Internal Classes and Exceptions

Object Orientated Programming in Java

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Why do Java developers wear glasses?
Because they don't C#.

Outline

- Exceptions and Internal Classes
- Why exception handling makes your code more manageable and reliable
- Today’s Practical
- Review/Discussion

Question

- Have you ever had a program crash?


What happens when
Program Crashes?
RENA
MONROVIA

Software Reliability

- Why did the program **crash**?
- How could you have **prevented** the program from crashing?
- Who's fault was it?

Exception Handling

- Error handling in general
- Java's exception handling mechanism
- The catch-or-specify principle
- Checked and unchecked exceptions
- Exceptions impact/usage
  - Overloaded methods
  - Interfaces
  - Inheritance hierarchies
  - Constructors

Error Handling

- Not all errors can be caught at compile time!
- Help -- run-time error! What next …?
- **First ideas:**
  - System.out.println()
  - System.err.println() (much better than the previous)
- Good guess but some errors call for corrective action, not just warning
- In general, printing is a bad idea!
- Better: tell someone (not necessarily the user)!

Error Handling, cont.

- Establish **return code convention**
  - 0 vs. !0 in C/C++
  - boolean in Java
- Set value of a global variable
  - Done in many shells.
  - In Java use a public static field in a class
- **Raise an exception, catch it, and act**
  - The idea comes from **hardware**
  - Modern language support (Java, Python, Lisp, Ada, C++, C#)

General Errors and Error Handling

- Error must be **handled**
  - One error in a method can be handled very differently in the clients, this is not a good approach
  - Can be extremely hard to debug
- To handle an error detailed information on the error must be provided
  - **Where** did the error occur (class, method, line number)
  - What **type** of error
  - A good error message
  - Dump of runtime stack? (too much information?)
- In object-oriented languages errors are represented by objects

How to Handle Errors

- Ignore: False alarm just continue
- Report: Write a message to the screen or to a log
- Terminate: Stop the program execution.
- Repair: Make changes and try to recover the error
- To be able to repair would be the best. However, often the best that can be done is the combination of report and terminate

Java's Exception Handling

- Exception: An event that occurs during the execution of a program the disrupts the normal transaction flow
  - A run-time phenomenon
- Exception handling is part of the language
- **Exceptions are objects**
- Exceptions are structured in a class hierarchy.
- It is **not possible to ignore an exceptions** (nice feature?)
  - A method specifies, which exception may occur, the client must anticipate these exceptions, otherwise compile-time error
- It is sometimes possible to recover to a known good state after an exception was raised

Java's Exception Handling, cont.

- Java’s object-oriented way to handle errors
  - more **powerful**, more **flexible** than using return
  - keywords try, catch, throw, throws, finally
- An exception is an object that describes an erroneous or unusual situation
- Exceptions are thrown by a program, and may be caught and handled by another part of the program
- A program can therefore be **separated** into a **normal** execution flow and an **exception** execution **flow**
- An error is also represented as an object in Java, but usually represents a unrecoverable situation and should not be caught

Motivation for Exception Handling

```
errorCodeType readFile {
    initialize errorCode = 0;
    open the file;
    if (theFileIsOpen) {
        determine the length of the file;
        if (gotTheFileLength) {
            allocate that much memory;
            if (gotEnoughMemory) {
                read the file into memory;
                if (readFailed) {
                    errorCode = -1;
                }
            } else {
                errorCode = -2;
            }
        } else {
            errorCode = -3;
        }
        close the file;
        if (theFileDidntClose && errorCode == 0) {
            errorCode = -4;
        } else {
            errorCode = errorCode and -4;
        }
    } else {
        errorCode = -5;
    }
    return errorCode;
}
```

```
readFile {
    try {
        open the file;
        determine its size;
        allocate that much memory;
        read the file into memory;
        close the file;
    } catch (fileOpenFailed) {
        doSomething;
    } catch (sizeDeterminationFailed) {
        doSomething;
    } catch (memoryAllocationFailed) {
        doSomething;
    } catch (readFailed) {
        doSomething;
    } catch (fileCloseFailed) {
        doSomething;
    }
}
```

