

# Chapter 12 Exception Handling and Text IO

# Exercise 06 编程练习题(12.10 提交)

题一：11.1 定义带三条边的Triangle类扩展GeometricObject类。

11.1 (三角形类 Triangle) 设计一个名为 Triangle 的类来扩展 GeometricObject 类。该类包括：

- 三个名为 side1、side2 和 side3 的 double 数据域表示这个三角形的三条边，它们的默认值是 1.0。
- 一个无参构造方法创建默认的三角形。
- 一个能创建带指定 side1、side2 和 side3 的三角形的构造方法。
- 所有三个数据域的访问器方法。
- 一个名为 getArea() 的方法返回这个三角形的面积。
- 一个名为 getPerimeter() 的方法返回这个三角形的周长。
- 一个名为 toString() 的方法返回这个三角形的字符串描述。

计算三角形面积的公式参见编程练习题 2.19。toString() 方法的实现如下所示：

```
return "Triangle: side1 = " + side1 + " side2 = " + side2 +
    " side3 = " + side3;
```

画出 Triangle 类和 GeometricObject 类的 UML 图，并实现这些类。编写一个测试程序，提示用户输入三角形的三条边、颜色以及一个 Boolean 值表明该三角形是否填充。程序应该使用输入创建一个具有这些边并设置 color 和 filled 属性的三角形。程序应该显示面积、边长、颜色以及表明是否填充的真或者假的值。

+ 12.5 (IllegalTriangleException 异常)

\*12.5 (IllegalTriangleException 异常) 编程练习题 11.1 定义了带三条边的 Triangle 类。在三角形中，任意两边之和总大于第三边，Triangle 类必须遵从这一规则。创建一个 IllegalTriangleException 类，然后修改 Triangle 类的构造方法，如果创建的三角形的边违反了这一规则，抛出一个 IllegalTriangleException 对象，如下所示：

```
/** Construct a triangle with the specified sides */
public Triangle(double side1, double side2, double side3)
    throws IllegalTriangleException {
    // Implement it
}
```

## Exercise 06 编程练习题(12.10 提交)

题二： 12.7（NumberFormatException异常）编写bin2Dec(String binaryString)方法，将一个二进制字符串转换为一个十进制。实现bin2Dec方法，在字符串不是一个二进制字符串时抛出NumberFormatException异常。

+ 12.9 (BinaryFormatException异常) 定义一个名为BinaryFormatException的自定义异常。实现bin2Dec方法，在字符串不是一个二进制字符串时抛出BinaryFormatException异常。

## Exercise 06 编程练习题(12.10 提交)

### 题三：12.11（删除文本）

编写一个程序，从一个文本文件中删掉所有指定的某个字符串。例如，调用 `java Exercise12_11 John filename` 从指定文件中删掉字符串 `John`。程序从命令行获得参数。

### 题四：12.15（写/读数据）

编写一个程序，如果名为 `Exercise12_15.txt` 的文件不存在，则创建该文件。使用文本 I/O 将随机产生的 100 个整数写入文件，文件中的整数由空格分开。从文本读回数据并以升序显示数据。

# Exercise 06 编程练习题(12.10 提交)

题五：

设计一个扩展11章的MyStack，从而支持 push, pop, peak操作，并能在常数时间内检索到最小元素的栈。

- `push(x)` -- 将元素  $x$  推入栈中。
- `pop()` -- 删除栈顶的元素。
- `peak()` -- 获取栈顶元素。
- `getMin()` -- 检索栈中的最小元素。

示例：

```
MinStack minStack = new MinStack();
minStack.push(-2);
minStack.push(0);
minStack.push(-3);
minStack.getMin(); //返回 -3
minStack.pop();
minStack.peak(); //返回 0
minStack.getMin(); // 返回 -2.
```

# Motivations

When a program runs into a runtime error, the program terminates abnormally. How can you handle the runtime error so that the program can continue to run or terminate gracefully? This is the subject we will introduce in this chapter.

# Objectives

- ◆ To get an overview of exceptions and exception handling ( § 12.2).
- ◆ To explore the advantages of using exception handling ( § 12.2).
- ◆ To distinguish exception types: **Error** (fatal) vs. **Exception** (nonfatal) and checked vs. unchecked ( § 12.3).
- ◆ To declare exceptions in a method header ( § 12.4.1).
- ◆ To throw exceptions in a method ( § 12.4.2).
- ◆ To write a **try-catch** block to handle exceptions ( § 12.4.3).
- ◆ To explain how an exception is propagated ( § 12.4.3).
- ◆ To obtain information from an exception object ( § 12.4.4).
- ◆ To develop applications with exception handling ( § 12.4.5).
- ◆ To use the **finally** clause in a **try-catch** block ( § 12.5).
- ◆ To use exceptions only for unexpected errors ( § 12.6).
- ◆ To rethrow exceptions in a **catch** block ( § 12.7).
- ◆ To create chained exceptions ( § 12.8).
- ◆ To define custom exception classes ( § 12.9).
- ◆ To discover file/directory properties, to delete and rename files/directories, and to create directories using the **File** class ( § 12.10).
- ◆ To write data to a file using the **PrintWriter** class ( § 12.11.1).
- ◆ To use try-with-resources to ensure that the resources are closed automatically ( § 12.11.2).
- ◆ To read data from a file using the **Scanner** class ( § 12.11.3).
- ◆ To understand how data is read using a **Scanner** ( § 12.11.4).
- ◆ To develop a program that replaces text in a file ( § 12.11.5).
- ◆ To read data from the Web ( § 12.12).
- ◆ To develop a Web crawler ( § 12.13).

