

# Exception Handling

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one of Java's powerful mechanism to handle *runtime errors* so that the normal flow of the application can be maintained.

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# Types of Exceptions

- **Checked exceptions** These are checked at compile-time, e.g. `IOException`.
- **Unchecked exceptions** These are checked at run-time, e.g. `ArithmeticException`, `NullPointerException`, `ArrayIndexOutOfBoundsException`
- **Error** According to Oracle, this is the third type of exception, which is irrecoverable, e.g. `OutOfMemoryError`, `VirtualMachine`, etc.

- `try-catch-finally`
- `throws`
- `throw`

# try-catch-finally

Syntax:

```
try
{
    /* code that may cause an exception */
}
catch (Exception e)
{
    /* what to do when exception occurs */
}
finally
{
    /* code that will always be executed
       whether the exception occurred or not */
}
```



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- The `try` block must be followed by either a `catch` block or a `finally` block.

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```

- The `catch` block must be preceded by `try` block.
- Multiple `catch` blocks may be used with a single `try` block.

# try-catch-finally

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```

- The `finally` block is used to execute important code. This is executed whether the exception occurred or not, or whether the exception is handled or not (e.g cleanup, closing a file/connection).

## Try this!

```
Scanner input = new Scanner (System.in);  
System.out.println ("Enter a number: ");  
int nVal = input.nextInt ();  
System.out.println ("Input is : " + nVal);
```

## Now, try this!

```
Scanner input = new Scanner (System.in);
System.out.println ("One - outside try");
try
{
    int nVal = input.nextInt ();
    System.out.println ("Two - inside try");
    System.out.println ("Input is :  " + nVal);
}
catch (Exception e)
{
    System.out.println ("Three - inside catch");
    System.out.println (e.toString ());
}
finally
{
    System.out.println ("Four - inside finally");
}
System.out.println ("Five - outside finally");
```

## Now, try this!

```
Scanner input = new Scanner (System.in);
System.out.println ("One - outside try");
try
{
    int nVal = input.nextInt ();
    System.out.println ("Two - inside try");
    System.out.println ("Input is :  " + nVal);
}
catch (Exception e)
{
    System.out.println ("Three - inside catch");
    System.out.println (e.toString ());
}
finally
{
    System.out.println ("Four - inside finally");
}
System.out.println ("Five - outside finally");
```

What happens when...

- user enters a digit?

## Now, try this!

```
Scanner input = new Scanner (System.in);
System.out.println ("One - outside try");
try
{
    int nVal = input.nextInt ();
    System.out.println ("Two - inside try");
    System.out.println ("Input is :  " + nVal);
}
catch (Exception e)
{
    System.out.println ("Three - inside catch");
    System.out.println (e.toString ());
}
finally
{
    System.out.println ("Four - inside finally");
}
System.out.println ("Five - outside finally");
```

What happens when...

- user enters a digit?
- **user enters a character?**

- used to declare that an exception may occur



# throws

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- Syntax `throws` *<exception/s>*

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- Example:

```
public void theMethod (int val)
    throws ArithmeticException, NullPointerException
{
    /* code that might throw exception/s */
}
```

## throw

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- Examples:
  - ```
if (nYear < 1900)
    throw new ArithmeticException ("invalid year value");
```

# throw

- used to explicitly throw an exception, usually custom exceptions.
- Syntax: `throw <exception_object>;`
- Examples:
  - ```
if (nYear < 1900)
    throw new ArithmeticException ("invalid year value");
```
  - ```
public class InvalidInputException extends Exception
{
    public InvalidInputException (String msg)
    {
        super (msg);
    }
}
```

## Example

```
public void theMethod (int val) throws ArithmeticException
{
    if (nYear < 1900)
        throw new ArithmeticException ("invalid year value");
}

public void someOtherMethod ()
{
    Scanner kb = new Scanner (System.in);
    int nVal = Integer.parseInt (kb.nextLine ());
    try
    {
        theMethod(nVal);
    }
    catch (Exception e)
    {
        System.out.println ("do something here");
    }
}
```



# Checked vs Unchecked Exceptions

**Checked exceptions** are checked at compile-time. When a method that throws an exception is called, the calling method should either be handled it using `try-catch-finally`, or the calling method should declare that it `throws` that (unhandled) exception.

**Unchecked exceptions** are not checked at compile-time. These are experienced at run-time when it occurs. Examples:

```
int nOne = 9;                int numbers = new int[5];  
int nTwo = 0;                numbers[5] = 5;  
int nThree = nOne / nTwo;
```

😊 Thank you! 😊