

11.7-Ducking Exception using throws

Introduction:

The Java **throws** keyword is used to declare an exception in a method's signature. It informs the programmer that an exception **may** occur during the execution of the method. As a result, it encourages programmers to provide appropriate exception-handling code to maintain the normal flow of the program.

Key Points:

- The throws keyword is mainly used to handle **checked exceptions**.
- If an unchecked exception (e.g., NullPointerException) occurs, it is typically considered the programmer's fault for not verifying the code before execution.

Syntax of the throws Keyword:

```
return_type method_name() throws exception_class_name {  
    // method code  
}
```

Advantages of Using the throws Keyword:

1. **Propagation of Checked Exceptions:** Checked exceptions can be forwarded up the call stack.
 2. **Provides Information to the Caller:** The caller of the method is informed about possible exceptions, allowing them to handle it properly.
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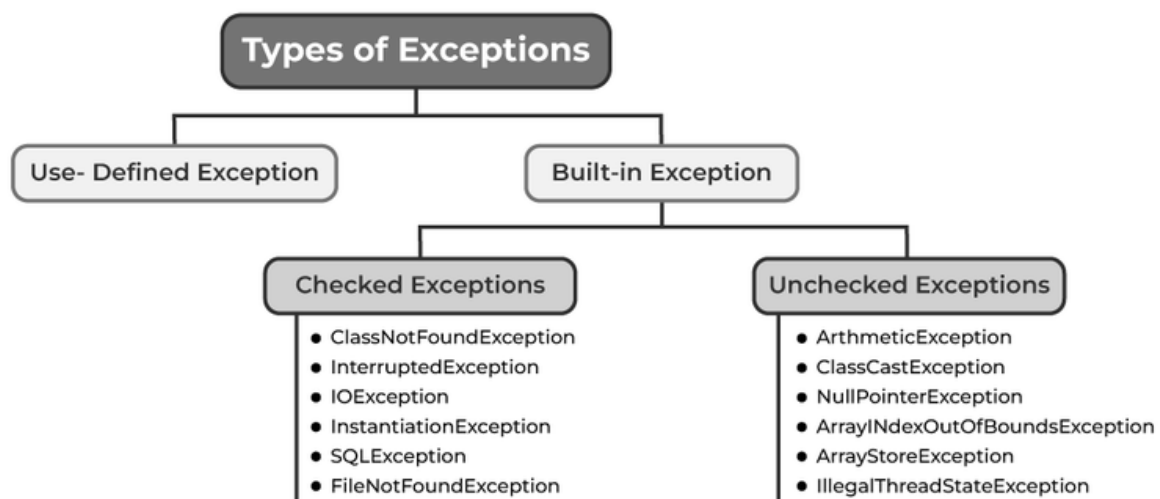
Scenario: Ducking Exceptions

Consider a method `d()` that contains multiple statements, one of which is **critical**. A critical statement is one that might throw an exception. Additionally, two other methods, `e()` and `f()`, each also have a critical statement.

Now, let's assume the `main()` method calls all of these methods. Since each method contains critical code that might throw an exception, there are two ways to handle this situation:

- **Handle the exception** within each method using a try-catch block.
- **Duck the exception** by not handling it within the method but rather passing it on to the method's caller using the **throws** keyword.

In our case, the `main()` method will call these critical methods. Each method (e.g., `d()`, `e()`, and `f()`) throws the exception back to the `main()` method instead of handling it. This is achieved using the `throws` keyword followed by the exact exception type (or its parent class).



At this point, it is up to the `main()` method to either handle the exception or duck it further. However, it's considered bad practice to

let the `main()` method throw the exception without handling it. If the `main()` method also ducks the exception, the Java Virtual Machine (JVM) will handle it using its **default exception handler**, which is not ideal in real-world coding.

Example:

```
class A {  
    public void show() throws ClassNotFoundException {  
        System.out.println("In show");  
        Class.forName("Calculator"); // Might throw ClassNotFoundException  
    }  
}  
  
public class Hello {  
    public static void main(String[] args) {  
        A obj = new A();  
        try {  
            obj.show();  
        } catch (ClassNotFoundException e) {  
            System.out.println("Class not found: " + e);  
            e.printStackTrace();  
        }  
    }  
}
```

Output:

```
In show  
Class not found: java.lang.ClassNotFoundException: Calculator  
java.lang.ClassNotFoundException: Calculator  
    at java.base/jdk.internal.loader.BuiltinClassLoader.loadClass(BuiltinClassLoader.  
    at java.base/jdk.internal.loader.ClassLoaders$AppClassLoader.loadClass(ClassLoad  
    at java.base/java.lang.ClassLoader.loadClass(ClassLoader.java:526)  
    at java.base/java.lang.Class.forName0(Native Method)  
    at java.base/java.lang.Class.forName(Class.java:421)  
    at java.base/java.lang.Class.forName(Class.java:412)  
    at A.show(MyClass.java:17)  
    at MyClass.main(MyClass.java:24)
```

Explanation:

In this example, the `A` class contains a `show()` method, which calls `Class.forName()`. This method might throw a `ClassNotFoundException` (a checked exception). Instead of handling

the exception within `show()`, it throws it to the `main()` method using the `throws` keyword.

The `main()` method surrounds the `show()` call with a try-catch block, ensuring the exception is caught and handled properly.

The `e.printStackTrace()` method outputs the stack trace, which shows the method call hierarchy, tracing the path of execution from the origin of the exception to the point where it occurred.

Differences Between `throw` and `throws`

Sr. No.	Basis of Differences	<code>throw</code>	<code>throws</code>
1	Definition	Used to explicitly throw an exception inside a block of code.	Used in the method signature to declare exceptions that might be thrown during execution.
2	Usage	Can propagate unchecked exceptions only.	Can declare both checked and unchecked exceptions but is primarily used for checked exceptions.
3	Syntax	Followed by an instance of the exception to be thrown.	Followed by the class names of the exceptions.
4	Declaration	Used inside the method body.	Used with the method signature.

Sr. No.	Basis of Differences	throw	throws
5	Internal Implementation	Only one exception can be thrown at a time.	Multiple exceptions can be declared using throws. For example: main() throws IOException, SQLException.