



## Exceptions

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# What are Exceptions?



A girl is watching a video on Youtube on the computer



Exception



Interrupted in watching video due to internet disconnectivity suddenly



Tire  
punctured

Exception

# Exception

- An unwanted or unexpected event
- Occurs during the compile time or during the runtime
- There are two categories of exceptions: checked exception and unchecked exception
- To prevent exceptions from crashing our program, we must write code that detects and handles them

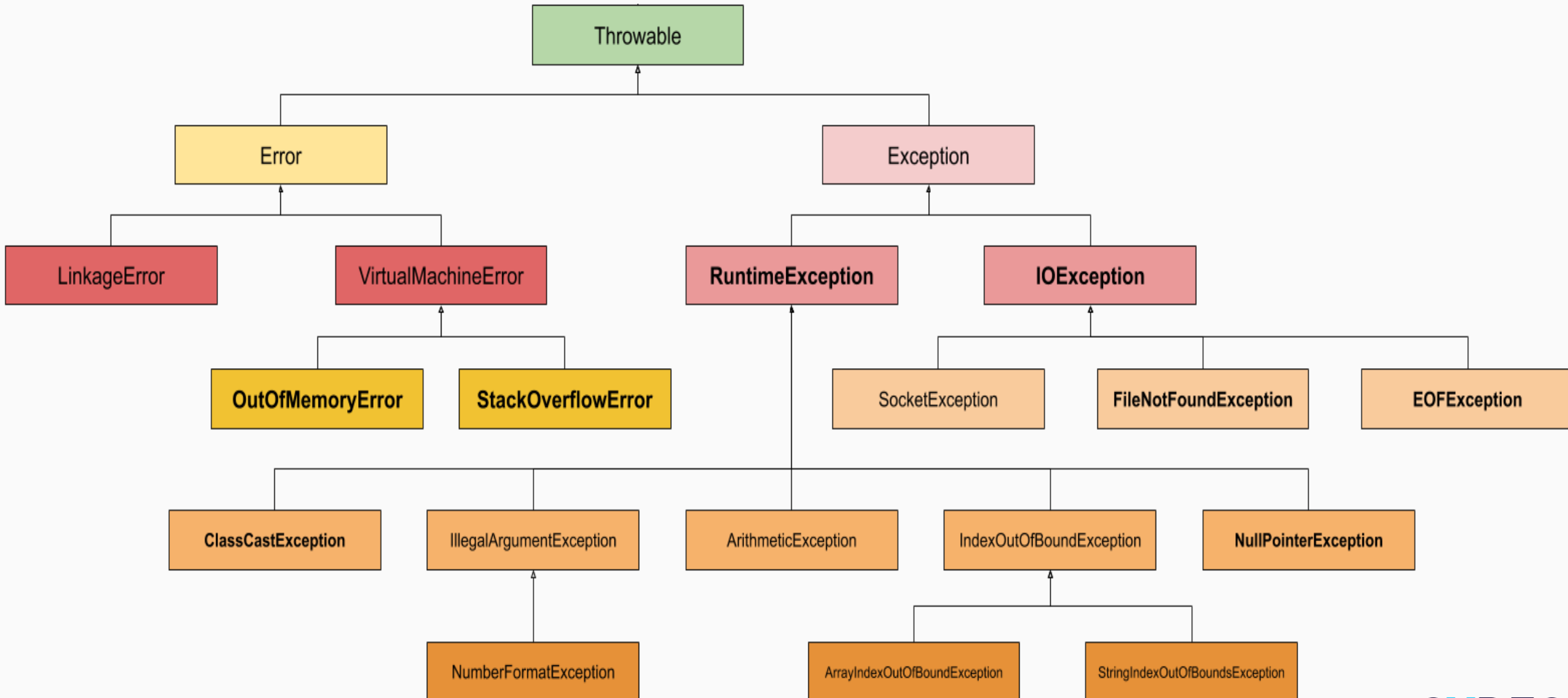
# Unchecked Exceptions

- Exceptions that are not checked at compile time
- Occurs during the runtime
- Code will compile even if we do not handle them
- They have IS A relationship with RuntimeException (parent class)