# Exception-Handling Overview

Show runtime error

Quotient

Fix it using an if statement

QuotientWithIf

With a method

QuotientWithMethod

# Exception Advantages

## QuotientWithException

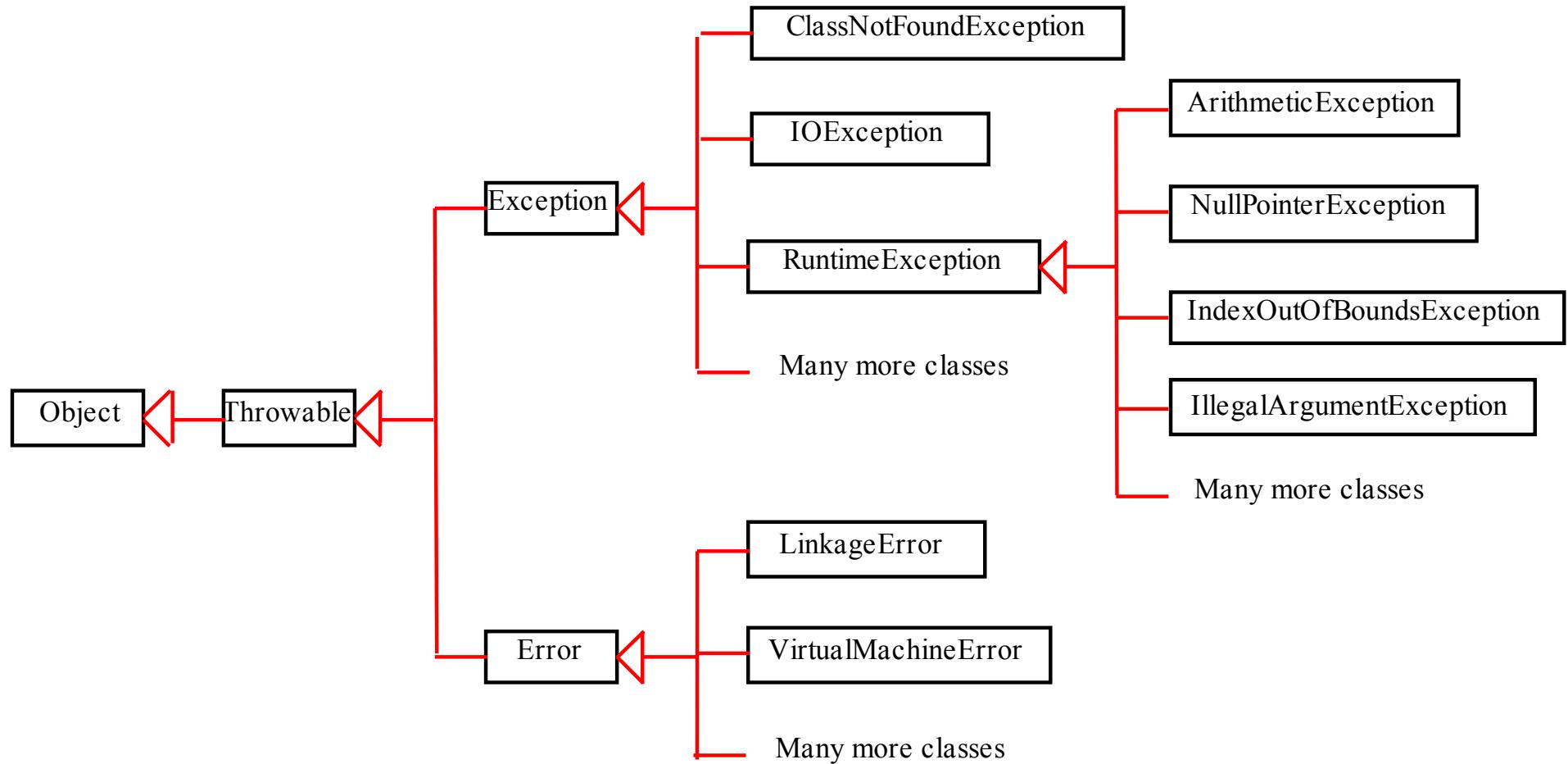
Now you see the *advantages* of using exception handling. It enables a method to throw an exception to its caller. Without this capability, a method must handle the exception or terminate the program.

# Handling InputMismatchException

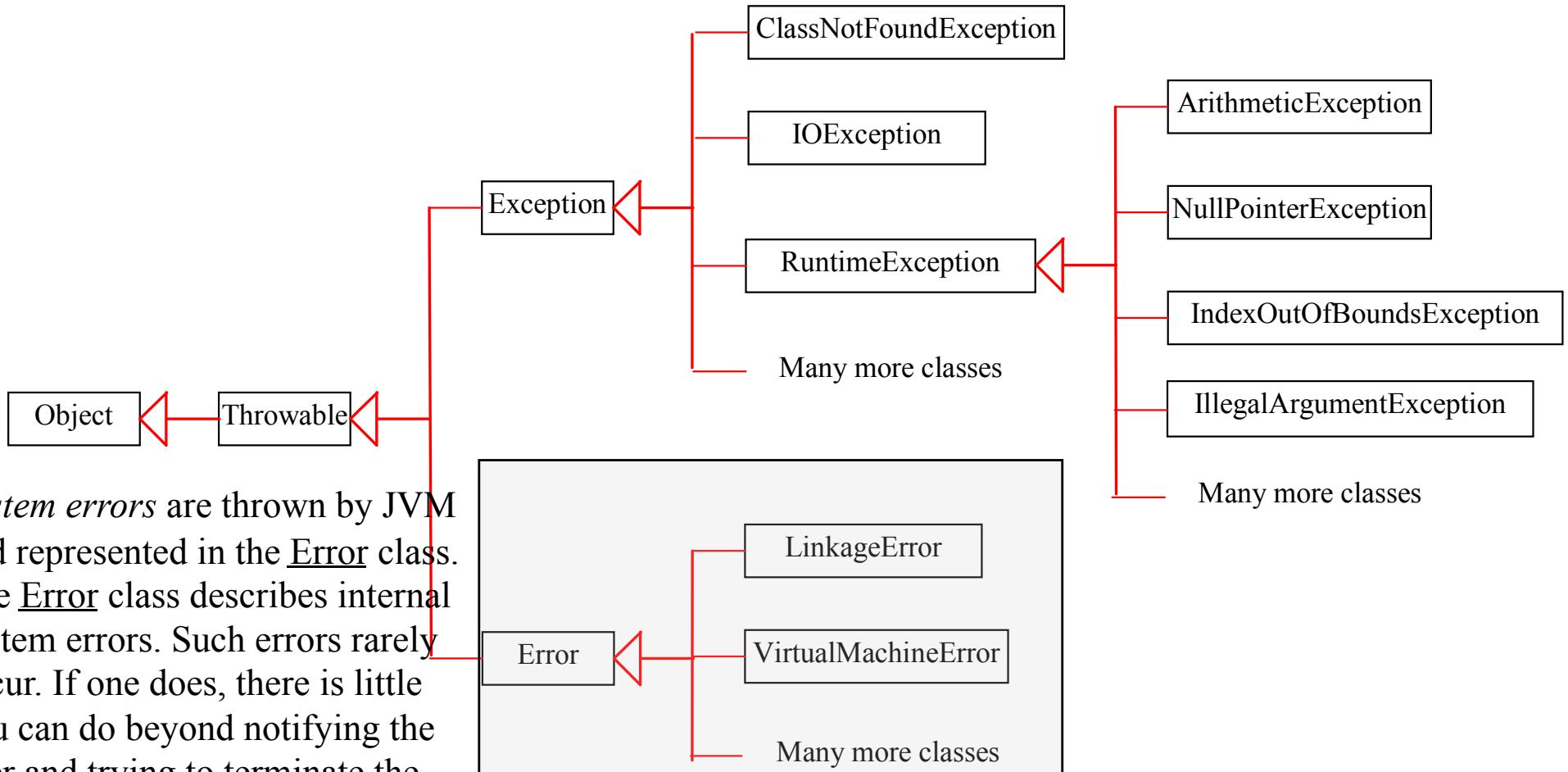
## InputMismatchExceptionDemo

By handling InputMismatchException, your program will continuously read an input until it is correct.

