Usman Institute of Technology Department of Computer Science Course Code: SE312

Course Title: Software Construction and Development SPRING 2024

Lab 10

Fault Tolerance in Java

Objective: Constructing a fault tolerant program by implementing exception handling techniques.

Student Information

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Date	5/17/2024

Assessment

Marks Obtained	
Remarks	
Signature	

HOME TASK:

- 1. Write a program that meets the following requirements:
 - Creates an array with 10 randomly chosen integers.
 - Prompts the user to enter the index of the array, then displays the corresponding element

value. If the specified index is out of bounds, display the message Out of Bounds.

(ArrayIndexOutOfBoundsException)

CODE:

```
// scanner.close();
}
```

OUTPUT:

2. Suppose you are developing a game for kids in which they are learning the division operation in math. Your game will take input from kids (2 integers) and then perform the division and displays the answer. Think and apply exception handling in this scenario. For e.g. Arithmetic Exception might occur here. Also suppose, this game has the limitation that it only performs division between integers so if it gets a decimal number as input, it throws an exception stating that the input is invalid, please give integer number etc.

CODE:

```
package com.company;
import java.util.InputMismatchException;
import java.util.Scanner;

public class task2 {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        try {
            System.out.println("Welcome to the Division Game!");
            System.out.print("Enter the first integer: ");
            int dividend = scanner.nextInt();
            System.out.print("Enter the second integer: ");
            int divisor = scanner.nextInt();
```

OUTPUT:

```
"D:\Java SDK\bin\java.exe" "-javaagent:D:\IntelliJ\IntelliJ
Welcome to the Division Game!
Enter the first integer: 20
Enter the second integer: 10
The result of 20 divided by 10 is: 2

Process finished with exit code 0
```