

CHAPTER 10

Exceptions

Contents

- ◆ What is an Exception?
- ◆ The Catch or Specify Requirement
- ◆ Catching and Handling Exceptions
- ◆ Specifying the Exceptions Thrown by a Method
- ◆ How to Throw Exceptions
- ◆ Advantages of Exceptions

Error Handling in C

- ◆ To check success of opening a file in C

```
#include <stdio.h>
main() {
    File *fp;
    char name[20];
    If ( (fp = fopen("input.dat", "w") == NULL) { /* open fail */
        fprintf(stderr, "cannot open the file %s\n", "input.dat");
        exit(0);
    }
    /* open success, so do next step */
    fscanf(fp, "%s", name);
    .....
}
```

Error Handling Code



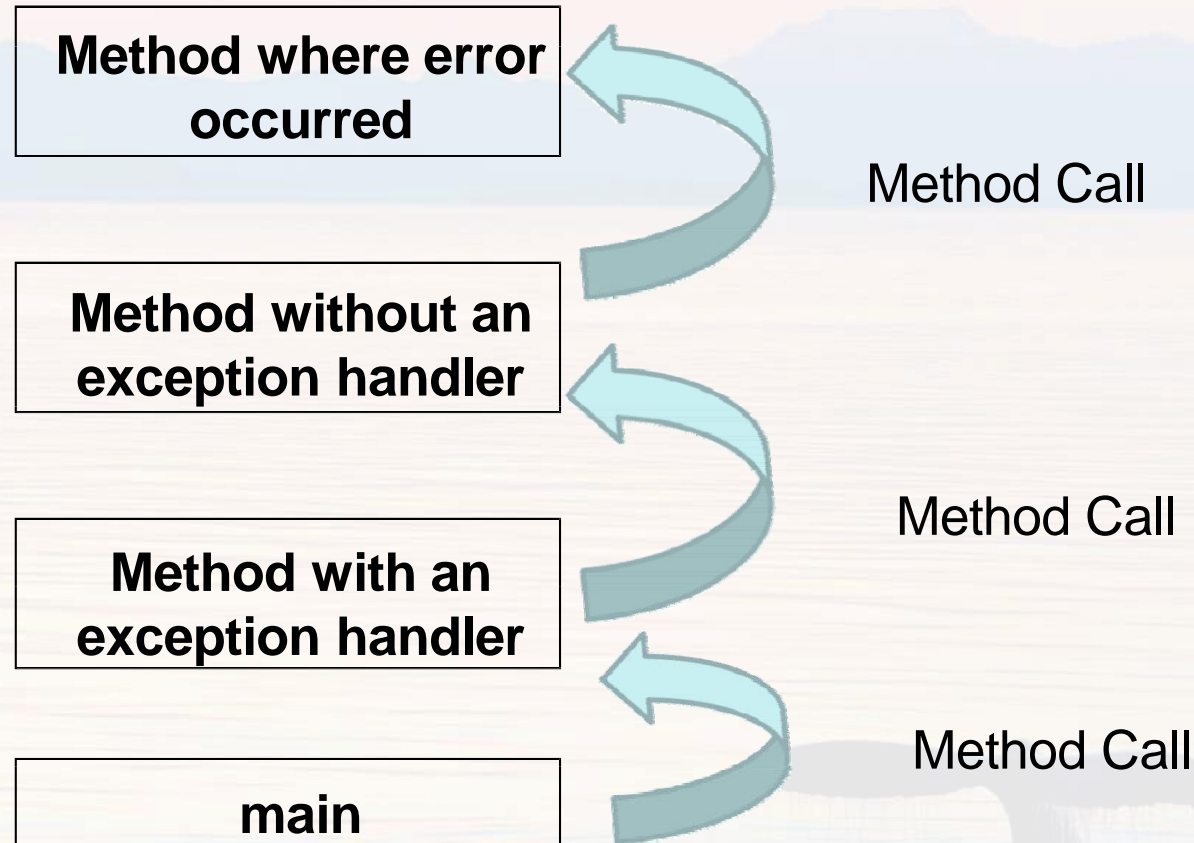
It is difficult to separate error-handling code from regular code!

How can we provide some systematic way for the error handling in Java?

What Is an Exception?