# Exception Types

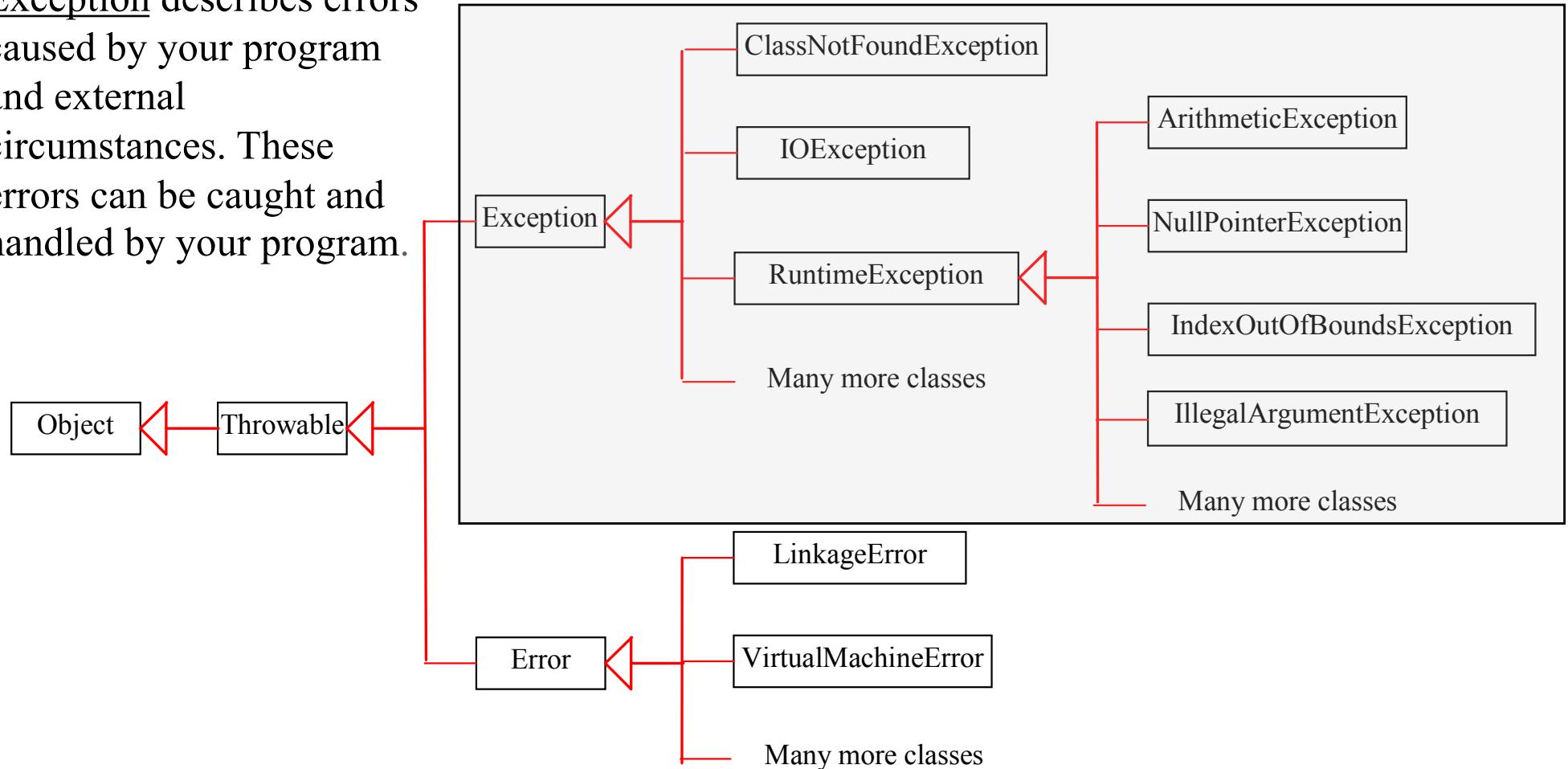


# System Errors

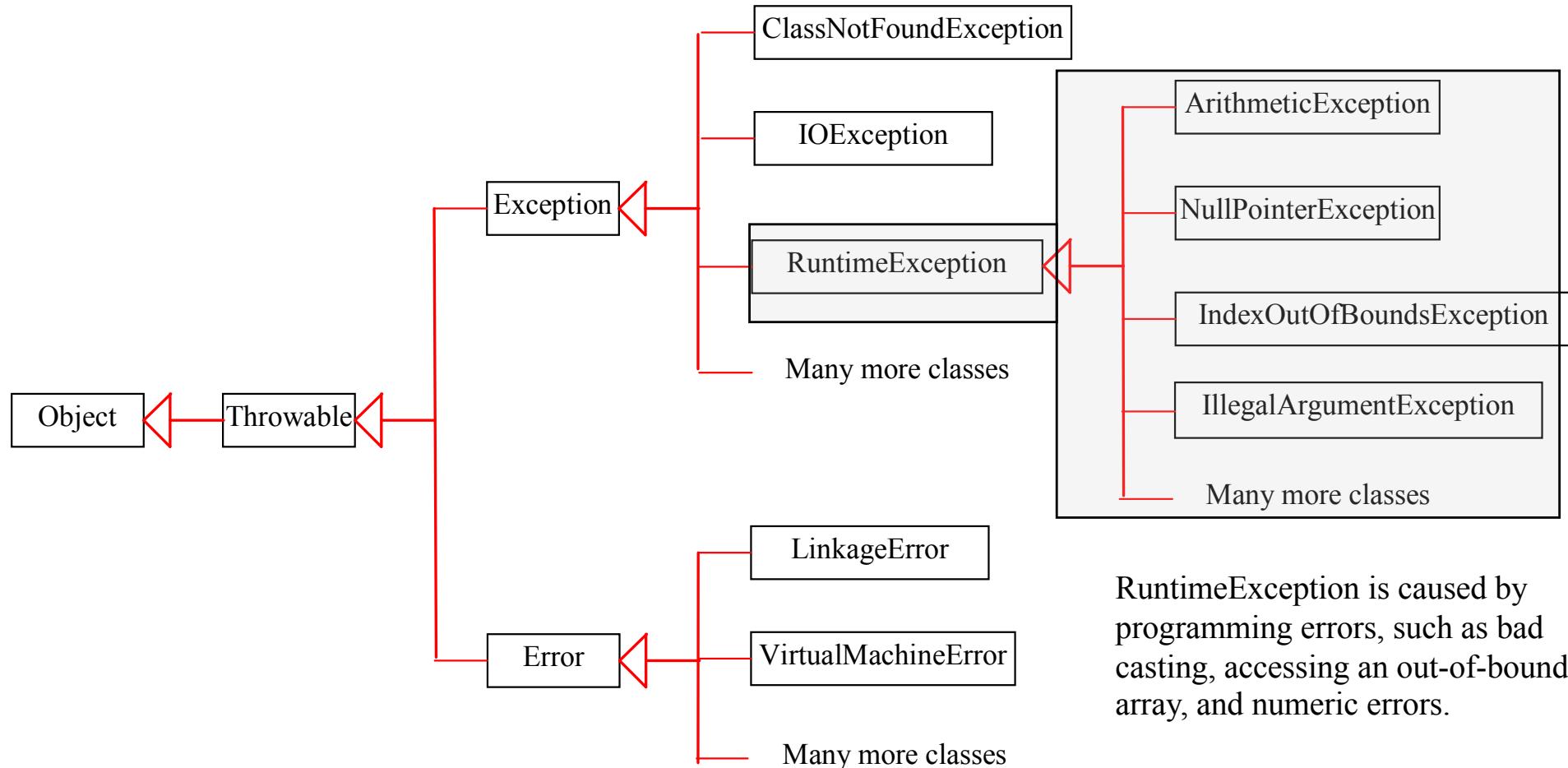


# Exceptions

Exception describes errors caused by your program and external circumstances. These errors can be caught and handled by your program.



