## Lab 7: Exceptions

### 1. Catching NumberFormatException

Consider the following code which computes the sum of integers input by the user.

```
// **************
// ParseInts.java
// Reads a line of text and prints the integers in the line.
import java.util.Scanner;
public class ParseInts
{ public static void main(String[] args)
       int val, sum=0;
       Scanner scan = new Scanner(System.in);
       String line;
       System.out.println("Enter a line of text");
       Scanner scanLine = new Scanner(scan.nextLine());
       while (scanLine.hasNext()) {
            val = Integer.parseInt(scanLine.next());
            sum += val; }
       System.out.println("The sum of the integers on this line is " +
       sum);
  }
}
```

- Run the code inputting integers only: 10 20 30 40
- Run the code inputting integers and strings: 1 "one" 2 "two" 3
  - o What kind of exception you get?
  - Which line of code cause the exception?
- Add a try-catch block to handle the exception
  - Wrap the loop with the catch bloc
  - Make the catch bloc inside the loop
  - o Test both the above scenarios with different outputs and tell what is the difference

## 2. Throwing IllegalArgumentException

Reconsider your code of computing the factorial of a number from the first lab. Change the code so that if the fact function throws IllegalArgumentException if the fact parameter is negative. Make the message of the exception as informative as possible. The main method, when calling fact, should catch the exception and handles by asking for a valid number.

#### 3. Call built-in methods of Exception class

The Exception class provides a set of methods which manipulate the exception object. Complete the following code by invoking all the methods and understand what each method does.

## 4. Custom and multiple exceptions

- ^ Create a checked exception called AnimalException
- ^ Create a checked exception called MammalException which extends the class AnimalException ^ Create a checked exception called TigerException which extends the class MammalException Each exception should have two constructors:
  - One without parameters
  - o and one with a string parameters that holds the error message.
    - For AnimalException print: An animal exception occurred instead of Animal
    - For MammalException print: A mammal exception occurred instead of Mammal
    - For TigerException print: A tiger exception occurred instead of Tiger

Given the following code:

Surround the call to the method animal with a try and catch block. For each exception a different message is printed according to the exception raised. Use getMessage() to get the message of each exception. ^
At the end, ensure that whether any exception occurred, or not, you should print the message: Finished!

# 5. Inherited exceptions

- Create a checked exception ParentException
- Create a second exception ChildException which extends the ParentException
- Create two methods for throwing each exception
- In the main method, experiment with the following serrations

#### Call the first method:

- o Catch the child Exception
- o Catch the parent Exception
- o Catch the two exceptions

## Call the second method

- o Catch the child Exception
- o Catch the parent Exception
- o Catch the two exceptions

In which case you get a compilation error? Explain.