Exception Handling Model

- **Code** where you anticipate a problem:
  - Detect error, probably with an if create a new exception and throw it
  - Alternatively let **JVM** detect error, create, and throw an exception
- **Code** in client (somewhere in message invocation stack)
  - try, hoping for the best
  - prepare to catch an exception

```
try{
    // statements that can throws exceptions...
} catch (exception1) {
    // do stuff
} catch (exception2) {
    // do stuff
}
```

Simple Example

```
public class SimpleException extends Exception{}

public class SimpleExample{
  public double calcPrice(int netPrice) throws SimpleException{
        if (netPrice > 100){
            throw new SimpleException(); // to expensive
        }
        return netPrice * 1.25; // add sales tax
    }
  public static void main (String[] args){
        SimpleExample se = new SimpleExample();
        try{
            se.calcPrice(10);
            se.calcPrice(23);
            se.calcPrice(1000);
            se.calcPrice(88);   // never called
        }
        catch(SimpleException e){
            System.err.println("Caught SimpleException");
        }
    }
}
```

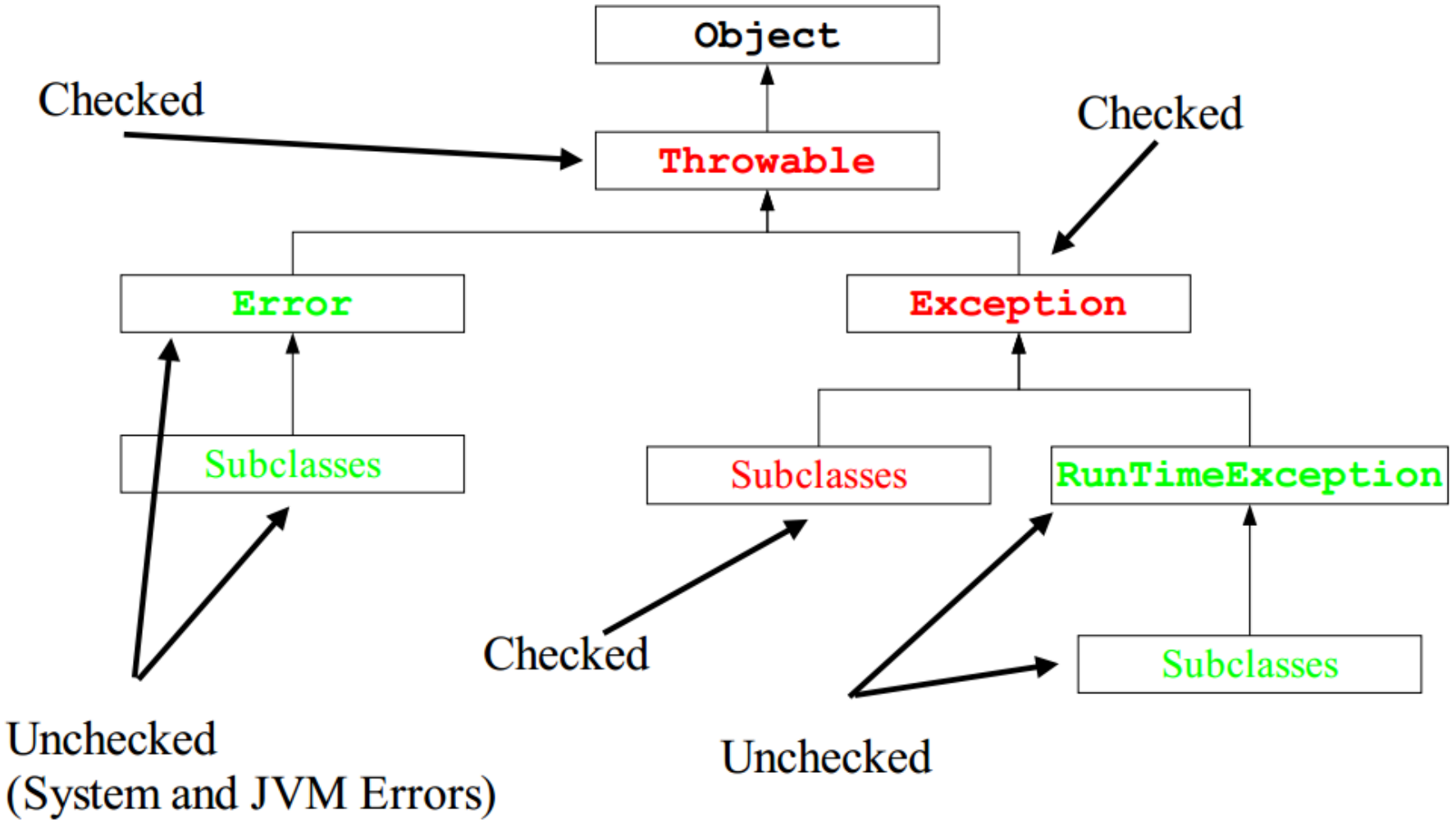
Java's Catch or Specify Requirement

- Catch
  - A method can **catch** exception by providing and **exception handler**
- Specify
  - If a method **chooses not to catch**, then specify which exceptions are thrown
  - Exceptions are part of a method's public interface

Checked/Unchecked Exceptions

- An exception is either **checked** or **unchecked**
  - Checked = checked by the compiler
- A checked exception can only be thrown within a try block or within a method that is designated to throw that exception
  - The compiler will complain if a checked exception is not handled appropriately
- An unchecked exception does not require explicit handling, though it could be processed that way.
- An example many run-time exceptions are unchecked exceptions