# Runtime Exceptions



RuntimeException is caused by programming errors, such as bad casting, accessing an out-of-bounds array, and numeric errors.

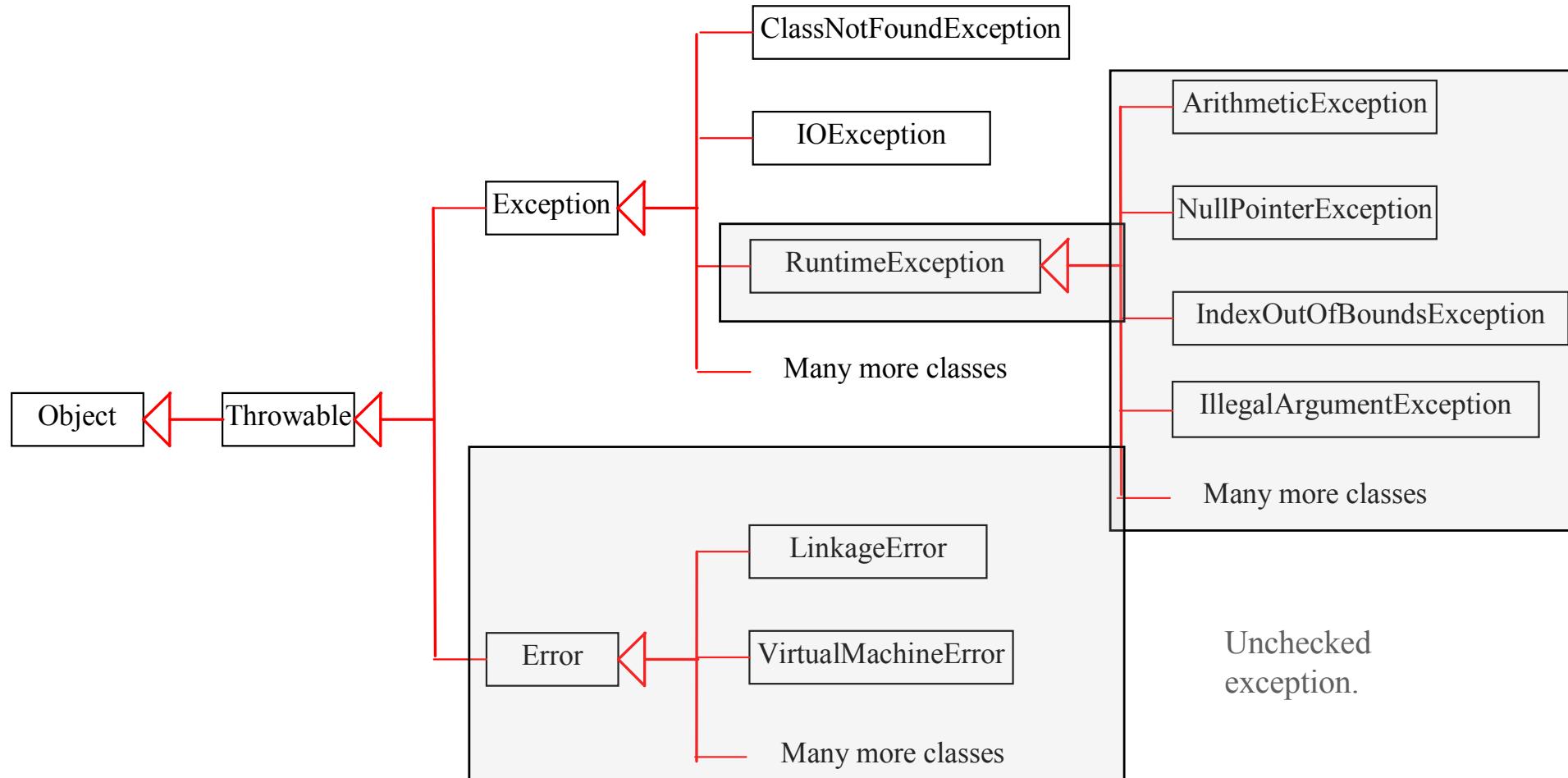
# Checked Exceptions vs. Unchecked Exceptions

RuntimeException, Error and their subclasses are known as *unchecked exceptions*. All other exceptions are known as *checked exceptions*, meaning that the compiler forces the programmer to check and deal with the exceptions.

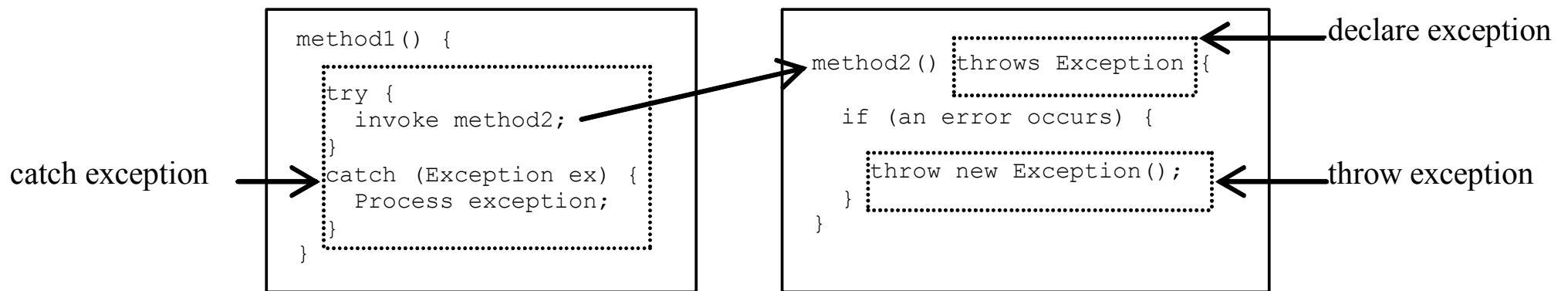
# Unchecked Exceptions

In most cases, unchecked exceptions reflect programming logic errors that are not recoverable. For example, a NullPointerException is thrown if you access an object through a reference variable before an object is assigned to it; an IndexOutOfBoundsException is thrown if you access an element in an array outside the bounds of the array. These are the logic errors that should be corrected in the program. Unchecked exceptions can occur anywhere in the program. To avoid cumbersome overuse of try-catch blocks, Java does not mandate you to write code to catch unchecked exceptions.

