# St Francis Institute of Technology, Mumbai-400 103

Class: SE-ITA/ITB Semester: III; A.Y. 2020-2021 Subject: Java Labs

# Title-6: Java Program to implement Exception Handling (Inbuilt and User Defined Exceptions).

#### 1. Aim:

- i. Write a program to demonstrate checked Exception Handling using nested try, catch statements.
- ii. Write a Java Program to Create Account with 1000 Rs Minimum Balance, Deposit Amount, Withdraw Amount and Also Throws LessBalanceException. It has a Class Called LessBalanceException Which returns the Statement that Says WithDraw Amount(\_Rs) is Not Valid. It has a Class Which Creates 2 Accounts, Both Account Deposite Money and One Account Tries to WithDraw more Money Which Generates a LessBalanceException. Take Appropriate Action for the Same.
- **2. Prerequisite:** Knowledge of Exception Handling in Java.
- 3. Requirements: Personal Computer (PC), Windows Operating System, Net beans 8.0.

# 4. Pre-Experiment Exercise:

Theory:

# a. Exception Keyword:

- i. **Throw** used to throw an exception explicitly. Only object of Throwable class or its sub classes can be thrown. Program execution stops on encountering **throw** statement, and the closest catch statement is checked for matching type of exception.
- ii. **Throws** Any method that is capable of causing exceptions must list all the exceptions possible during its execution, so that anyone calling that method gets a prior knowledge about which exceptions are to be handled. A method can do so by using the **throws** keyword.
- iii. **Finally** A finally keyword is used to create a block of code that follows a try block. A finally block of code is always executed whether an exception has occurred or not. Using a finally block, it lets you run any cleanup type statements that you want to execute, no matter what happens in the protected code. A finally block appears at the end of catch block.
- iv. **Try** The try block contains set of statements where an exception can occur. A try block is always followed by a catch block, which handles the exception that occurs in associated try block. A try block must be followed by catch blocks or finally block or both.
- v. **Catch** A catch block is where you handle the exceptions; this block must follow the try block. A single try block can have several catch

blocks associated with it. You can catch different exceptions in different catch blocks.

#### 5. Laboratory

#### **Exercise**

#### A. Procedure

- i. Open Net beans for Java.
- ii. Open File and Create New Java Project.
- iii. Inside the Java Project rename give name to your Java Class.
- iv. Click on Finish.
- v. Type the Java Code in the opened class.
- vi. Save the code by pressing Ctrl+S.
- vii. Run the code by pressing Shift+F6.

## **B.** Program code with comments:

Write and execute your program code to achieve the given aim and attach it with your own comments with neat indentation.

### 6. Post-Experiments Exercise

#### A. Extended Theory:

- 1. Explain the hierarchy of Exception Handling Classes with the help of a diagram.
- 2. List and explain runtime errors.

#### B. Results/Observations/Program output:

Present the program input/output results and comment on the same.

#### **C.** Ouestions/Programs:

1. Write a Java Program to calculate the Result. Result should consist of name, seatno, date, centre number and marks of sem-2 examination. Create a user defined exception class MarksOutOfBoundsException, If Entered marks of any subject is greater than 100 or less than 0, and then program should create a user defined Exception of type MarksOutOfBoundsException and must have a provision to handle it.

#### **D.** Conclusion:

- 1. Write what was performed in the experiment/program.
- 2. What is the significance of experiment/program?
- 3. Mention few applications of what was studied.

#### E. References

- 1. Balguruswamy, "Programming with java A primer", Fifth edition, Tata McGraw Hill Publication.
- 2. Let Us Java-Yashwant Kanetkar.
- 3. Learn to Master JAVA, from Star EDU solutions, by ScriptDemics.
- 4. Java 8 Programming-Black Book, by-Dreamtech Publications.
- 5. www.programmingsimplified.com
- 6. www.javatpoint.com

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