundException;

public class SuspiciousClass {

    public void doSomething() throws
        FileNotFoundException {

        throw new FileNotFoundException();
    }

}
```

throw means I am forcing an exception to happen

throws means this method MAY throw an exception

```
import java.io.FileNotFoundException;

public class SuspiciousClass {

    public void doSomething() throws
        FileNotFoundException {

        throw new FileNotFoundException();
    }

}
```

throw means I am forcing an exception to happen

```
public class MyMainClass {

    public static void main(String[] args) {
        SuspiciousClass test = new
            SuspiciousClass();
        test.doSomething();
    }

}
```

```
if (blah) {
    throw new FileNotFoundException();
}
```

throws means this method MAY throw an exception

throws the method has the ability to throw an exception
that we are going to pass up the program stack --
it is not handled right here in this method

Two choices if a method will throw an exception (either intentionally or
a checked exception)

1. you either add throws on the method header
2. you add try catch language

Name

.idea
src
target
m01d16-file-io-p
pom.xml
rtn.txt

In this example, testFile.txt is located in the project root, we can refer to it like so:

```
File inputFile = new  
File("rtn.txt");
```

relative vs. absolute
relative to where the pom is (root)

PLEASE do not use ABSOLUTE in your capstone projects!!!
absolute - c:/users/student/workspace/

```
System.out.println("found the file");  
}  
  
try (Scanner inputScanner = new Scanner(inputFile)) {  
    while (inputScanner.hasNextLine()) {  
        String lineInput = inputScanner.nextLine();  
        String [] wordsOnLine = lineInput.split(" ");  
  
        for (String word : wordsOnLine) {  
            System.out.print(word + ">>>");  
        }  
    }  
}
```

instantiated.

Instantiating a scanner using a file object in System.in.

```
try {  
    Scanner inputScanner = new Scanner(inputFile);  
    while () {  
    }  
} finally {  
    // closes the resource  
    inputScanner.close();  
}
```