Exception Handling

saacsos

Exception Handling

- There are two aspects to dealing with program errors: detection and handling
- In Java, exception handling provides a flexible mechanism for passing control from the point of error detection to a handler that can deal with the error.

Throwing Exceptions

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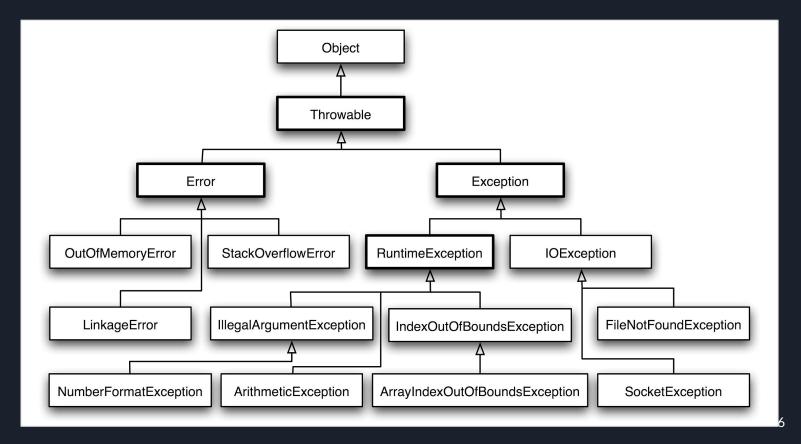
When you detect an error condition. You just throw an appropriate exception object.

```
if (amount > balance)
{
    // Now what?
}
```

throw Statement

```
(amount > balance)
                        throw new IllegalArgumentException (
A new exception
                                "Amount exceeds balance"
object is
constructed, then
                                                  Most exception objects can be constructed with
thrown.
                                                  an error message.
                  balance = balance - amount;
                              This line is not executed when the exception is thrown.
```

Hierarchy of Exception Classes



Catching Exceptions

Catching Exceptions

- Every exception should be handled somewhere in your program.
- If an exception has no handler, an error message is printed, and program terminates.
- Handle exceptions with the try/catch statement.

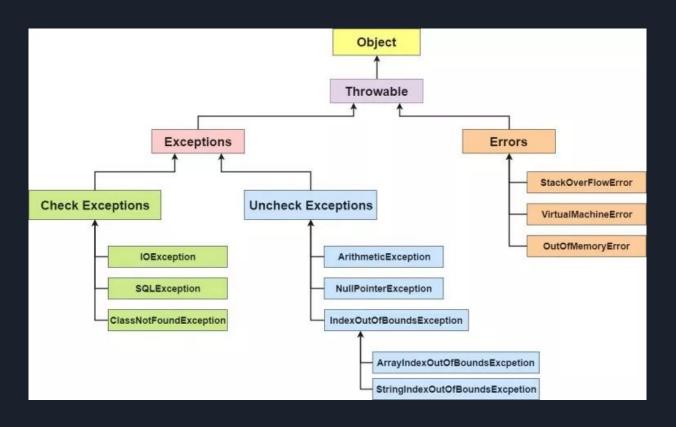
try/catch Statement

This constructor can throw a FileNotFoundException

```
try {
                 Scanner in = new Scanner(new File("input.txt"));
                  String input = in.next();
                  process(input);
                                                        This is the exception that was thrown.
When an
IOException
               catch (IOException exception) {
is thrown, execution
                  System.out.println("Could not open file");
resume here.
               catch (Exception except) {
                 System.out.println(except.getMessage());
Additional catch clauses
                                  AFileNotFoundException is a special
can appear here.
                                  case of an IOException
```

Throwable Objects

Throwable Objects



Errors

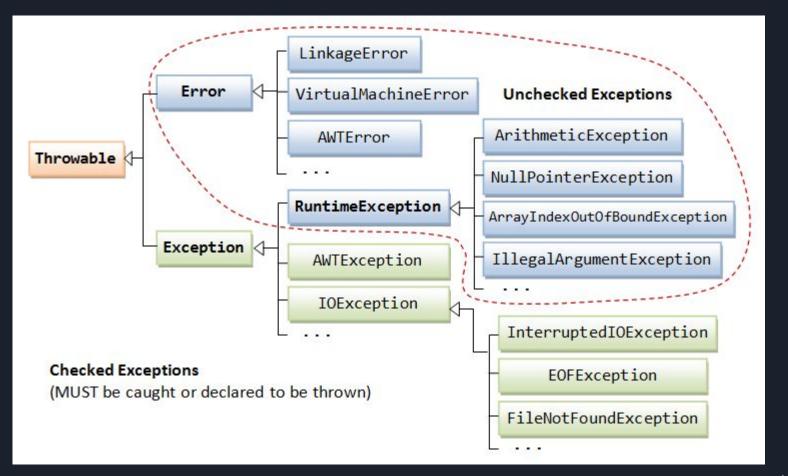
- ullet Internal errors are reported by subclasses of the type ${\tt Error}$.
- e.g. OutOfMemoryError
- Fatal errors, happen rarely.

Unchecked Exceptions

- Subclasses of RuntimeException are called unchecked exceptions.
- e.g. IndexOutOfBoundsException
 IllegalArgumentException
 NullPointerException
- indicate errors in your code

Checked Exceptions

- All other exceptions are called checked exceptions.
- e.g. FileNotFoundExceptionClassNotFoundException
- indicate that something has gone wrong for some external reason beyond your control
- MUST be caught or declared to be thrown



The throws Clause

- The current method cannot handle the exception.
- You need to tell the compiler that you are aware of this exception,
- and that you want your method to be terminated when it occurs.
- You supply the method with a throws clause.

The throws Clause

- You MUST specify all checked exceptions that this method may throw.
- You may also list unchecked exceptions

The finally Clause

- Once a try block is entered, the statement in a finally clause are guaranteed to be executed.
- Whether or not an exception is thrown.

The finally Clause

```
PrintWriter out = new PrintWriter(filename);

try {
    writeData(out);
}

finally {
    out.close();
}
```

The variable must be declared outside the try block.

so that the finally clause can access it.

Designing Your Own Exception Types

Designing Your Own Exception Types

 Sometimes none of the standard exception types describe your particular error condition well enough.

It is a good idea to extend an appropriate class in the exception hierarchy.

Example Your Own Exception Types

```
public class InsufficientFundsException
   extends IllegalArgumentException
  public InsufficientFundsException() {}
  public InsufficientFundsException (String message)
       super(message);
```