

Erroneous Conditions

Consider the following erroneous implementation of a stack of integers using a linked list.

```
public class Stack {
    StackNode head;

    public Stack() { head = null; }

    public int pop() {
        int item = head.Item();
        head = head.Next();
        return item;
    }
    :
}
```

Let the calling method be this:

```
public class Test {  
    public static void main (String args[]) {  
        Stack s = new Stack();  
        int item;  
        for (int i = 0; i < 10; ++i) {  
            item = s.pop();  
            :  
            item = s.pop();  
        }  
        item = s.pop();  
    }  
}
```

When we run this program we get the following error message:

```
Exception in thread 'main' java.lang.NullPointerException  
    at Stack.pop(Stack.java:7)  
    at Test.main(Compiled Code)
```

One way of fixing this problem is to add code to **Test** class to check whether the stack is empty before trying to perform a **pop** operation:

```
public class Test {
    public static void main (String args[]) {
        Stack s = new Stack();
        int item;
        for (int i = 0; i < 10; ++i) {
            if (not s.isEmpty()) then {
                item = s.pop();
                :
            }
            else {
                //Code to deal with error
            }
            :
            if (not s.isEmpty()) then {
                item = s.pop();
                :
            }
            else {
                //Code to deal with error
            }
        }
    }
}
```

Exceptions

In the above solution class **Test** is cluttered with error-handling code.

A better solution is by using exceptions:

```
public class Stack {
    StackNode head;

    public Stack() { head = null; }

    public int pop() throws StackEmptyException{
        if (head == null)
            throw new StackEmptyException("Stack empty");
        else {
            int item = head.Item();
            head = head.Next();
            return item;
        }
    }
    :
}
```

Ignoring Exceptions

Since now class **Stack** checks that the stack is not empty before popping an element off, it seems that the calling class **Test** does not need any error handling code:

```
public class Test {  
    public static void main (String args[]) {  
        Stack s = new Stack();  
        int item;  
        for (int i = 0; i < 10; ++i) {  
            item = s.pop();  
            :  
            item = s.pop();  
        }  
        item = s.pop();  
    }  
}
```

However, when compiling this class we get this error:

```
Test.java.9: Exception StackEmptyException must be caught,  
or it must be declared in the throws clause of this method.
```

```
        item = s.pop();
```

1 error

Catching and Re-Throwing Exceptions

The calling method can either catch an exception or it can re-throw it.

- We catch the exception if this method knows how to deal with the error.
- Otherwise, the exception is re-thrown

Catching Exceptions

```
public class Test {  
    public static void main (String args[]) {  
        Stack s = new Stack();  
        int item;  
        try {  
            for (int i = 0; i < 10; ++i) {  
                item = s.pop();  
                :  
                item = s.pop();  
            }  
            item = s.pop();  
        }  
        catch (StackEmptyException e) {  
            // Error handling code  
            System.out.println(e.getMessage());  
        }  
    }  
}
```

Re-Throwing Exceptions

```
public class Test {
    static void helper(Stack s) throws StackEmptyException{
        :
        int item = s.pop();
        :
    }
    public static void main (String args[]) {
        Stack s = new Stack();
        int item;
        try {
            :
            helper();
            :
            item = s.pop();
        }
        catch (StackEmptyException e) {
            // Error handling code
        }
    }
}
```


Declaring Exception Classes

We must declare classes of new exceptions we are going to throw. The usual way to do this is to make the class a subclass of **Exception**:

```
class StackEmptyException extends Exception {  
    public StackEmptyException(String message) {  
        super(message);  
    }  
}
```

Exception has a method `getMessage()`, which returns the string we gave to the constructor.