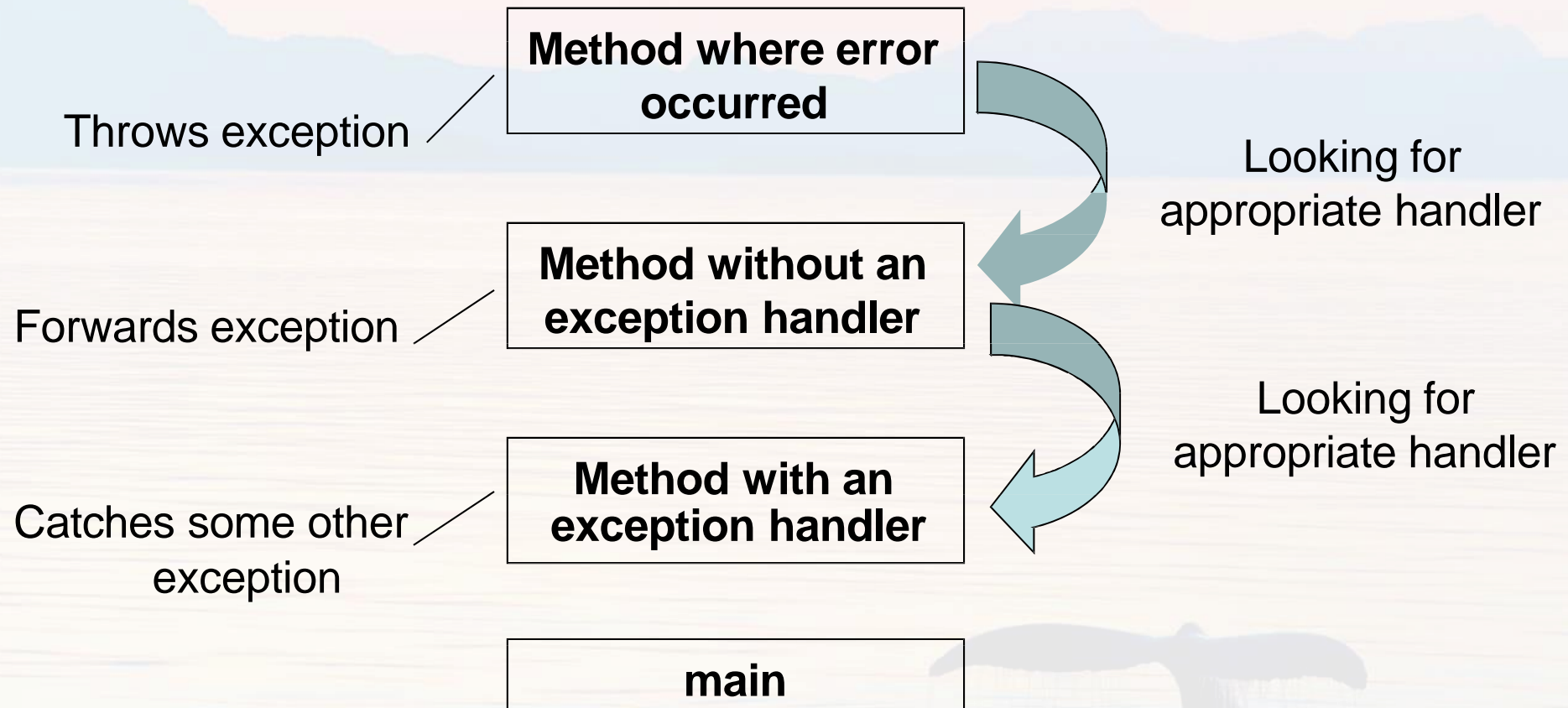
- ◆ An **exception** (“exceptional event”) is an event, which occurs during the execution of a program that disrupts the normal flow of the program’s instructions.
- ◆ When an error occurs within a method, the method creates an object and hands it off to the runtime system. The **object** (“**exception object**”) contains information about the error.
- ◆ Creating an exception object and handing it to the runtime system is called “**throwing an exception**”

What Is an Exception?



The Call Stack

What Is an Exception?