# Unchecked Exceptions



# Declaring, Throwing, and Catching Exceptions



# Declaring Exceptions

Every method must state the types of checked exceptions it might throw. This is known as *declaring exceptions*.

```
public void myMethod()  
throws IOException
```

```
public void myMethod()  
throws IOException, OtherException
```

# Throwing Exceptions

When the program detects an error, the program can create an instance of an appropriate exception type and throw it. This is known as *throwing an exception*.

```
throw new TheException();
```

```
TheException ex = new TheException();
throw ex;
```

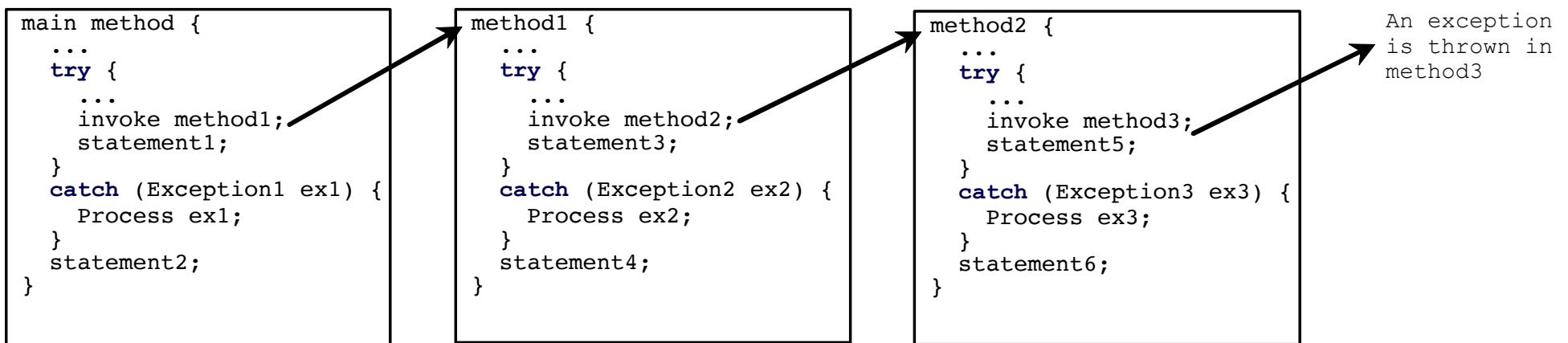
# Throwing Exceptions Example

```
/** Set a new radius */
public void setRadius(double newRadius)
    throws IllegalArgumentException {
    if (newRadius >= 0)
        radius = newRadius;
    else
        throw new IllegalArgumentException(
            "Radius cannot be negative");
}
```

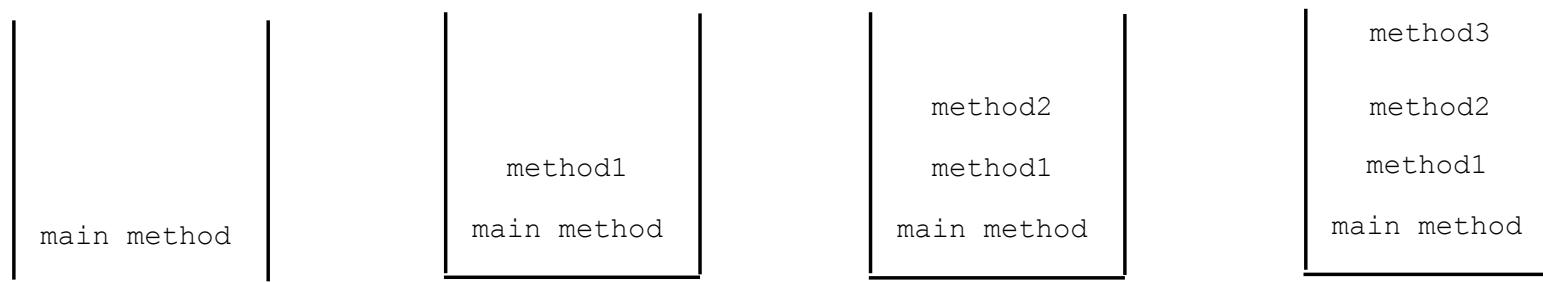
# Catching Exceptions

```
try {  
    statements; // Statements that may throw exceptions  
}  
catch (Exception1 exVar1) {  
    handler for exception1;  
}  
catch (Exception2 exVar2) {  
    handler for exception2;  
}  
...  
catch (ExceptionN exVar3) {  
    handler for exceptionN;  
}
```

# Catching Exceptions



Call Stack



# Catch or Declare Checked Exceptions

Suppose p2 is defined as follows:

```
void p2() throws IOException {
    if (a file does not exist) {
        throw new IOException("File does not exist");
    }
    ...
}
```

# Catch or Declare Checked Exceptions

Java forces to deal with checked exceptions. If a method declares a checked exception (i.e., an exception other than Error or RuntimeException), you must invoke it in a try-catch block or declare to throw the exception in the calling method. For example, suppose that method p1 invokes method p2 and p2 may throw a checked exception (e.g., IOException), you have to write the code as shown in (a) or (b).

```
void p1() {  
    try {  
        p2();  
    }  
    catch (IOException ex) {  
        ...  
    }  
}
```

(a)

```
void p1() throws IOException {  
  
    p2();  
  
}
```

(b)

# Example: Declaring, Throwing, and Catching Exceptions

- ♦ Objective: This example demonstrates declaring, throwing, and catching exceptions by modifying the setRadius method in the Circle class defined in Chapter 8. The new setRadius method throws an exception if radius is negative.

TestCircleWithException

CircleWithException

# Information from Exception

java.lang.Throwable

---

- +getMessage() : String
- +toString() : String
- +printStackTrace() : void
- +getStackTrace() : StackTraceElement[]

TestException

# Rethrowing Exceptions

```
try {
    statements;
}
catch(TheException ex) {
    perform operations before exits;
    throw ex;
}
```

# The finally Clause

```
try {  
    statements;  
}  
catch(TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

# Trace a Program Execution

Suppose no exceptions in the statements

```
try {  
    statements;  
}  
  
catch(TheException ex) {  
    handling ex;  
}  
  
finally {  
    finalStatements;  
}
```

**Next statement;**

# Trace a Program Execution

```
try {  
    statements;  
}  
catch(TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

The final block is  
always executed

Next statement;

# Trace a Program Execution

```
try {  
    statements;  
}  
catch(TheException ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

Next statement;

Next statement in the  
method is executed

# Trace a Program Execution

```
try {
    statement1;
    statement2;
    statement3;
}
catch(Exception1 ex) {
    handling ex;
}
finally {
    finalStatements;
}
```

**Next statement;**

Suppose an exception  
of type Exception1 is  
thrown in statement2

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex){  
    handling ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

The exception is handled.

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

Next statement;

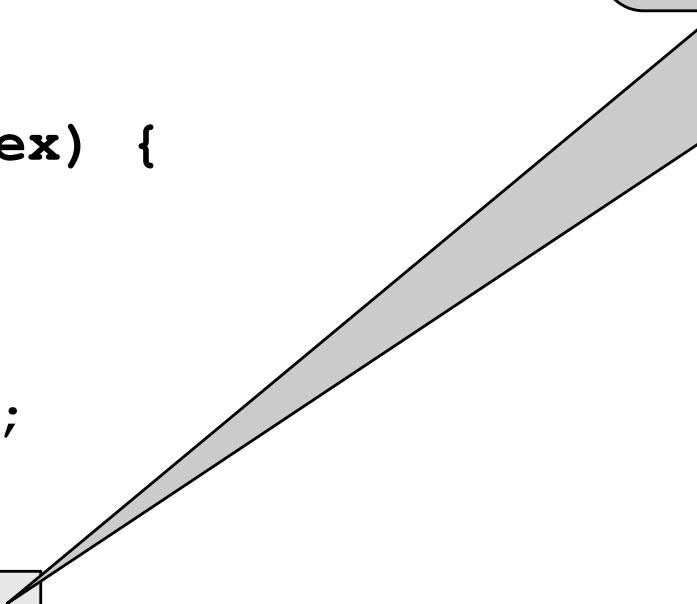
The final block is always executed.

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
finally {  
    finalStatements;  
}
```

Next statement;

The next statement in  
the method is now  
executed.



