

# Exception Handling in Java SE

## Handling Exceptions



**Jim Wilson**

Mobile Solutions Developer & Architect

@hedgehogjim | jwhh.com



# Overview



**The role of exceptions**

**Working with try/catch blocks**

**Implementing cleanup with finally**

**Automating cleanup**



# Version Check



**This version was created by using:**

- Java 17
- IntelliJ Idea 2021.3.2



# Version Check

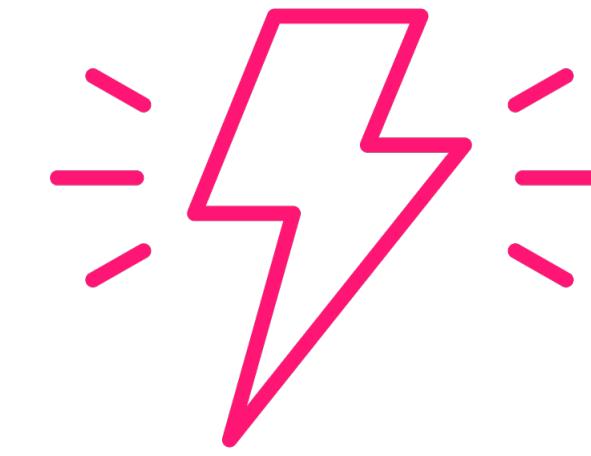


**This course is 100% applicable to:**

- Java 11 to 21
- Any version of IntelliJ Idea from 2016 to 2023



# Dealing with Errors



## Programs Will Encounter Errors

Need an effective mechanism for handling and recovery

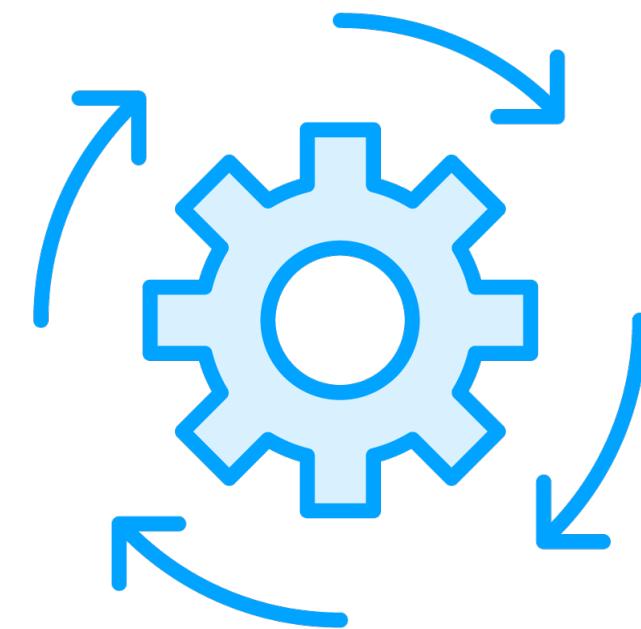
## Exceptions

Non-intrusive way to signal errors  
Allows errors to be handled in a structured manner



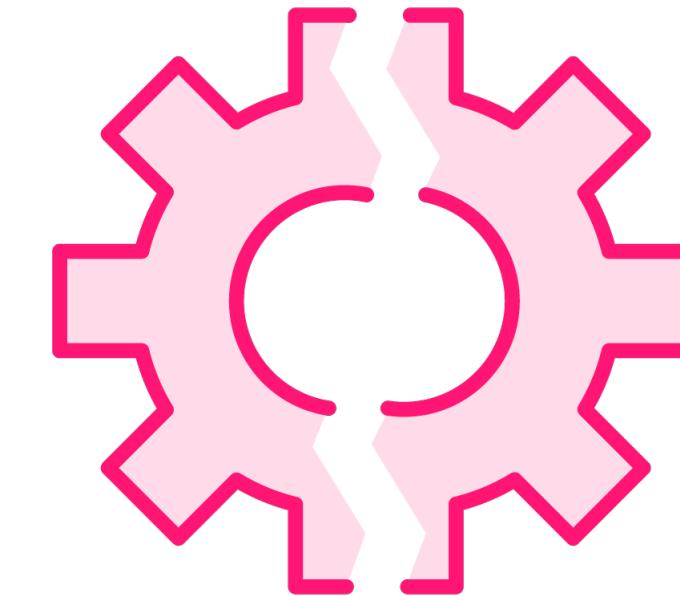
# Dealing with Errors

Exception handling relies on try/catch blocks



## Try Block

Contains “normal” code to execute  
Runs to completion when no exceptions  
Exits block if exception thrown