Searching the call stack for the exception handler

The Catch or Specify Requirement

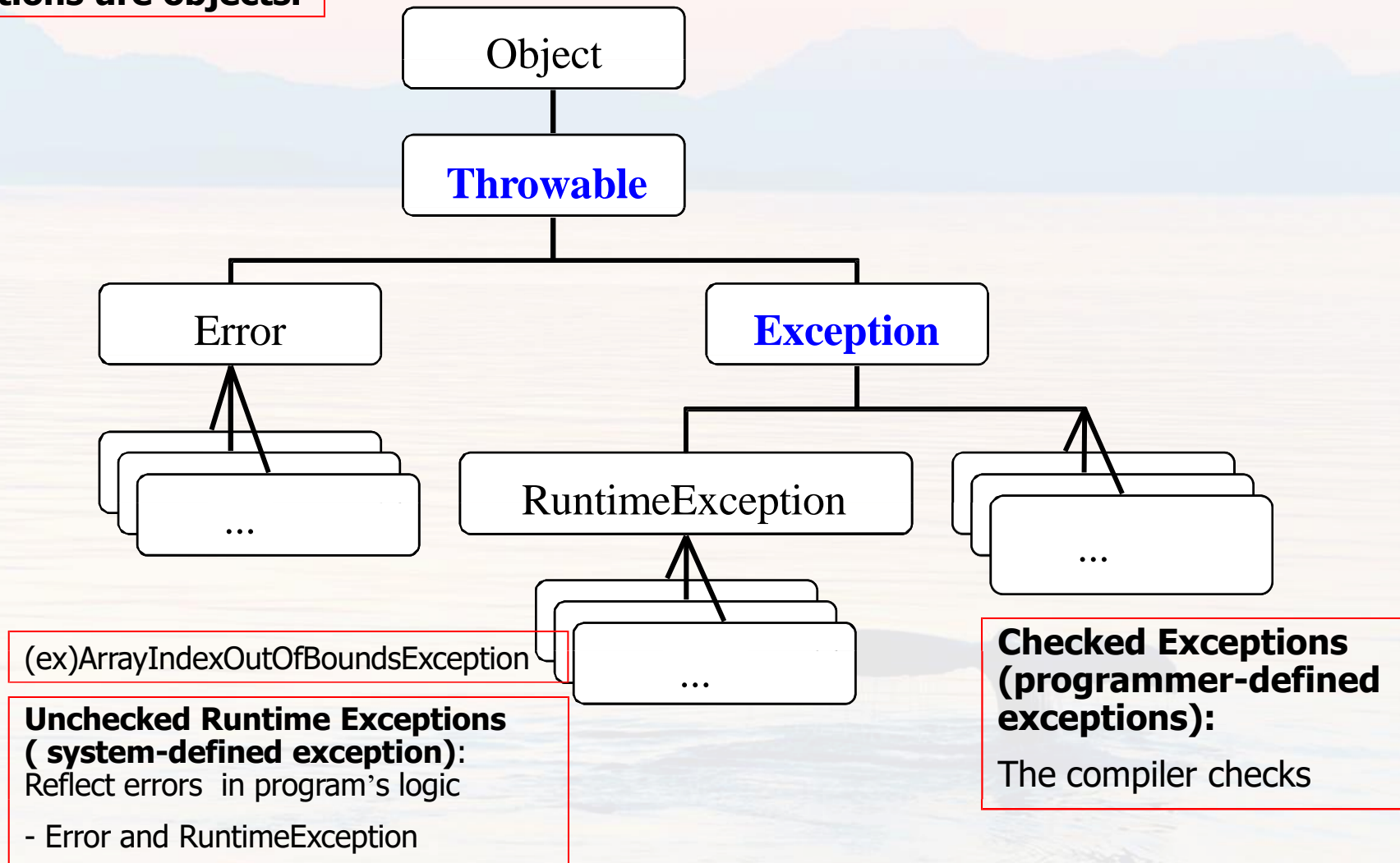
- ① Code that might throw certain exceptions must be enclosed by either of the following:
 - ⌘ A try statement that catches the exception – catching and handling exception
 - ⌘ A method that specifies that it can throw the exception. The method must provide a throws clause – Specifying the Exceptions Thrown by a Method

Three Kinds of Exceptions

- Checked exception: can anticipate and recover the exception.
 - Checked exceptions are subject to the Catch or Specify Requirement (CSR).
 - All exceptions are checked exceptions, except for Error, RuntimeException, and their subclasses.
 - SQLException , IOException, FileNotFoundException
- Error(unchecked exception): cannot anticipate and recover, not subject to CSR,
 - System malfunction
 - OutOfMemoryException
 - StackOverflowError
- Runtime exception (unchecked exception): cannot anticipate and recover, not subject to CSR,
 - ArithmeticException
 - ClassCastException
 - ArrayIndexOutOfBoundsException
 - NullPointerException

Throwable Class and Its Subclasses

Exceptions are objects.