Java's Exception Class Hierarchy



Java's Exception Class Hierarchy, cont.

- **Throwable**
  - Superclass for all exceptions
  - Two methods for filling in and printing the stack
- Error
  - Serious internal errors (should not occur in running programs).
  - Are normally not handled. (report and terminate)
  - Programs should not throw Error
  - The catch or specify principle does not apply, because they are so severe
  - Examples
    - Dynamic linking failure
    - Memory shortage
    - Instantiating abstract class

Java's Exception Class Hierarchy, cont.

- Exception
  - The base class for most exception used in Java programs
  - The catch or specify principle does apply
  - Examples of subclasses
    - IOException
    - ClassNotFoundException
- RuntimeException
  - Not a good name (all exceptions are at run-time)!
  - Commonly seen run-time error
  - The catch or specify principle does not apply, because they are so ubiquitous.
  - Examples
    - Divide by zero/Cast error/Null pointer

The try Statement

- To process an exception when it occurs, the line that throws the exception is executed **within** a **try block**
- A try block is followed by one or more catch clauses, which contain code to process an exception
- Each catch clause has an associated exception type

```
try {
   // statements
}
```

The catch Statement

- The catch statement is used for catching exceptions.
- A **try** statement must be **accompanied** by a **catch** statement
- Try and catch statements can be **nested**, i.e., try block in try block, etc.

```
try {
    . . .
} catch (ArrayIndexOutOfBoundsException e) {
    System.err.println("Caught first " + e.getMessage());
} catch (IOException e) {
    System.err.println("Caught second " + e.getMessage());
}
```

The catch Statement, cont.

- When an exception occurs, processing continues at the **first catch clause** that matches the exception type
- The catch statements should be should be listed in most-specialized-exception-first order