# Trace a Program Execution

```
try {
    statement1;
    statement2;
    statement3;
}
catch(Exception1 ex) {
    handling ex;
}
catch(Exception2 ex) {
    handling ex;
    throw ex;
}
finally {
    finalStatements;
}

Next statement;
```

statement2 throws an exception of type Exception2.

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
catch(Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

Handling exception

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
catch(Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

Execute the final block

# Trace a Program Execution

```
try {  
    statement1;  
    statement2;  
    statement3;  
}  
catch(Exception1 ex) {  
    handling ex;  
}  
catch(Exception2 ex) {  
    handling ex;  
    throw ex;  
}  
finally {  
    finalStatements;  
}  
  
Next statement;
```

Rethrow the exception  
and control is  
transferred to the caller

# With finally

Decouple try/catch and try/finally

```
InputStream in = . . .;
try
{
    try
    {
        code that might throw exceptions
    }
    finally
    {
        in.close();
    }
}
catch (IOException e)
{
    show error message
}
```

MainCatcherNew

WithReturn

FinallyReturn

ExLoss

# Cautions When Using Exceptions

- ♦ Exception handling separates error-handling code from normal programming tasks, thus making programs easier to read and to modify. Be aware, however, that exception handling usually requires more time and resources because it requires instantiating a new exception object, rolling back the call stack, and propagating the errors to the calling methods.

# When to Throw Exceptions

- ♦ An exception occurs in a method. If you want the exception to be processed by its caller, you should create an exception object and throw it. If you can handle the exception in the method where it occurs, there is no need to throw it.

# When to Use Exceptions

When should you use the try-catch block in the code?  
You should use it to deal with unexpected error  
conditions. Do not use it to deal with simple, expected  
situations. For example, the following code

```
try {  
    System.out.println(refVar.toString());  
}  
  
catch (NullPointerException ex) {  
    System.out.println("refVar is null");  
}
```

# When to Use Exceptions

is better to be replaced by

```
if (refVar != null)  
    System.out.println(refVar.toString());  
  
else  
    System.out.println("refVar is null");
```

# Chained Exception

Add information by rethrowing a new capsulated Exception

ChainedExceptionDemo

# Defining Custom Exception Classes

- ◆ Use the exception classes in the API whenever possible.
- ◆ Define custom exception classes if the predefined classes are not sufficient.
- ◆ Define custom exception classes by extending `Exception` or a subclass of `Exception`.

# Custom Exception Class Example

the setRadius method throws an exception if the radius is negative. Suppose you wish to pass the radius to the handler, you have to create a custom exception class.

InvalidRadiusException

CircleWithRadiusException

TestCircleWithRadiusException

# Tips for Using Exceptions

1. Exception handling is not supposed to replace a simple test.
2. Do not micromanage exceptions.
3. Make good use of the exception hierarchy.
4. Do not squelch exceptions.
5. When you detect an error, “tough love” works better than indulgence.
6. Propagating exceptions is not a sign of shame.

From Core Java Vol 1

# The File Class

The File class is intended to provide an abstraction that deals with most of the machine-dependent complexities of files and path names in a machine-independent fashion. The filename is a string. The File class is a wrapper class for the file name and its directory path.

# Obtaining file properties and manipulating file

java.io.File	
+File(pathname: String)	Creates a <code>File</code> object for the specified path name. The path name may be a directory or a file.
+File(parent: String, child: String)	Creates a <code>File</code> object for the child under the directory parent. The child may be a file name or a subdirectory.
+File(parent: File, child: String)	Creates a <code>File</code> object for the child under the directory parent. The parent is a <code>File</code> object. In the preceding constructor, the parent is a string.
+exists(): boolean	Returns true if the file or the directory represented by the <code>File</code> object exists.
+canRead(): boolean	Returns true if the file represented by the <code>File</code> object exists and can be read.
+canWrite(): boolean	Returns true if the file represented by the <code>File</code> object exists and can be written.
+isDirectory(): boolean	Returns true if the <code>File</code> object represents a directory.
+isFile(): boolean	Returns true if the <code>File</code> object represents a file.
+isAbsolute(): boolean	Returns true if the <code>File</code> object is created using an absolute path name.
+isHidden(): boolean	Returns true if the file represented in the <code>File</code> object is hidden. The exact definition of <i>hidden</i> is system-dependent. On Windows, you can mark a file hidden in the File Properties dialog box. On Unix systems, a file is hidden if its name begins with a period(.) character.
+getAbsolutePath(): String	Returns the complete absolute file or directory name represented by the <code>File</code> object.
+getCanonicalPath(): String	Returns the same as <code>getAbsolutePath()</code> except that it removes redundant names, such as "." and "..", from the path name, resolves symbolic links (on Unix), and converts drive letters to standard uppercase (on Windows).
+getName(): String	Returns the last name of the complete directory and file name represented by the <code>File</code> object. For example, <code>new File("c:\\book\\test.dat").getName()</code> returns <code>test.dat</code> .
+getPath(): String	Returns the complete directory and file name represented by the <code>File</code> object. For example, <code>new File("c:\\book\\test.dat").getPath()</code> returns <code>c:\\book\\test.dat</code> .
+getParent(): String	Returns the complete parent directory of the current directory or the file represented by the <code>File</code> object. For example, <code>new File("c:\\book\\test.dat").getParent()</code> returns <code>c:\\book</code> .
+lastModified(): long	Returns the time that the file was last modified.
+length(): long	Returns the size of the file, or 0 if it does not exist or if it is a directory.
+listFile(): File[]	Returns the files under the directory for a directory <code>File</code> object.
+delete(): boolean	Deletes the file or directory represented by this <code>File</code> object. The method returns true if the deletion succeeds.
+renameTo(dest: File): boolean	Renames the file or directory represented by this <code>File</code> object to the specified name represented in dest. The method returns true if the operation succeeds.
+mkdir(): boolean	Creates a directory represented in this <code>File</code> object. Returns true if the the directory is created successfully.
+mkdirs(): boolean	Same as <code>mkdir()</code> except that it creates directory along with its parent directories if the parent directories do not exist.

# Problem: Explore File Properties

Objective: Write a program that demonstrates how to create files in a platform-independent way and use the methods in the File class to obtain their properties. The following figures show a sample run of the program on Windows and on Unix.

```
Command Prompt
C:\book>java TestFileClass
Does it exist? true
Can it be read? true
Can it be written? true
Is it a directory? false
Is it a file? true
Is it absolute? false
Is it hidden? false
What is its absolute path? C:\book\.image\us.gif
What is its canonical path? C:\book\image\us.gif
What is its name? us.gif
What is its path? .\image\us.gif
When was it last modified? Sat May 08 14:00:34 EDT 1999
What is the path separator? ;
What is the name separator? \

C:\book>
```

```
Command Prompt - telnet panda
$ pwd
/home/liang/book
$ java TestFileClass
Does it exist? true
Can it be read? true
Can it be written? true
Is it a directory? false
Is it a file? true
Is it absolute? false
Is it hidden? false
What is its absolute path? /home/liang/book/.image/us.gif
What is its canonical path? /home/liang/book/image/us.gif
What is its name? us.gif
What is its path? ./image/us.gif
When was it last modified? Wed Jan 23 11:00:14 EST 2002
What is the path separator? :
What is the name separator? /
$
```

TestFileClass

# Examples

UseFile

DirectorySize

UseFilenameFilter

# Text I/O

A File object encapsulates the properties of a file or a path, but does not contain the methods for reading/writing data from/to a file. In order to perform I/O, you need to create objects using appropriate Java I/O classes.

