A program can throw an exception, using throw statement. When an exception is thrown, normal execution is suspended. The runtime system proceeds to find a catch block that can handle the exception. The exceptions are caught under the Exception class. This class is used for giving user defined exception. To use this class throw keyword is used.  
  
//Program using throw keyword  
  
class check\_age extends Exception// inheriting the exception class  
{  
public String toString()  
{  
return "Age cannot be less than 18";  
}

static void age(int a)  
{  
try// to handle exception try and catch block is given  
{  
if(a<18)  
{  
check\_age obj= new check\_age();  
throw obj;// throwing exception using class object  
}  
  
else  
System.out.println("Adult");  
}  
  
catch(Exception e)// catch block to give error message  
{  
System.out.println(e);  
}  
  
}  
  
public static void main(String args[])  
{  
age(Integer.parseInt(args[0]));  
}  
}  
  
However if the user wants to handle the Exception at some point like in other class then the Java provides with the throws statement.

class check\_age extends Exception// inheriting the exception class {  
public String toString() {  
return "Age cannot be less than 18";  
}  
}  
  
class a {

static void age(int a)throws Exception{  
  
if(a<18) {  
check\_age obj= new check\_age();  
throw obj;  
}  
  
else  
System.out.println("Adult");  
  
}  
  
public static void main(String args[])  
  
{  
  
try  
  
{  
  
a obj1=new a();  
  
obj1.age(Integer.parseInt(args[0]));  
  
}  
  
catch(Exception e)  
  
{  
  
System.out.println(e);  
  
}  
  
}  
  
}