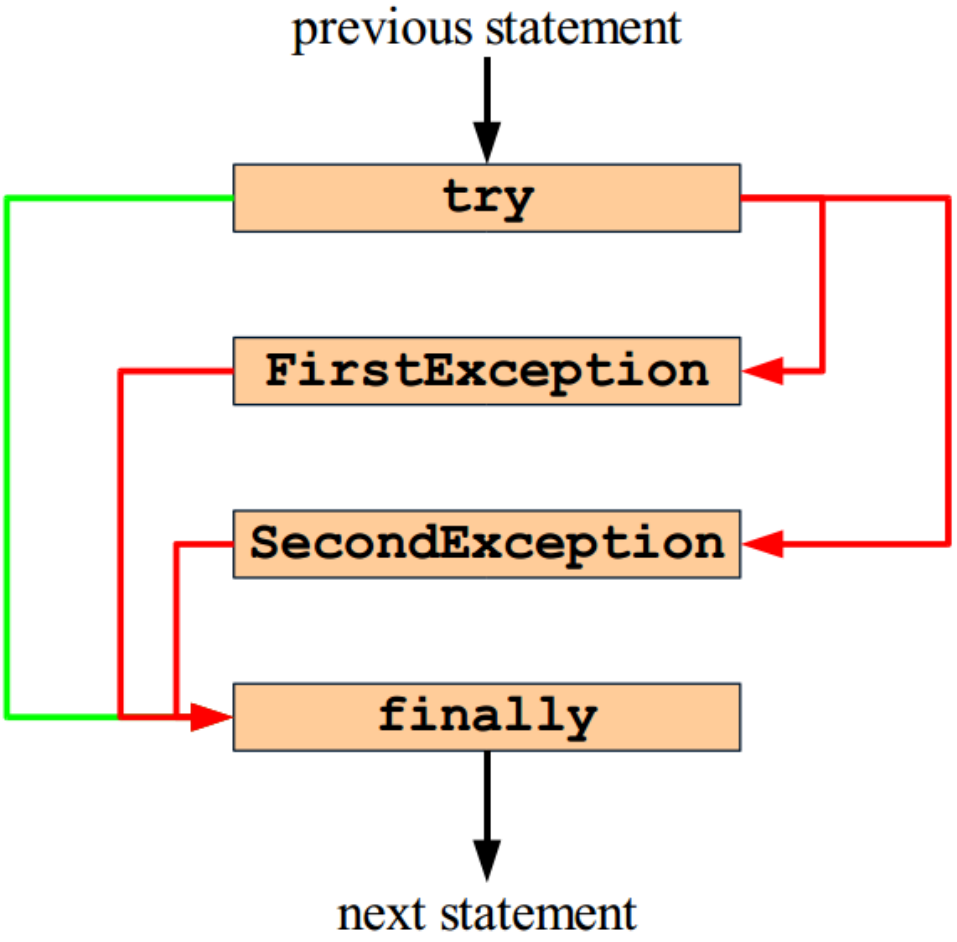
```
try {
    . . .
} catch (Exception e) { // very general exception
    System.err.println("Caught first " + e.getMessage());
} catch (ArrayIndexOutOfBoundsException e) {
    // will never be called
    System.err.println("Caught second " + e.getMessage());
}
```

The **finally** Clause

- A try statement can have an optional clause designated by the reserved word finally
- If **no exception is generated**, the statements in the **finally clause are executed** after the statements in the try block complete.
- Also, if an exception is generated, the statements in the finally clause are executed after the statements in the appropriate catch clause complete.

```
try {
        // statements that throw exceptions
} catch(<exception>) {
        // do stuff
} finally {
       // code here runs whether or not catch runs
  }
```

The finally Clause, cont.



The finally Clause, Example

```
try {
    out = new PrintWriter(new FileWriter("out.txt"));
    // statements that throws exceptions

     } catch (ArrayIndexOutOfBoundsException e) {
         System.err.println("Caught array error");
     } catch (IOException e) {
         System.err.println("Caught I/O error");
     } finally {
         if (out != null) {
             System.out.println("Closing file");
             out.close();
         }
     }
}
```

The **throw** Statement

- All methods use the throw an exception

```
public Object pop() throws EmptyStackException {
    Object obj;

    if (size == 0)
        throw new EmptyStackException();

    obj = objectAt(size - 1);
    setObjectAt(size - 1, null);
    size--;
    return obj;
}
```

Exception Propagation

- If it is not appropriate to handle the exception where it occurs, it can be handled at a higher level
- Exceptions **propagate up** through the method calling hierarchy **until** they are **caught** and handled or until they reach the outermost level
- A try block that contains a call to a method in which an exception is thrown can be used to catch that exception

Exception Propagation, Example

```
static void method1 throws IOException {
    throw new IOException("Error in method1");
}

static void method2 throws IOException {
    // do stuff, but no catch, just specify
    method1();
}
static void method3 throws IOException {
    // do stuff, but no catch, just specify
    method2();
}

public static void main (String args[]){
   // catch if just specify error to console
   try {
      method3();
   } catch (IOException e){
      // handle the exception from method1
   }
}
```

Rethrowing an Exception

```
static void method1 throws IOException {
    throw new IOException("Error in method1");
}
static void method2 throws IOException {
    try{
        method1();
    } catch (IOException e) {
        System.err.printly ("Handle partly here");
        throw e; // 1st method
        // throw e.fillInStackTrace;           // 2nd method
        // throw new IOException ("new one"); // 3th method
    }
}
public static void main (String args[]){
   // catch if just specify error to console
   try {
      method2();
   } catch (IOException e){
      System.err.printly ("Handle rest here");
   }
}
```

