

CSSE 220 – Object-Oriented Software Development
Rose-Hulman Institute of Technology

Worksheet 16

Name (Print): _____ Section: _____

1. _____ an unwanted event that occurs during program execution, disrupting its normal flow

2. Name 2 types of exceptions:

1) _____

2) _____

3. Complete with the names of modifiers

Type	Description
	checked at compile time and handled explicitly
	checked at runtime and no explicit handling at compile time

4. 1) Dividing an integer by zero throws _____

2) Attempting to invoke a method or a field on a null reference throws _____

5. the _____ keyword is used to explicitly raise an exception within a program

6. 1) _____ - Signaling an Error

2) _____ - Handling an Error

Final Project

Step 1. Find your team (add names):

1)

2)

3)

Step 2. Brainstorm the idea for a java application

Required:

- Game/Application logic
- Inheritance Hierarchy: Use of superclass with multiple subclasses/interface/abstract class
- OOP Design Principles + Model Viewer Controller (example, GameViewer, Game-Controller, Model (e.g. Players, Objects)
- Interaction: Real-time movement and collisions

Step 3. Scenario (tentative):