Catching and Handling Exceptions

The try, catch, and finally block

```
try {  
    // try block  
}
```

Statements that have some possibilities to generate exception(s).

```
catch (ExceptionType1 param1) {  
    // Exception Block  
}
```

Execute statements here when the corresponding exception occurred.

```
catch (ExceptionType2 param2) {  
    // Exception Block  
}
```

.....

```
catch (ExceptionTypeN paramN) {  
    // Exception Block  
}
```

Do always

```
finally {  
    // finally Block  
}
```

Catching and Handling Exceptions

//Note: This class won't compile by design!

```
import java.io.*;  
import java.util.Vector;
```

If can't be written the file "OutFile.txt"?

```
public class ListOfNumbers {
```

```
    private Vector vector;
```

```
    private static final int SIZE = 10;
```

```
    public ListOfNumbers () {
```

```
        vector = new Vector(SIZE);
```

```
        for (int i = 0; i < SIZE; i++) {
```

```
            vector.addElement(new Integer(i));
```

```
        }
```

```
    }
```

```
    public void writeList() {
```

```
        PrintWriter out = new PrintWriter(
```

```
            • • • new FileWriter("OutFile.txt") );
```

```
        for (int i = 0; i < SIZE; i++) {
```

```
            out.println("Value at: " + i + " = " +
```

```
                vector.elementAt(i) );
```

```
        }
```

```
        out.close();
```

```
    }
```

```
}
```

If the program tries to access the index of SIZE +1?

Catching and Handling Exceptions

```
public class ListOfNumbers {  
    private Vector<Integer> victor;  
    private static final int SIZE = 10;  
  
    public ListOfNumbers () {  
        victor = new Vector<Integer>(SIZE);  
        for (int i = 0; i < SIZE; i++)  
            victor.addElement(new Integer(i));  
    }  
  
    public void writeList() {  
        PrintWriter out = null;  
  
        try {  
            System.out.println("Entering try statement");  
            out = new PrintWriter(new  
                FileWriter("OutFile.txt"));  
            for (int i = 0; i < SIZE; i++)  
                out.println("Value at: " + i + " = " +  
                    victor.elementAt(i));  
        }  
    }  
}
```

There may be
some exception..

```
        catch (ArrayIndexOutOfBoundsException e) {  
            System.err.println("Caught  
ArrayIndexOutOfBoundsException: " +  
                e.getMessage());  
        }  
        catch (IOException e) {  
            System.err.println("Caught IOException: "  
                + e.getMessage());  
        }  
        finally {  
            if (out != null) {  
                System.out.println("Closing  
PrintWriter");  
                out.close();  
            } else {  
                System.out.println("PrintWriter not  
open");  
            }  
        }  
    }  
}
```

When the
"ArrayIndexOutOfBounds
Exception" has
occurred...

try, catch, and finally

The finally clause is used to clean up internal state or to release non-object resources, such as close files stored in local variables.

```
public boolean searchFor (String file, String word) throws StreamException
{
    Stream input = null;

    try {
        input = new Stream(file);
        while (!input.eof())
            if (input.next().equals(word)) return true;
        return false; // not found
    } finally {
        if (input != null) input.close();
    }
}
```


Review of Catch or Specify Requirement

```
import java.io.*;

public class TestCSRException {
    public void noNeedException() {
        // No need the exception handling
        int i = 100;
        System.out.println("i = " + 100); }
    public void useTryCatch() {
        String name;
        System.out.print("What is your name? ");
        // The code needs exception handling
        try {
            BufferedReader charStream = new
            BufferedReader (new
            InputStreamReader(System.in));
            name = charStream.readLine().trim();
        } catch(IOException e) {
            System.out.println("IOException: " + ); }
            System.out.println("Your name is " +
            name); }
```

```
public void useThrowsMethod() throws
IOException {
    String name;
    System.out.print("What is your name? ");
    BufferedReader charStream = new
    BufferedReader (new
    InputStreamReader(System.in));
    name = charStream.readLine().trim();
    System.out.println("Your name is " +
    name); }

    public static void main(String[] args) throws
    IOException {
        TestException obj = new TestException();

        obj.noNeedException();
        obj.useTryCatch();
        obj.useThrowsMethod();
    }
}
```