Creating **New** Exceptions

- Requires careful design (part of the public interface)
- Choose the correct **superclass**
- Choosing the name
  - The most important thing for new exceptions
  - Tends to be long and descriptive (ArrayIndexOutOfBoundsException)
- Code for exception class typically minimal
- Naming convention:
  - All classes that inherits from Exception has 'Exception' postfixed to their name.
  - All classes that inherits from Error has 'Error' postfixed to their name

Creating New Exceptions, Example

```
class SimplestException extends Exception {
    // empty method body okay, just give it a good name
}

class SimpleException extends Exception {
    SimpleException () { super(); } // default constructor
    SimpleException (String str) { super(str); }
}

class ExtendedException extends Exception {
    private static int counter = 0;    // no of exceptions
    ExtendedException () { super(); counter++; }
    ExtendedException (String str) {
        super(str); counter++;   }
    ExtendedException (String str, int no) {
        super(str);
        instanceNo = no;
        counter++;
    }
}
```

Overloading and Exception

- Methods **cannot** be overloaded based on exception specification

```
public class OverloadedMethod{
    /** An overloaded method */
    public int calc(int x) throws SimpleException {
       return x;
    }
    /** NOT allowed */
    public int calc(int y) throws AnotherException {
       return y;
    }
    /** Is allowed */
    public int calc(int x, int y){
       return x + y;
    }
    public static void main(String[] args){
        OverloadedMethod om = new OverloadedMethod();
        System.out.println(om.calc(3));
    }
}
```

Interfaces and Exceptions

- Exceptions can naturally be specified for methods in **interfaces**

```
public interface InterfaceException{
    int calc(int x) throws SimpleException;
    // not allowed
    //int calc(int y) throws AnotherException;
    int calc(int x, int y)
         throws SimpleException, AnotherException;
}
```

Inheritance and Exceptions

- If base-class method throws an exception, **derived-class method may throw that exception** or one derived from it
- Derived-class method cannot throw an exception that is not a type/subtype of an exception thrown by the base-class method
  - ▷Otherwise subclass cannot be upcasted to base-class

```
class BaseException extends Exception{}
class DerivedException extends BaseException{}

class A           { void f() throws BaseException{}}
class B extends A { void f() throws DerivedException{}}

// not allowed compile-error
class C extends B { void f() throws AnotherException{} }
```

Inheritance and Constructors

- Constructors can throw exceptions
- Subclass constructor cannot catch exception thrown by a base class constructor

```
class A{
    int i;
    A(int j) throws SimpleException{
        if (j < 0){ throw new SimpleException(); }
        i = j;
    }
}
class B extends A {
    B(int j) throws SimpleException, AnotherException{
        // cannot have try block here
        super(j);
        if (j > 100){ throw new AnotherException();  }
    }
}
```

Guidelines

- Do **not** use exceptions for **normal control flow**!
  - Slows down the program
- Do use exceptions to indicate abnormal conditions!
- Handle the error (fully or partially) if you have enough information in the current context. Otherwise, propagate!
- **Handle group of statements**
  - Do not encompass every single statement in a try block
- Use exceptions in **constructors**!
- Do something with the exceptions your code catches!
- Clean up using finally

Review

- The manner in which an exception is processed is an important design consideration
- Advantages of Exceptions
  - ▷Separates error handling from “regular” code.
  - ▷Propagation of errors up the call stack.
    - Handle error in a context
  - ▷Grouping of error type and differentiation of errors.
    - Overview
    - Reuse of error handling code

Summary

- Overview Java Exceptions and Internal Classes
- Hands-On/Practical
- Today is about becoming comfortable/familiar with Exceptions

This Week

- Read Associated Chapters
- Review Slides
- Java Exercises
- Online Quizzes

Today's Practical

- **Programming Exercises (Book):**
  - **Chapter 13.1-13.5**
  - **(Only code not UML)**

- Upload single .zip file containing all your java files (only java files).
  - www.zjnu.xyz
  - zip file name should be your student number, e.g., 29392929.zip

- Remember to comment your code, name/student number at the top of files.

- Organise your files so it's clear to identify each exercise (e.g., file names/folders)
  - ch13_1.java, ch13_2.java, …

Questions/Discussion