The objects contain the methods for reading/writing data from/to a file.

Read/write strings and numeric values from/to a text file using the Scanner and PrintWriter classes.

# Writing Data Using PrintWriter

java.io.PrintWriter
+PrintWriter(filename: String)
+print(s: String): void
+print(c: char): void
+print(cArray: char[]): void
+print(i: int): void
+print(l: long): void
+print(f: float): void
+print(d: double): void
+print(b: boolean): void
Also contains the overloaded println methods.
Also contains the overloaded printf methods.

Creates a PrintWriter for the specified file.

Writes a string.

Writes a character.

Writes an array of character.

Writes an int value.

Writes a long value.

Writes a float value.

Writes a double value.

Writes a boolean value.

A println method acts like a print method; additionally it prints a line separator. The line separator string is defined by the system. It is \r\n on Windows and \n on Unix. The printf method was introduced in §3.6, “Formatting Console Output and Strings.”

[WriteData](#)

# Try-with-resources

Programmers often forget to close the file. JDK 7 provides the followings new try-with-resources syntax that automatically closes the files.

```
try (declare and create resources) {
```

    Use the resource to process the file;

```
}
```

[WriteDataWithAutoClose](#)

# Reading Data Using Scanner

java.util.Scanner	
+Scanner(source: File)	Creates a Scanner object to read data from the specified file.
+Scanner(source: String)	Creates a Scanner object to read data from the specified string.
+close()	Closes this scanner.
+hasNext(): boolean	Returns true if this scanner has another token in its input.
+next(): String	Returns next token as a string.
+nextByte(): byte	Returns next token as a byte.
+nextShort(): short	Returns next token as a short.
+nextInt(): int	Returns next token as an int.
+nextLong(): long	Returns next token as a long.
+nextFloat(): float	Returns next token as a float.
+nextDouble(): double	Returns next token as a double.
+useDelimiter(pattern: String): Scanner	Sets this scanner's delimiting pattern.

[ReadData](#)

# Problem: Replacing Text

Write a class named ReplaceText that replaces a string in a text file with a new string. The filename and strings are passed as command-line arguments as follows:

```
java ReplaceText sourceFile targetFile oldString newString
```

For example, invoking

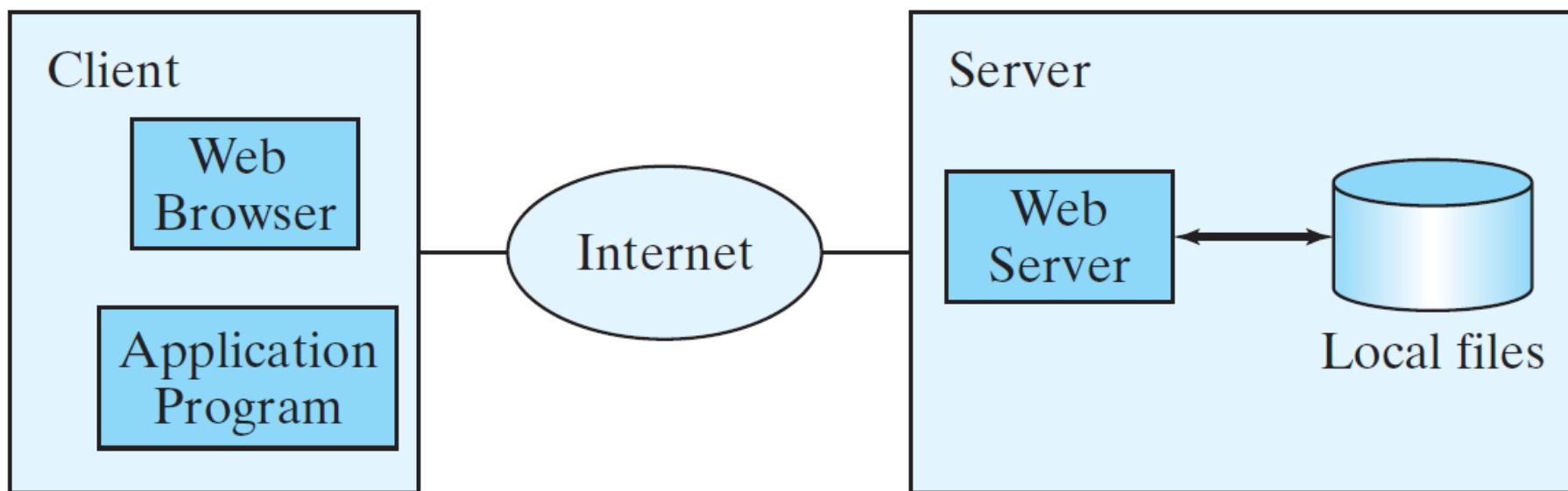
```
java ReplaceText FormatString.java t.txt StringBuilder StringBuffer
```

replaces all the occurrences of StringBuilder by StringBuffer in FormatString.java and saves the new file in t.txt.

ReplaceText

# Reading Data from the Web

Just like you can read data from a file on your computer, you can read data from a file on the Web.



