

# MSc/ICY Software Workshop

## Exception Handling, Assertions

### Scanner, Patterns

### File Input/Output

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# Classes and Objects

The information we have about a particular object is encapsulated in so-called **field variables**. First, we have to clarify which ones that should be.

In order to create and manipulate objects we always have:

- At least one **constructor** (for the creation of objects)
- **getters** are methods to get the components of objects back.
- **setters** are methods to change components of objects.
- The **toString()** method is used when the object is to be printed. Without it, an object is not printed in a human readable way.
- In order to check two objects for equality we can write a method **equals**.

# Multiple Constructors

You may construct objects (as characterized by the field variables) using constructors with different number of arguments (or different types in the arguments).

E.g.,

```
public BankAccount(int accountNumber, String accountName)
    this.accountNumber      = accountNumber;
    this.accountName        = accountName;
    this.balance             = 0;
}
```

```
public BankAccount(int accountNumber,
                    String accountName,
                    int balance) {
    this.accountNumber      = accountNumber;
    this.accountName        = accountName;
    this.balance             = balance;
}
```

# Problems with User Input

## How to deal with problems of input?

Not under control of the programmer

```
System.out.println("Provide n, m with m != 0");  
n = Integer.parseInt(args[0]);  
m = Integer.parseInt(args[1]);  
System.out.println("n/m: " + (n/m));
```

# Exceptions

Exceptions are used to deal with errors

```
System.out.println("Provide n, m with m != 0");
try {
    n = Integer.parseInt(args[0]);
    m = Integer.parseInt(args[1]);
    System.out.println("n/m: " + (n/m));
}
catch (IllegalArgumentException e) {
    // By "catch" we say what should happen
    // if the error occurs.
    System.out.println("Oops. Do not divide by zero");
}
```

# Exceptions (Cont'd)

```
System.out.println("Provide n, m with m != 0");
try {
    n = Integer.parseInt(args[0]);
    m = Integer.parseInt(args[1]);
    System.out.println("n/m: " + (n/m));
}
catch (NumberFormatException e) {
    System.out.println("Oops. Numbers of type int expected!");
}
catch (IllegalArgumentException e) {
    System.out.println("Oops. Do not divide by zero!");
}
```

# Exceptions in general

```
try { some code which may throw an exception  
      of type ExceptionType  
}  
catch (ExceptionType e) {  
    code executed if exception e of ExceptionType occurred  
}
```

## Exceptions in general (Cont'd)

```
try {some code which may throw an exception e of type
    ExceptionType1 or ExceptionType2 or ExceptionType
}
catch (ExceptionType1 e) {
    code executed if exception e of ExceptionType1 occurred
}
catch (ExceptionType2 e) {
    code executed if exception e of ExceptionType2 occurred
}
catch (ExceptionType3 e) {
    code executed if exception e of ExceptionType3 occurred
}
```



# Exceptions and finally

```
try {some code which may throw an exception  
    of type ExceptionType  
}  
catch (ExceptionType e) {  
    code executed if exception e of ExceptionType occurred  
}  
finally {  
    some more code executed of whether the try or the  
    catch part is executed.  
}
```

Make sure that code in catch and finally never crashes!

# Checked vs Unchecked Exceptions

- **Unchecked Exceptions** may or may not be caught by the program.  
They deal typically with problems that are under control of the programmer (e.g., an `ArrayIndexOutOfBoundsException`)
- **Checked Exceptions** must be caught by the program. These deal typically with problems that are NOT under control of the programmer (e.g. whether a file exists or is accessible).  
The Java compiler enforces a catch statement for a checked exception.

# Scanner for Input

```
String str;  
int n;  
double d;  
// creates a new scanner object, reads from the terminal  
Scanner s = new Scanner(System.in);  
  
// reads next word of input (delimited by white spaces).  
str = s.next();  
  
// reads next integer. Exception if next word not int  
n = s.nextInt();  
  
// reads next double. Exception if next word not double  
d = s.nextDouble();
```

```
// any number of a followed by a single b
Pattern p1 = Pattern.compile("a*b");

// any number of a,b,c in any order
Pattern p2 = Pattern.compile("[abc]*");

// any number of letters
Pattern p3 = Pattern.compile("[a-zA-Z0-9]*");

// any number of letters followed by a single @,
// followed by any number of letters.
Pattern p4 = Pattern.compile("[a-zA-Z.]*@[a-zA-Z.]*");
```

For a full description see download.  
[load.oracle.com/javase/1.4.2/docs/api/java/util/regex/Pattern.html](http://load.oracle.com/javase/1.4.2/docs/api/java/util/regex/Pattern.html).

# Pattern to Restrict Input for Scanner

```
// either 1, or 2, or 3.
Pattern p = Pattern.compile("[1-3]");

int n;
Scanner s = new Scanner(System.in);

/*  reads next word which must correspond
 *   to either 1, or 2, or 3.
 */
n = s.nextInt(p);
```

# Reading from/Writing to File

```
import java.io.*;

public static void main(String[] args) {
    try {
        String readString,writeString;
        BufferedReader in =
            new BufferedReader(new FileReader("test1.in"));
        BufferedWriter out =
            new BufferedWriter(new FileWriter("test1.out"));
        int counter = 0;
        while ((readString = in.readLine()) != null) {
            System.out.println(readString);
            counter++;
            out.write(counter + " " + readString + "\n");
        }
        in.close();
        out.close();
    }
    catch (IOException e) {
        System.out.println("File not found.");
    }
}
```

# Reading from a Web page

```
import java.io.*;
import java.net.URL;
String s = "https://canvas.bham.ac.uk/courses/21955";
try {
    URL url = new URL(s);
    BufferedReader in =
        new BufferedReader(new
            InputStreamReader(url.openStream()));
    BufferedWriter out =
        new BufferedWriter(new FileWriter("test1.html"));
    ...
    in.close();
    out.close();
}
catch (IOException e) {
    System.out.println("no access to URL: " + s);
}
```

# Throwing Exceptions

```
public static boolean estimateInBounds(double actual,  
                                       double nominal) {  
  
    ...  
    if (nominal < 5 || nominal > 10000) {  
        throw new IllegalArgumentException();  
    } else {  
        return  
            (absShortFall <= 0                                ||  
             (5 < nominal    && nominal <= 50                ||  
              && relShortFall <= 0.09)                       ||  
             ...) ;  
    }  
}
```



# Class Invariants

In classes the implementer may want to enforce that certain field variables can take values only in a restricted form, e.g., for a variable `private String months` not every value may be allowed, but only one of "January", ..., "December". Likewise that a variable `private String gender` takes only the values "m", "f", or "x". If this is always the case then this is called a **Class Invariant**. This can be achieved by throwing an exception whenever with a constructor or a setter it is tried to give the variable a value that is not allowed.

# Assertions

Assertions are used to establish that properties we are certain that they hold at a particular point actually do hold. If not an exception will be raised – assumed the compiler is correspondingly configured (by `-ea` option in 'Run Configurations' and '(x)= Arguments' under 'VM Arguments' in Eclipse). Good for debugging.

```
public class AssertExample {  
    public static void main(String[] args) {  
        int x = -5;  
        x = Math.abs(x);  
        assert x >= 0;  
        System.out.println(Math.sqrt(x));  
    }  
}
```