## Catch Block

Contains error handling code  
Runs only if matching exception is thrown  
Receives exception information



# Main.java

```
int i = 12;  
int j = 5;      
try {  
    int result = i / (j - 2);  
    System.out.println(result);  
}
```



# Main.java

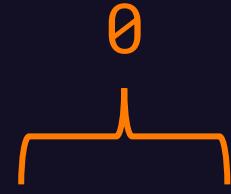
```
int i = 12;
int j = 5;
try {
    int result = i / (j - 2);
    System.out.println(result);
}
System.out.println("Error: " + ex.getMessage());
ex.printStackTrace();
}
doMoreWork();
```

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# Main.java

```
int i = 12;
int j = 2;
try {
    int result = i / (j - 2);
    System.out.println(result);
} catch (Exception ex) {
    System.out.println("Error: " + ex.getMessage());
    ex.printStackTrace(); // Helpful during app development
}
doMoreWork();
```



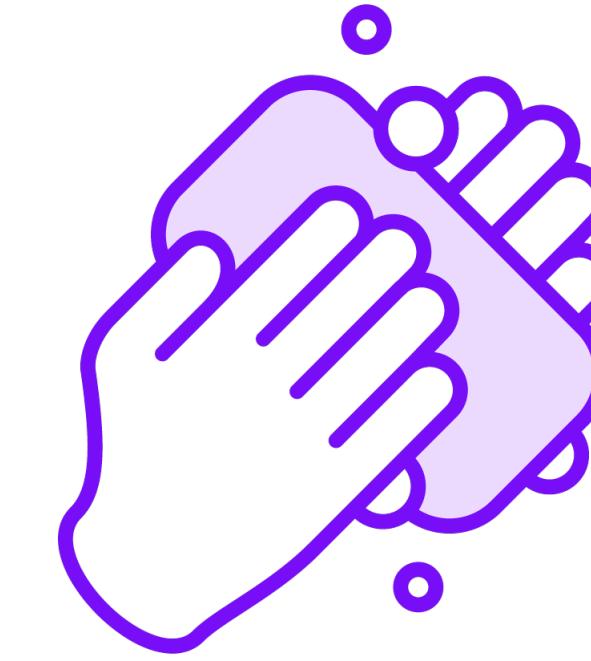
# Handling Cleanup



## Tasks Often Require Cleanup

Close file, database, etc.

