#### **Exceptions**

- that disrupts the normal flow of instructions An exception is an event that occurs during the execution of a program
- Many kinds of errors can cause exceptions:
- Hardware error
- Programming error: dereferencing null
- When such an error occurs within a Java method, the method creates an exception object, which describes the exception, and hands it off to the runtime system, which is responsible for finding code to handle the

#### Exceptions (cont.)

- Where does the runtime system look?
- The run-time system searches backwards through the chain of method finds a method that contains an appropriate exception handler. calls, beginning with the method in which the error occurred, until it
- What is an appropriate exception handler?
- \* The type of the exception is the same as the type of exception handled by the handler.

#### Exceptions (cont.)

- What are the advantages?
- Separates error handling code from regular code.
- Automatically propagates errors up the chain of method calls.
- Groups error types and differentiates errors.

#### **Throwing Exceptions**

Example

```
class ConstPoly extends APolynomial
                                                                                                                                      public APolynomial getLowerPoly()
                                           throw new java.util.NoSuchElementException(
"Constant polynomial has no lower-order term!");
```

### Throwing Exceptions (cont.)

- of the class throwable The argument to throw must be a reference to an instance of a subclass
- throwable contains a reference to a descriptive string.
- There are several predefined subclasses of throwable
- Exception
- \* RuntimeException (extends Exception)
- Error (not usually recovered from)
- The first type is called a *checked* exception. The compiler verifies that these exceptions are handled or specified.

### Throwing Exceptions (cont.)

- subclass RuntimeException are The next two types are special: An instance of a subclass of these classes can be thrown from anywhere without specification. Examples of
- OutOfMemoryException
- NullPointerException
- NoSuchElementException
- $ilde{\mathsf{ArrayIndexOutOfBoundsException}}$

#### Catching Exceptions

Example

```
try {
                                catch (java.util.NoSuchElementException e) {
System.err.println(e);
                                                                     // Not Reached
                                                                                                                                    APolynomial pc0 = new ConstPoly(0.0); // pc0 == 0.
                                                                                                  APolynomial dummy = pc0.getLowerPoly();
```

has no lower-order term! Prints: java.util.NoSuchElementException: Constant polynomial

### Exceptions Can't Be Ignored...

It must either... A method can't ignore exceptions raised by another method that it calls.

- catch the exception or
- specify the exception.

# Exceptions Can't Be Ignored...(cont.)

```
method1 {
try {
                method2 throws exception {
                                                                                                                                                                           Example
call methodThatThrowsException;
                                                                                       } catch (exception) {
                                                                                                        call method2;
                                                                     doErrorProcessing;
```

### Catching multiple exceptions

An arbitrary number of catch statements can follow the try statement.

```
try {
                               catch (ExcType2 e) {
catch (ExcType3 e) {
                                                                    } catch (ExcType1 e) {
                                                                                      neverCalledMethod();
                                                                                                       brokenMethodThrowsExcType120r3();
```

### Throwing multiple exceptions

A method can (potentially) throw an arbitrary number of exceptions (but not at once).

```
class Example {
                                                                                                                void brokenMethodThrowsExcType120r3()
                                                                                         throws ExcType1, ExcType2, ExcType3 {
                                           try {
} catch (ExcType4 e) {
```

#### The finally statement

- of the method, it will never get called. completing the method's execution. If there is cleanup code at the end Exceptions can cause control to leave the current method without
- designate code for execution even if an exception occurs. The finally statement (together with try) enables മ method to

## The finally statement (cont.)

Example

```
try {
    thisMethodThrowsExc();
} finally {
    myCleanup();
}
```

- myCleanup() is called regardless of whether an exception is thrown.
- The finally statement is **not** a handler. performed, the exception continues up the call chain in search of a handler. After myCleanup() is