Introduction to Computer Programming (Java A) Lab 13

[Objective]

Learn exception handling.

[Exercises]

Suppose that you want to use a java.io.BufferedReader to read the text from a disk file. The program did not handle the exception declared, which resulted in compilation error.

```
import java.io.BufferedReader;
import java.io.FileReader;
import java.io.IOException;
class ReadTextFile
    public static void main ( String[] args )
        String fileName = "sample.txt";
        String line;
        // Create a BufferedReader and Attach a file
        BufferedReader in = new BufferedReader( new FileReader( fileName ) );
        // while not end of file
        while ((line=in.readLine())!=null)
            System.out.println(line);
        // close the file
        in.close();
   }
}
```

Run result:

Why?

Because the FileReader's constructor, the readLine(), and the close () declare exceptions.

If a method declares an exception in its signature, you cannot use this method without handling the exception - you can't compile the program.

Fortunately, there are two ways to solve this problem.

Method 1

```
Catch the exception via a "try-catch" (or "try-catch-finally") construct.

try {

    // Main logic here
    open file;
    process file;
    .....
} catch (FileNotFoundException ex) { // Exception handlers below
    // Exception handler for "file not found"
} catch (IOException ex) {
    // Exception handler for "IO errors"
} finally {
    close file; // always try to close the file
}
```

Rewrite the previous code according to this structure to add exception handling.

```
import java.io.BufferedReader;
import java.io.FileNotFoundException;
import java.io.FileReader;
import java.io.IOException;
class ReadTextFileWithCatch
   public static void main ( String[] args )
        String fileName = "sample.txt";
       String line;
        BufferedReader in = null;
        try
        {
            // Create a BufferedReader and Attach a file
           in = new BufferedReader( new FileReader( fileName ) );
            // while not end of file
           while ((line=in.readLine())!=null)
                System.out.println(line);
       }
        catch (FileNotFoundException ex)
        {
            System.out.println("There is no this file!");
        catch (IOException ex){
            System.out.println("Read fileexception!");
        }
        // close the file
            System.out.println("close the file");
           if (in != null)
            {
               try{
                   in.close();
```

Take note that the main logic in the try-block is separated from the error handling codes in the catch-block.

Method2

You decided not to handle the exception in the current method, but throw the exception up the call stack for the next higher-level method to handle.

```
import java.io.BufferedReader;
import java.io.FileReader;
import java.io.IOException;
class ReadTextFileWithThrow
    public static void main ( String[] args ) throws IOException
        String fileName = "sample.txt";
        String line;
        // Create a BufferedReader and Attach a file
        BufferedReader in = new BufferedReader( new FileReader( fileName ) );
        // while not end of file
        while ((line=in.readLine())!=null){
            System.out.println(line);
        // close the file
        in.close();
   }
}
```

In this case, the next higher-level method of main() is the JVM.

Call Stack for exception

Run the following code to see call stack of the exception.

```
public class MethodCallStackDemo {
   public static void main(String[] args) {
        System.out.println("Entermain()");
        methodA();
        System.out.println("Exit main()");
   }

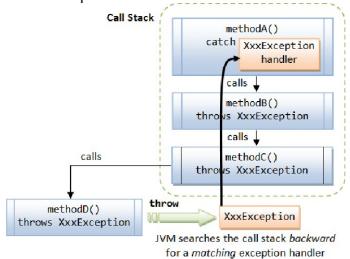
   public static void methodA() {
        System.out.println("EntermethodA()");
        try {
```

```
methodB();
         }catch(ArithmeticException ex) {
              System.out.println(ex.toString());
         }
         System.out.println("Exit methodA()");
       public static void methodB() throws ArithmeticException{
          System.out.println("Enter methodB()");
         methodC();
         System.out.println("Exit methodB()");
      public static void methodC() throws ArithmeticException {
          System.out.println("Enter methodC()");
           methodD();
         System.out.println("Exit methodC()");
      }
   public static void methodD() throws ArithmeticException {
        System.out.println("Enter methodD()");
        // divide-by-0 triggers an ArithmeticException
        System.out.println(1 / 0);
        System.out.println("Exit methodD()");
   }
}
```

Run result:

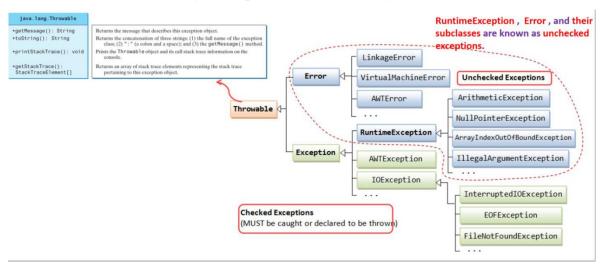
```
Enter main()
Enter methodA()
Enter methodB()
Enter methodC()
Enter methodD()
java.lang.ArithmeticException: / by zero
Exit methodA()
Exit main()
```

The following picture is a good explanation of the procedure for calling the stack of exceptions.



