

Exception Handling

Handling the exceptions.

Program ==> we will normally get
2 types of errors

1) Syntax Error

- > It occurs due to wrong usage of the java syntax
- > Syntax error normally occurs before we run the java program

2) Run Time Error ==> Exception

- > It occurs after we run the program
- > whenever we run the program we get an error, Run time error

`ArrayIndexOutOfBoundsException` ==> we get this exception whenever we try to store more elements in the array compared to the size of the array

`NullPointerException` ==> we get this exception whenever we try to perform some operation on a null value

`ArithemticException` ==> we get this exception whenever we are dividing a number by 0

try block and catch block

finally block

Resource Deallocation Code ==> The code written to deallocate the resources(connection, database, network,)

Should be always kept inside finally block.

finally block code will 100% run even when there is exception in the code OR even when there is no exception in the code

throw and throws

throw keyword is used to generate an exception manually

exception ==> handle that exception
developer ==> generate the exception ==> handle that exception

whenever we get exception ==>
remaining part of the code doesn't continue

throw ==> to generate an exception
throws ==> the exception that is generated should be handled by the method who is calling it

`throw new Exception("Invalid Amount!");`

`throw new AmountInvalidException("Invalid Amount!");`

OR

`throw new InvalidAmountException("Invalid Amount!");`

There is only one person who can store the custom error message and give it when you ask

constructor of Exception class

Checked and Unchecked Exceptions:-

How a Java program runs:-



Checked Exception

=> Are the exceptions that java informs to us at the Compile time(before we run the program)



`FileInputStream f = new FileInputStream("C:\\\\Users\\\\uday\\\\OneDrive\\\\Desktop\\\\Observability.docx");`



`FileNotFoundException`



Checked Exception

1) FileWriter class

`s = "swiss"`

Find the first non repeating character

`s = "swiss"`