

	Assignment 12
K	Title: Template design pattern & exception
	handling in Java.
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*	Problem Statement
	Write a program of templates &
	Write a program of templates & exception handling. In this assignment
	multiple templates are to be designed
	4 these are used to take decision.
*	Objectives:
	1) To understand & use concept of
	template design pattern.
-	2)To understand concept 4 importance
	of exception handling in java
	3) To learn to use multiple templates
,	as pattern to take decisions.
	Control of the state of the sta
*	Outcome a militaria mante
	To be able to implement multiple
	templates & exception handling in java.
*	Software & Hardware Requirements,
) Fedora Os 20, 64 bit
	2) Editor gedit
	3) Java



Theory:

Templates:

Generics or templates in Java is

Similar to templates in C++. In

software engineering the template

method pattern is a behavior design

pattern that defines the program

selection of an algorithm in an

operation differing some steps to

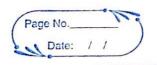
Subclasses It less one redefine certain

steps of an algorithm without

changing the algorithms structure.

Exception handling:

Exception handling is the process of responding to the occurance during computation of instructions-anomalas or exceptional Conditions requiring special processing keywords used in Java for handling exceptions are-try, catch, throw, throws & finally.



¥	Algorithm:
	public class Exception Demo ?
	public static void main (String [] args) [
	int $a=6$, $z=0$
	int result;
	try }
	result = a/z
_	system. out. println("Just after
	system. Out printing just after
	attempt");
	5
	eatch (Arithmetic Exception e) }
	system.out. println ("divoion
	by zero")
	3
	System. out. println("After catch")
]
	{
h	Outpirt:
*	
	Division by zero
	After catch.
A	Carclusion:
	We studied & implemented multiple templates in java & implemented
	templates in java & implemented
	exception handling.