

Enumeration and Exception

Rawlabs Academy

What is **Enumeration**?

An **Enums** or **Enumerations** is a special "class" that represents a group of constants (unchangeable variables, like **final** variables).

Final variables

```
public class Level {
    public static final String LOW = "LOW";
    public static final String MEDIUM = "MEDIUM";
    public static final String HIGH = "HIGH";
}
```

Enum

```
public enum Level {
   LOW,
   MEDIUM,
   HIGH;
}
```

Why use Java Enums?

Enum was introduced to replace the use of int constant.

```
public class Size {
    public static final int SMALL = 1;
    public static final int MEDIUM = 2;
    public static final int LARGE = 3;
    public static final int EXTRA_LARGE = 4;
}
```

Can be simplify using enums.

```
public enum Size {
    SMALL, MEDIUM, LARGE, EXTRA_LARGE;
}
```

Java Enum - Basic Usage

```
public enum PizzaSize {
    SMALL, MEDIUM, LARGE, EXTRA_LARGE;
}

public class Main {
    public static void main(String[] args) {
        System.out.println(PizzaSize.MEDIUM);
        System.out.println(PizzaSize.LARGE);
    }
}
```

Java Enum in Switch Statement

```
public static void main(String[] args) {
    PizzaSize myPizza = PizzaSize.LARGE;
    switch(myPizza) {
        case PizzaSize.SMALL:
            System.out.println("I bought small pizza");
            break;
        case PizzaSize.MEDIUM:
            System.out.println("I bought medium pizza");
            break;
        case PizzaSize.LARGE:
            System.out.println("I bought large pizza");
            break;
```

Methods of Java Enum

- ordinal(): returns the position of an enum constant
- compareTo() : compare the enum constants based on their ordinal value
- toString(): returns string representation
- name(): returns defined name in a string form
- valueOf() : takes a string and return an enum constant having the same string name
- values(): return an array of enum type containing all the enum constants

Enum with Predefined Value

```
public enum Color {
    RED("#F44336"),
    GREEN("#43A047"),
    BLUE("#0277BD");
    private final String hex;
    private Color(String hex) {
        this.hex = hex;
    public String getHex() {
        return this.hex;
```

Exception



What is Exceptions?

Exception is an abnormal condition.

In Java, an exception is an event that **disrupts** the normal flow of the program. It is object which is **thrown at runtime**.

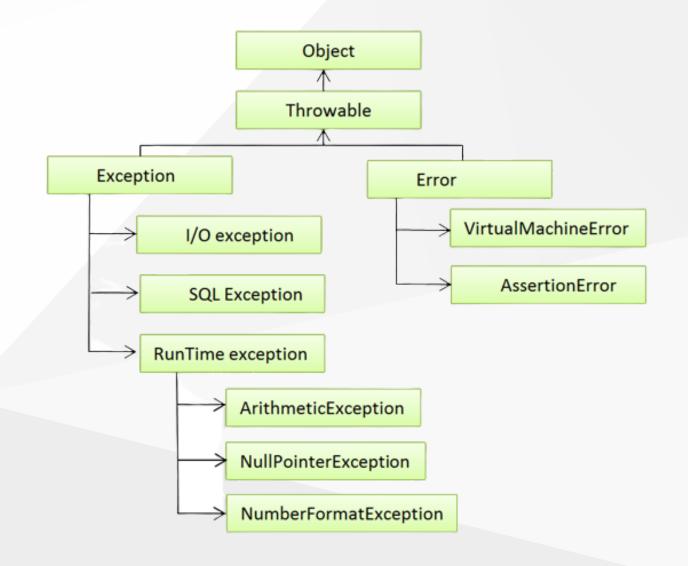
Exception Handling

Exception Handling is a mechanism to handle runtime errors such as ClassNotFoundException, IOException, SQLException, RemoteException, etc.

Advantage: Maintain the normal flow of the application.

Exception Hierarchy

The java.lang.Throwable class is the root class of Java Exception hierarchy inherited by two subclasses: Exception and Error



Types of Exception



Checked Exception

- The classes that directly inherit the Throwable class except RuntimeException and Error are known as checked exceptions.
- Checked exceptions are checked at compile-time.

Example:

- IOException
- SQLException
- etc.

Unchecked Exception

- The classes that inherit the RuntimeException are known as unchecked exceptions.
- Unchecked exceptions are not checked at compile-time, but they are checked at runtime.

Example:

- ArithmeticException
- NullPointerException
- ArrayIndexOutOfBoundsException
- etc.

Error

Error is **irrecoverable**.

Example:

- OutOfMemoryError
- VirtualMachineError
- AssertionError
- etc.

Keywords

Keyword	Description
try	Specify a block where we should place an exception code
catch	Handle the exception. It must be preceded by try block which means we can't use catch block alone
finally	Execute the necessary code of the program. It is executed whether an exception is handled or not
throw	Throw an exception
throws	Declare exceptions, it specifies that there may occur an exception in the method. It doesn't throw an exception. It is always used with method signature.

Exception Handling Example

```
public static void main(String[] args) {
    int value = 0;
    try {
        System.out.println("This code should be throw an ArithmeticException");
        value = 100/0;
    } catch (ArithmeticException e) {
        System.out.println(e);
    System.out.println("Code ended by ArithmeticException");
    System.out.println("Value still :: " + value);
```

Custom Exception

```
public class MyCustomException extends Exception {
   public MyCustomException(String message) {
      super(message);
   }
}
```

Cont...

```
public static void main(String[] args) {
    try {
        System.out.println("I will be throw a new MyCustomException");
        throw new MyCustomException("Hello world!!!");
        System.out.println("This code not executed.");
    } catch (MyCustomException e) {
        System.out.println("Exception message is :: ", e.getMessage());
    } finally {
        System.out.println("Finally block, will be execute in the end process");
```

Task

Create a method to check **Boba drink** payment if the payment is less than the price then throw a custom exception. And make validation if the selected **Boba menu** does not match the enum, then throw a custom exception with a message.

Note: Take advantage of user input

Input Boba menu : Boba Tea

Input Size : REGULAR
Input payment : 120000

Your amount is less than price!

Input Boba menu : EXTRA_SMALL

Input Size: EXTRA_LARGE

Invalid boba size!

Available size : [SMALL, REGULAR, LARGE]