# Reading Data from the Web

```
URL url = new URL("https://www.bupt.edu.cn");
```

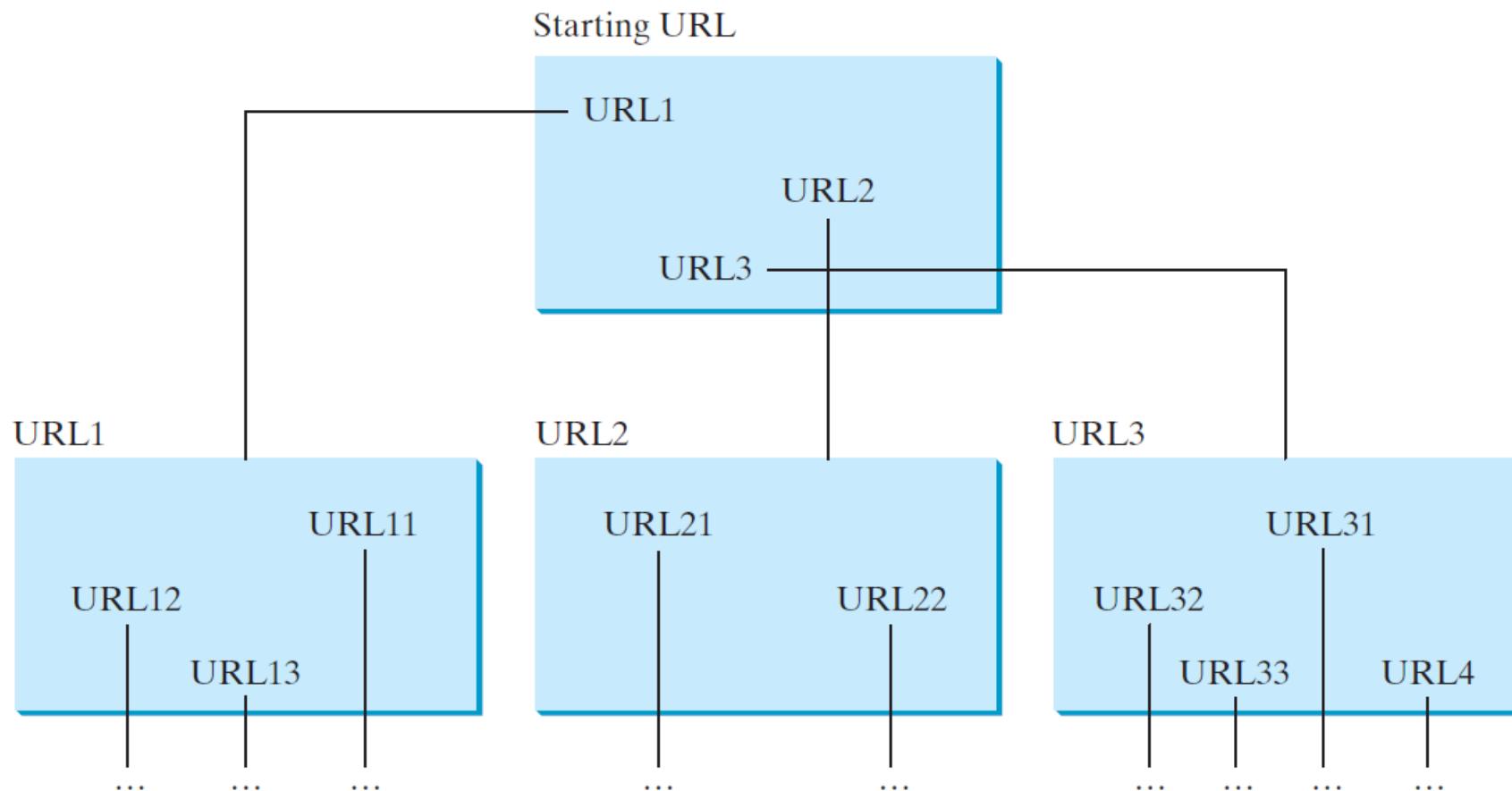
After a **URL** object is created, you can use the **openStream()** method defined in the **URL** class to open an input stream and use this stream to create a **Scanner** object as follows:

```
Scanner input = new Scanner(url.openStream());
```

[ReadFileFromURL](#)

# Case Study: Web Crawler

This case study develops a program that travels the Web by following hyperlinks.



# Case Study: Web Crawler

The program follows the URLs to traverse the Web. To assure that each URL is traversed only once, the program maintains two lists of URLs. One list stores the URLs pending for traversing and the other stores the URLs that have already been traversed.:

# Case Study: Web Crawler

```
Add the starting URL to a list named listOfPendingURLs;  
while listOfPendingURLs is not empty {  
    Remove a URL from listOfPendingURLs;  
    if this URL is not in listOfTraversedURLs {  
        Add it to listOfTraversedURLs;  
        Display this URL;  
        Exit the while loop when the size of S is equal to 100.  
        Read the page from this URL and for each URL contained in the page {  
            Add it to listOfPendingURLs if it is not in listOfTraversedURLs;  
        }  
    }  
}
```

WebCrawler

# Exercise 06 编程练习题(12.10 提交)

题一：11.1 定义带三条边的Triangle类扩展GeometricObject类。

11.1 (三角形类 Triangle) 设计一个名为 Triangle 的类来扩展 GeometricObject 类。该类包括：

- 三个名为 side1、side2 和 side3 的 double 数据域表示这个三角形的三条边，它们的默认值是 1.0。
- 一个无参构造方法创建默认的三角形。
- 一个能创建带指定 side1、side2 和 side3 的三角形的构造方法。
- 所有三个数据域的访问器方法。
- 一个名为 getArea() 的方法返回这个三角形的面积。
- 一个名为 getPerimeter() 的方法返回这个三角形的周长。
- 一个名为 toString() 的方法返回这个三角形的字符串描述。

计算三角形面积的公式参见编程练习题 2.19。toString() 方法的实现如下所示：

```
return "Triangle: side1 = " + side1 + " side2 = " + side2 +
    " side3 = " + side3;
```

画出 Triangle 类和 GeometricObject 类的 UML 图，并实现这些类。编写一个测试程序，提示用户输入三角形的三条边、颜色以及一个 Boolean 值表明该三角形是否填充。程序应该使用输入创建一个具有这些边并设置 color 和 filled 属性的三角形。程序应该显示面积、边长、颜色以及表明是否填充的真或者假的值。

+ 12.5 (IllegalTriangleException 异常)

\*12.5 (IllegalTriangleException 异常) 编程练习题 11.1 定义了带三条边的 Triangle 类。在三角形中，任意两边之和总大于第三边，Triangle 类必须遵从这一规则。创建一个 IllegalTriangleException 类，然后修改 Triangle 类的构造方法，如果创建的三角形的边违反了这一规则，抛出一个 IllegalTriangleException 对象，如下所示：

```
/** Construct a triangle with the specified sides */
public Triangle(double side1, double side2, double side3)
    throws IllegalTriangleException {
    // Implement it
}
```

## Exercise 06 编程练习题(12.10 提交)

题二： 12.7（NumberFormatException异常）编写bin2Dec(String binaryString)方法，将一个二进制字符串转换为一个十进制。实现bin2Dec方法，在字符串不是一个二进制字符串时抛出NumberFormatException异常。

+ 12.9 (BinaryFormatException异常) 定义一个名为BinaryFormatException的自定义异常。实现bin2Dec方法，在字符串不是一个二进制字符串时抛出BinaryFormatException异常。

## Exercise 06 编程练习题(12.10 提交)

### 题三：12.11（删除文本）

编写一个程序，从一个文本文件中删掉所有指定的某个字符串。例如，调用 `java Exercise12_11 John filename` 从指定文件中删掉字符串 `John`。程序从命令行获得参数。

### 题四：12.15（写/读数据）

编写一个程序，如果名为 `Exercise12_15.txt` 的文件不存在，则创建该文件。使用文本 I/O 将随机产生的 100 个整数写入文件，文件中的整数由空格分开。从文本读回数据并以升序显示数据。

# Exercise 06 编程练习题(12.10 提交)

题五：

设计一个扩展11章的MyStack，从而支持 push, pop, peak操作，并能在常数时间内检索到最小元素的栈。

- `push(x)` -- 将元素  $x$  推入栈中。
- `pop()` -- 删除栈顶的元素。
- `peak()` -- 获取栈顶元素。
- `getMin()` -- 检索栈中的最小元素。

示例：

```
MinStack minStack = new MinStack();
minStack.push(-2);
minStack.push(0);
minStack.push(-3);
minStack.getMin(); //返回 -3
minStack.pop();
minStack.peak(); //返回 0
minStack.getMin(); // 返回 -2.
```