May be needed even if exception occurs



## Finally Block

Can be added at end of try/catch

Runs in all cases following try or catch



# Automating Cleanup

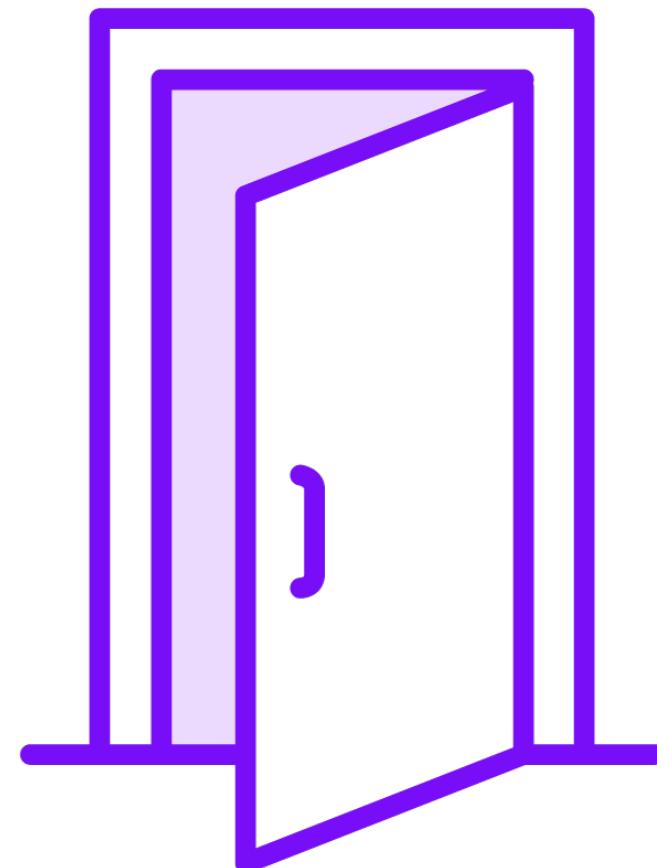


**Manual cleanup can be cumbersome**

- Often requires null checks
- Often requires additional exception handling within finally block



# Automating Cleanup



## AutoCloseable interface

- Indicates automated cleanup support
- Has 1 method: Close

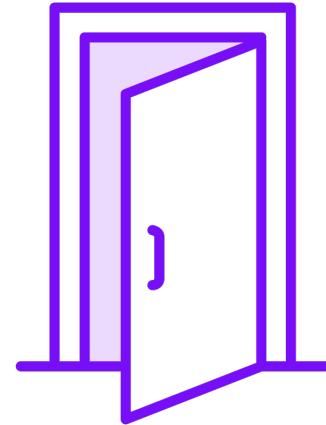
## Closeable interface

- Inherits from AutoClosable
- Has 1 method: Close



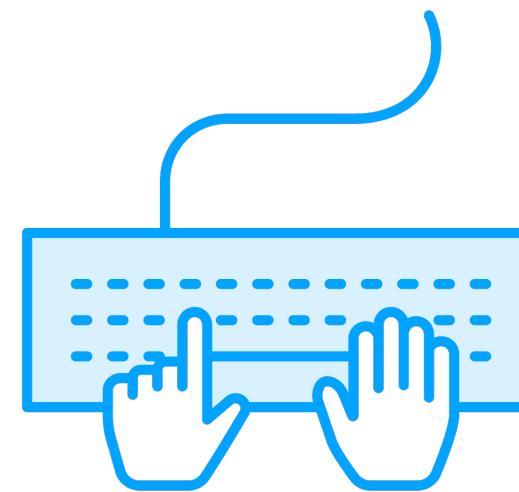
# Automating Cleanup

Try-with-resources automates resource cleanup



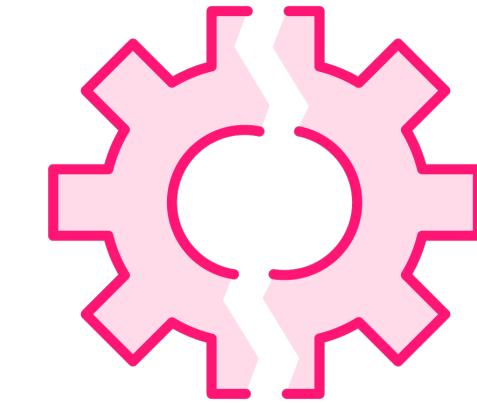
## Utilizes AutoCloseable

Automatically calls close  
Verifies non-null before  
calling close



## Syntax

Similar to traditional try  
AutoCloseable resource  
must be created as part  
of try statement



## Exception Handling

Can optionally include  
catch block(s)  
Same catch block(s)  
handle try body and  
automatic closing



# Summary



## Exceptions

- Serve as a signal for errors
- Allow for structured error handling

## Handling exceptions

- Use try/catch blocks



# Summary



## Try block

- Contains “normal” code to execute
- Runs to completion if no exception
- Exits immediately if exception thrown

## Catch block

- Contains error handling code
- Runs if matching exception thrown
- Receives exception information



# Summary



## Finally block

- Allows for manual cleanup
- Runs in all cases following try or catch

## Automating cleanup

- Try-with-resources
- Can be used with any type that implements AutoCloseable interface

