

Structured Programming 1110/1140/6710



Exceptions

Exceptions are a control flow construct for error-management.

- Some similarity to event handling (lecture topic X2)
 - Both disrupt the normal flow of execution
 - Exceptions are exceptional situations (events are expected)
 - A file is not found or is inaccessible,
 - An array is accessed incorrectly (out of bounds),
 - · Division by zero,
 - A null pointer is dereferenced, etc...



Java Exceptions

Exceptions are *thrown* either:

- Implicitly (via a program error) or
- Explicitly (by executing the throw statement).

Exceptions are caught with a catch block.

Exceptions are propagated from callee to caller until a matching handler is found. Methods throwing uncaught exceptions must have the throws clause in their declaration.



Java's Catch or Specify Requirement

Three kinds of exception:

- **error** (Error and its subclasses),
- runtime exception (RuntimeException and its subclasses),
- checked (everything else, must comply with Catch or Specify)

Java requires that code that may throw a checked exception must be enclosed by either:

- a try statement with a suitable handler, or
- a method that declares that it throws the exception





Java try/catch Block Syntax

```
try {
  // do something that may generate an exception
} catch (ArithmeticException e1) { // first catch
  // this is an arithmetic exception handler
  // handle the error and/or throw an exception
} catch (Exception e2) { // may have many catch blocks
  // this an generic exception handler
  // handle the error and/or throw an exception
} finally {
  // this code is quaranteed to run
  // if you need to clean up, put the code here
```