# checked Exceptions

- Exceptions that are checked at compile time
- Occurs during the compile time
- Code will not compile even if we do not handle them
- They do not have IS A relationship with RuntimeException class

# Exceptions & Errors Hierarchy



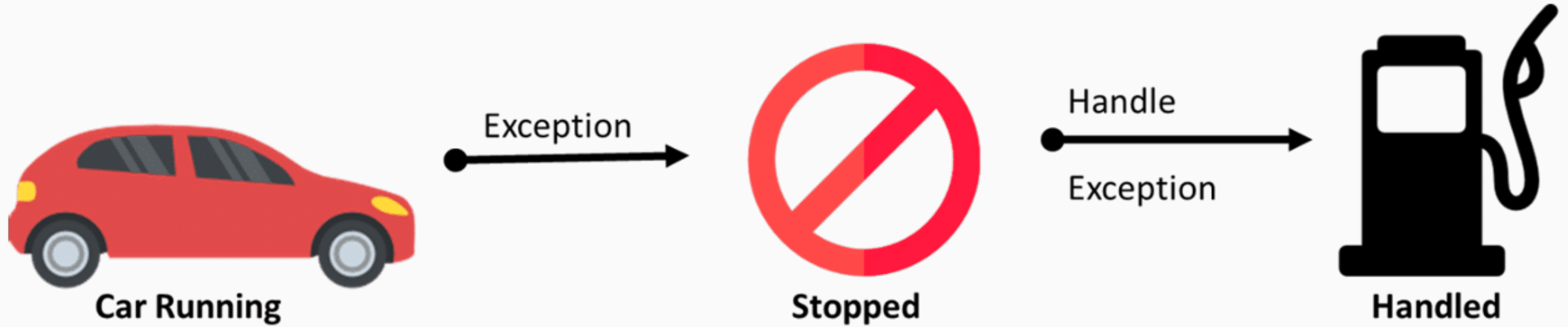
# Errors

- Indicates that an **illegal operation** is being performed
- Occurs during the **runtime** only
- They can **not** be recovered, and **not** recommended to handle them

# Exception Handlings



# Exception Handlings



# Try & Catch

- To handle an exception (checked or unchecked), we can use **try & catch** blocks

```
try{  
    //try block statements  
    //some code that might throw exception  
}catch(ExceptionClass e){  
    //catch block statements  
    //hanle exception (if try block can't)  
}
```

# Exception Object

- When runtime exception happens, java will catch it and assigns to a variable in catch block
- After it is successfully caught, we can use the variable and call some methods on the exception object
- Popular methods of exception objects are:
  - `printStackTrace()`: prints a stack trace (full details) of the exception
  - `getMessage()`: returns only brief description of the exception

# Multiple catch Blocks

- If the code in the try block will be capable of throwing more than one type of exception
- To specify all the possible exceptions that could be thrown
- Parent exception class can not be placed before child exception class

```
try{  
}catch(ArithmeticException e){  
    //handle arithmetic exception  
}catch(IndexOutOfBoundsException e){  
    //handle index out of bounds exception  
}catch(RuntimeException e){  
    //handle Runtime exception  
}
```

# Finally block

- An optional block that can be given after last catch block
- Always executed after try & catch blocks whether an exception occurs or not

```
try{  
    //try block statements  
}catch(ExceptionClass e){  
    //catch block statements  
}finally{  
    // finally block statements  
}
```

# Throws Keyword

- Used within the method signature
- Informs the compiler that method throws one of the listed type exception
- Fastest way to get rid of the compilation error that's caused by a checked exception

```
public static void main(String[] args) throws InterruptedException{  
    System.out.println("Hello");  
    Thread.sleep(3000); //Checked Exception  
    System.out.println("World");  
}
```

# Throws keyword - Rule

- Whoever calls the method that has throws keyword in its signature is responsible to handle it or declare it again

```
public void method1() throws InterruptedException{  
    Thread.sleep(3000); //Checked Exception  
}  
  
public void method2(){  
    method1(); //Unhandled Exception  
}  
  
public void method3(){  
    method2(); //Unhandled Exception  
}
```

# Throw keyword

- Used for manually throwing an exception

```
throw new ExceptionType(MessageString);
```