

# Creating Custom Exceptions

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# Overview



Throwing an exception

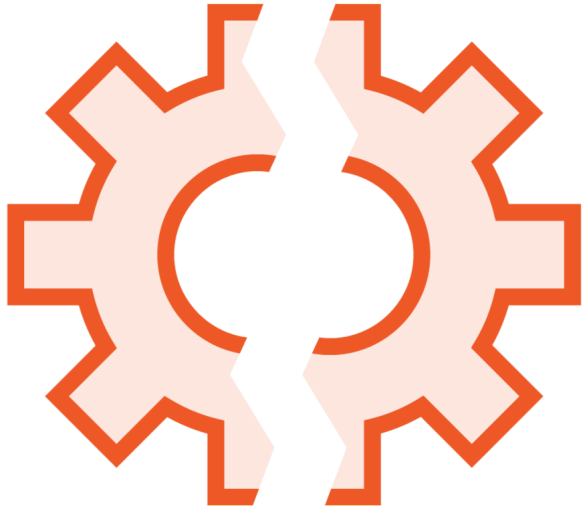
Creating a new exception instance

Defining a custom exception

Chaining exceptions

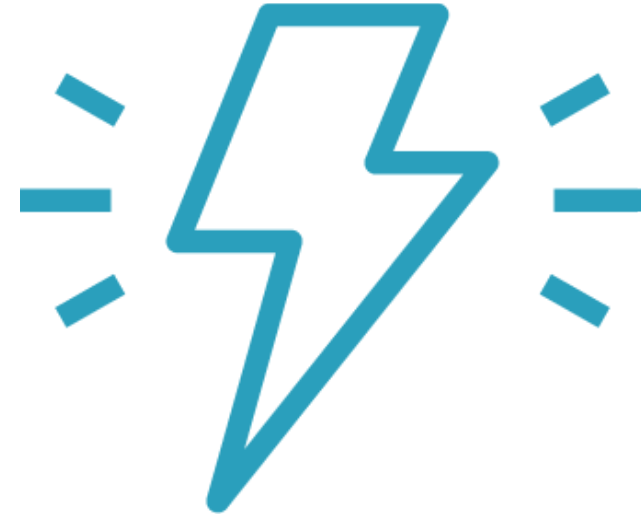


# Dealing with Errors



**Responding to issues that occur**

Catch exceptions



**Indicating an issue has occurred**

Throw exceptions



# Creating an Exception



Create with new operator

Remember exceptions are classes



Include information with constructor

Normally include a string description

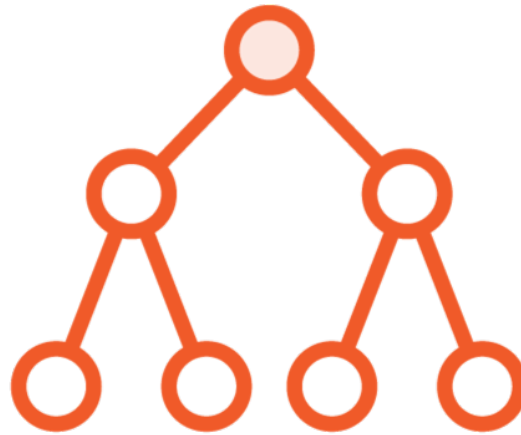
Some allow including additional detail

# Custom Exceptions



## Can create custom exceptions

Define custom exception class



## Inherit from Exception

Normally directly inherit  
Provides most required features



## Class members to add

Appropriate constructors  
Other members if needed

# Chaining Exceptions



**Exceptions can be chained**

Allows one exception to wrap another



**Why chain exceptions?**

Throw more meaningful exception  
While preserving underlying exception

# Chaining Exceptions



## How to chain exceptions

Can use inherited `initCause` method  
More commonly include constructor that  
accepts original exception



## Accessing chained exception

Use inherited `getCause` method

# Summary



## Throw exceptions to indicate error

- Use throw statement
- Must create exception instance first





# Summary



## **Can define custom exception types**

- Must inherit from Exception class

## **Add appropriate class members**

- Normally add one or more constructors
- Can add other members if needed



# Summary



## Exceptions can be chained

- Throw more meaningful exception
- Allows preserving original exception

## Chaining exceptions

- Normally passed to constructor
- Access with getCause method