Exception Classes - Throwable, Error, Exception & RuntimeException

The figure below shows the hierarchy of the Exception classes. The base class for all Exception objects is java.lang.Throwable, together with its two subclasses java.lang.Exception and java.lang.Error.



- The Error class describes internal system errors.
- The Exception class describes the error caused by your program.
- RuntimeException, Error, and their subclasses are known as
- unchecked exceptions. All other exceptions are known as checked exceptions, meaning the compiler forces the programmer to check and deal with them in a try-catch block or declare it in the method header

Five keywords are used in exception handling: **try**, **catch**, **finally**, **throws** and **throw** (take note that there is a difference between throw and throws).

Java's exception handling consists of three operations:

- 1. Declaring exceptions;
- 2. Throwing an exception; and
- 3. Catching an exception.

The exception info is helpful to debug, it tells:

- 1) Exception type
 - ✓ Arithmetic
 - ✓ ArrayIndexOutOfBound
 - ✓ NegativeArraySizeException
 - ✓ NullPointerException
 - ✓ NumberFormatException
- 2) Exception reason
 - ✓ Dived by zero

- √ 3 is out of array Index bounds
- ✓ ...

3) Exception place

To further familiarize you with common exceptions, we define common exceptions as enumerations and write a program that selectively trigger exception.

```
public class CommonExceptionDemo {
   public static void main(String[] args) {
        ExceptionEnum exceptionIndex = ExceptionEnum.CLASSCAST;
        switch(exceptionIndex)
       {
       case ARITHMETIC:
                System.out.println(1/0);
            break;
        case INDEXOUTOFBOUNDS:
            {
                int[] anArray = new int[3];
                System.out.println(anArray[3]);
            }
           break;
        case NEGATIVEARRAYSIZE:
               int[] anArray = new int[-1];
            }
            break;
        case NULLPOINTER:
            {
                String[] strs = new String[3];
                System.out.println(strs[0].length());
            }
            break;
```

```
case NUMBERFORMAT:
            {
                Integer.parseInt("abc");
            }
            break;
        case CLASSCAST:
            {
                Object o = new Object();
                Integer i = (Integer)o;
            }
            break;
        }
   }
}
enum ExceptionEnum {
  ARITHMETIC,
   INDEXOUTOFBOUNDS,
    NEGATIVEARRAYSIZE,
    NULLPOINTER,
    NUMBERFORMAT,
    CLASSCAST
}
```

You can change the value of **exceptionIndex** to learn about the various common exceptions.

Lab exercise

Modify the program **CommonExceptionDemo.java** to accomplish the following tasks:

- 1. Display the info(name and ordinal value) of every element in a enum "ExceptionEnum".
- 2. Ask user to input a integer.
- 3. According to the value of user's input, trigger the Exception and show its information.
- 4. While get the input value use 'try' and 'catch' to check:
 - 1) If the input is not a number trigger `InputMismatchException`, Catch it and print the Exception message.
 - 2) If the input is in a number but its value is not Between 0 and 5, Throw an `IllegalArgumentException`, Catch it and print the exception message.

The sample inputs and outputs are as follows:

```
Exception:

ARITHMETIC(0)

INDEXOUTOFBOUNDS(1)

NEGATIVEARRAYSIZE(2)

NULLPOINTER(3)

NUMBERFORMAT(4)

CLASSCAST(5)

Please INPUT an integer to select the TYPE OF EXCEPTION(0~5):1

Here is End

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 3

at CommonExceptionDemo.main(CommonExceptionDemo.java:29)
```

```
Exception:

ARITHMETIC(0)

INDEXOUTOFBOUNDS(1)

NEGATIVEARRAYSIZE(2)

NULLPOINTER(3)

NUMBERFORMAT(4)

CLASSCAST(5)

Please INPUT an integer to select the TYPE OF EXCEPTION(0~5):6

java.lang.IllegalArgumentException

Here is End
```

```
Exception:

ARITHMETIC(0)

INDEXOUTOFBOUNDS(1)

NEGATIVEARRAYSIZE(2)

NULLPOINTER(3)

NUMBERFORMAT(4)

CLASSCAST(5)

Please INPUT an integer to select the TYPE OF EXCEPTION(0~5):
java.util.InputMismatchException

Here is End
```