Specifying the Exceptions Thrown by a Method

- ◆ If the writeList method doesn't catch the checked exceptions that can occur within it, the writeList method must specify that it can throw these exceptions.

```
public void writeList() {  
    // This method won't compile by design!  
    PrintWriter out = new PrintWriter(new FileWriter("OutFile.txt"));  
    for (int i = 0; i < SIZE; i++) {  
        out.println("Value at: "+i+"="+vector.elementAt(i));  
    }  
    out.close();  
}
```

- ◆ To specify that the writeList can throw two exceptions, add a throws clause to the method declaration for the writeList method.

```
public void writeList() throws IOException, ArrayIndexOutOfBoundsException  
{  
    PrintWriter out = new PrintWriter(new FileWriter("OutFile.txt"));  
    for (int i = 0; i < SIZE; i++){  
        out.println("Value at: "+i+"="+vector.elementAt(i));  
    }  
    out.close();  
}
```

The throws Clause

- ◆ The checked exceptions that a method throws are as important as the type of value it returns. Both must be declared.

```
public void writeList() throws IOException { }
```

- ◆ If you invoke a method that lists a checked exception in its throws clause, you have three choices:
 - Catch the exception and handle it.
 - Catch the exception and map it into one of your exceptions by throwing an exception of a type declared in your own throws clause.
 - Declare the exception in your throws clause and let the exception pass through your method.
- ◆ Throws clauses and Method Overriding: An overriding or implementing method is not allowed to declare more checked exceptions in the throws clause than the inherited method does.

How to Throw Exceptions

- ◆ Before we can catch an exception, some code somewhere must throw one. Regardless of what throws the exception, it's always thrown with the throw statement.
- ◆ The throw Statement
throw someThrowableObject;

```
public Object pop () {  
    Object obj;  
    if (size == 0) {  
        throw new EmptyStackException();  
    }  
    obj = objectAt(size - 1);  
    setObjectAt (size - 1, null);  
    size--;  
    return obj;  
}
```

If the stack is empty, pop instantiates a new EmptyStackException object and throws it.

Throw Statement

◆ Throw Statement *throw expression;*

Throw a **user created** exception

```
public class
    NoSuchAttributeException
    extends Exception
{
    public final String attrName;

    public NoSuchAttributeException
        (String name) {
        super("No attribute named ¥" +
            name + "¥ found");
        attrName = name;
    }
}
```

```
public void replaceValue(String name,
    Object newValue)
    throws NoSuchAttributeException
{
    Attr attr = find(name);
    if (attr == null)
        throw new
            NoSuchAttributeException(name);
    attr.setValue(newValue);
}
```

A Method with throws clause and Catch from it

- ◆ When the replaceValue method (shown in the slide #18) raise an “NoSuchAttributeException”, it is to be caught by the **catch clause**.

- ◆ And the exception will be handled by the code in the catch block.

```
Object value = new Integer(8);  
try {  
    attributedObj.replaceValue("Age",  
                               value);  
}  
catch (NoSuchAttributeException e)  
{  
    Attr attr = new Attr(e.attrName, value);  
    attributedObj.add(attr);  
}
```


Creating My Own Exception Types

◆ Why Create New Exception Type:

- Adding useful data
- Type of the exception is important part of the exception data.

<Example>

```
public class
```

```
    NoSuchAttributeException  
    extends Exception
```

```
{
```

```
    public final String attrName;
```

```
    public NoSuchAttributeException  
        (String name) {  
        super("No attribute named ¥" +  
            name + "¥ found");  
        attrName = name;
```

```
    }
```

```
}
```

Another Example Using Constructors

```
public class BadDataSetException  
    extends Exception
```

```
{
```

```
    public BadDataSetException() {}
```

```
    public BadDataSetException(String s)  
    { super(s);}
```

```
    public BadDataSetException(Throwable  
                                cause) { super(cause);}
```

```
    public BadDataSetException(String s,  
                                Throwable cause) { super(s, cause);}
```

```
}
```


Another Example: Custom Exceptions

Subclass of Exception

```
import java.util.*;

class ExceptionSubclass {

    public static void main(String args[]) {
        a();
    }

    static void a() {
        try {
            b();
        }
        catch (Exception e) {
            e.printStackTrace();
        }
    }

    static void b() throws ExceptionA {
        try {
            c();
        }
        catch (ExceptionB e) {
            e.printStackTrace();
        }
    }
}
```

In the "b" method, the ExceptionB is to be handled, but pass the ExceptionA, which will be caught in the method a().

```
static void c() throws ExceptionA, ExceptionB {
    Random random = new Random();
    int i = random.nextInt();
    if (i % 2 == 0) {
        throw new ExceptionA("We have a problem");
    }
    else {
        throw new ExceptionB("We have a big problem");
    }
}

class ExceptionA extends Exception {
    public ExceptionA(String message) {
        super(message);
    }
}

class ExceptionB extends Exception {
    public ExceptionB(String message) {
        super(message);
    }
}
```

Execution:

ExceptionA: We have a problem

at ExceptionSubclass.c(ExceptionSubclass.java:31)
at ExceptionSubclass.b(ExceptionSubclass.java:20)
at ExceptionSubclass.a(ExceptionSubclass.java:11)
at ExceptionSubclass.main(ExceptionSubclass.java:6)

Exception Chaining

Exceptions caused by other exceptions

```
public double[] getDataSet(String setName) throws BadDataSetException
{
    String file = setName + ".dset";
    FileInputStream in = null;
    try {
        in = new FileInputStream(file);
        return readDataSet(in);
    } catch (IOException e) {
        throw new BadDataSetException();
    } finally {
        try {
            if ( in != null ) in.close();
        } catch (IOException e) {
            ; // ignore: we either read the data OK
            // or we're throwing BadDataSetException
        }
    }
}
// ... definition of readDataSet
```

For the notion of one exception being caused by another exception

```
} catch (IOException e) {
    BadDataSetException bdse =
        new BadDataSetException();
    bdse.initCause(e);
    throw bdse;
} finally {
    // .....
}
```

initCause is used to remember the exception that made the data bad. Later, the **getCause** method is used to retrieve the exception.

Exception Chaining

Another Way: to define new exception class

```
class BadDatasetException extends Exception {  
    public BadDatasetException() {}
```

```
    public BadDatasetException(String details) {  
        super(details);  
    }
```

```
    public BadDatasetException(Throwable cause) {  
        super(cause);  
    }
```

```
    public BadDatasetException(String details,  
        Throwable cause) {  
        super(details, cause);  
    }  
}
```

```
} catch (IOException e) {  
    throw  
        new BadDatasetException(e);  
} finally {  
    // ...  
}
```

Now you can write like this!

Choosing a Super or Sub class

- ◆ We cannot put a superclass catch clause before a catch of one of its subclasses.

```
Class SuperException extends Exception {}
Class SubException extends SuperException {}
Class BadCatch {
    public void goodTry() {
        /* This is an INVALID catch ordering */
        try {
            throw new SubException();
        } catch (SuperException superRef) {
            // Catches both SuperException and SubException
        } catch (SubException subRef) {
            // This would never be reached
        }
    }
}
```

Exception Handling: Exercise 1

```
class DivideByZero {  
  
    public static void main(String args[]) {  
        a();  
    }  
  
    static void a() {  
        b();  
    }  
  
    static void b() {  
        c();  
    }  
  
    static void c() {  
        d();  
    }  
  
    static void d() {  
        int i = 1;  
        int j = 0;  
        System.out.println(i / j);  
    }  
}
```

Result :

Exception in thread "main" java.lang.ArithmeticException: / by zero

at DivideByZero.d(DivideByZero.java:22)

at DivideByZero.c(DivideByZero.java:16)

at DivideByZero.b(DivideByZero.java:12)

at DivideByZero.a(DivideByZero.java:8)

at DivideByZero.main(DivideByZero.java:4)

Exception Handling: Exercise 2

```
class Divider {  
    public static void main(String args[]) {  
  
        try {  
  
            System.out.println("Before Division");  
            int i = Integer.parseInt(args[0]);  
            int j = Integer.parseInt(args[1]);  
            System.out.println(i / j);  
            System.out.println("After Division");  
        }  
        catch (ArithmeticException e) {  
            System.out.println("ArithmeticException");  
        }  
        catch (ArrayIndexOutOfBoundsException e) {  
            System.out.println("ArrayIndex" +  
                "OutOfBoundsException");  
        }  
        catch (NumberFormatException e) {  
            System.out.println("NumberFormatException");  
        }  
    }  
}
```

```
finally {  
    System.out.println("Finally block");  
}  
}  
}
```

**No arguments, so no args[0],
args[1]**

Result: java Divider

Result: java Divider 1 0

Exception Handling: Catch Block Searches

<pre>class CatchSearch { { public static void main(String args[]) try { System.out.println("Before a"); a(); System.out.println("After a"); } catch (Exception e) { System.out.println("main: " + e); } finally { System.out.println("main: finally"); } } public static void a() { try { System.out.println("Before b"); b(); System.out.println("After b"); } catch (ArithmeticException e) { System.out.println("a: " + e); } finally { System.out.println("a: finally"); } } }</pre>	<pre> public static void b() { try { System.out.println("Before c"); c(); System.out.println("After c"); } catch (ArrayIndexOutOfBoundsException e) { System.out.println("b: " + e); } finally { System.out.println("b: finally"); } } public static void c() { try { System.out.println("Before d"); d(); System.out.println("After d"); } catch (NumberFormatException e) { System.out.println("c: " + e); } finally { System.out.println("c: finally"); } } }</pre>	<pre> public static void d() { try { int array[] = new int[4]; array[10] = 10; } catch (ClassCastException e) { System.out.println("d: " + e); } finally { System.out.println("d: finally"); } } }</pre>
<p>Result?</p>		
<p>After handle the exception, it is reached here.</p>		

Exception Handling: The throw Statement

<pre>class ThrowDemo { public static void main(String args[]) { try { System.out.println("Before a"); a(); System.out.println("After a"); } catch (ArithmeticException e) { System.out.println("main: " + e); } finally { System.out.println("main: finally"); } } public static void a() { try { System.out.println("Before b"); b(); System.out.println("After b"); } catch (ArithmeticException e) { System.out.println("a: " + e); } finally { System.out.println("a: finally"); } } }</pre>	<pre> public static void b() { try { System.out.println("Before c"); c(); System.out.println("After c"); } catch (ArithmeticException e) { System.out.println("b: " + e); } finally { System.out.println("b: finally"); } } public static void c() { try { System.out.println("Before d"); d(); System.out.println("After d"); } catch (ArithmeticException e) { System.out.println("c: " + e); throw e; } finally { System.out.println("c: finally"); } } }</pre>	<pre> public static void d() { try { int i = 1; int j = 0; System.out.println("Before division"); System.out.println(i / j); System.out.println("After division"); } catch (ArithmeticException e) { System.out.println("d: " + e); throw e; } finally { System.out.println("d: finally"); } } }</pre>
---	--	---

Result?

Advantages of Exceptions

◆ Separating Error-Handling Code from “Regular” Code

```
readFile {  
  try {  
    open the file;  
    determine its size;  
    allocate that much memory;  
    read the file into memory;  
    close the file;  
  } catch (fileOpenFailed) {  
    doSomething;  
  } catch (sizeDeterminationFailed) {  
    doSomething;  
  } catch (memoryAllocationFailed) {  
    doSomething;  
  } catch (readFailed) {  
    doSomething;  
  } catch (fileCloseFailed) {  
    doSomething;  
  }  
}
```

◆ Grouping and Differentiating Error Types

- **Specific Handler**
catch (**FileNotFoundException e**)
{
 ...
}
- **More General Handler**
catch (**IOException e**) {
 ...
}
- **Most General Handler**
catch (**Exception e**) {
 ...
}
- One can create groups of exceptions and handle exceptions in a general fashion, or use the specific exception type to differentiate exceptions and handle exceptions in an exact fashion.

Advantages of Exceptions

◆ Propagating Errors Up the Call Stack

<Traditional error-notification>

```
method1 {  
    errorCodeType error;  
    error = call method2;  
    if (error)  
        doErrorProcessing;  
    else  
        proceed;  
}
```

```
errorCodeType method2 {  
    errorCodeType error;  
    error = call method3;  
    if (error)  
        return error;  
    else  
        proceed;  
}
```

```
errorCodeType method3 {  
    errorCodeType error;  
    error = call readFile;  
    if (error)  
        return error;  
    else  
        proceed;  
}
```

<Java Exception Handling>

```
method1 {  
    try {  
        call method2;  
    } catch (exception e) {  
        doErrorProcessing;  
    }  
}
```

```
method2 throws exception {  
    call method3;  
}
```

```
method3 throws exception {  
    call readFile; // if cause an exception  
}
```