

Recitation 3. Debugging. Start on Exceptions

Debug perspective: Click on this icon.
In pop-window, select **Debug**. Debug perspective opens (next slide)

Debug perspective

Use pane to see variables/values
Use pane to see breakpoints (next slide)

Debug pane --see later

Setting a breakpoint

Breakpoint: a line of program that is set so that execution will stop when it is reached during debugging.

Put mouse here, right click, select **Toggle Breakpoint** from contextual menu. The breakpoint is set and the dot appears.

If it was already set, it is unset.

```

/**Demonstrate Debugging */
public static void main(String[] args) {
    int x= 1;
    int y= x;
    x= y+1;
    if (x == 2) {
        x= 4;
    }
}
    
```

Running the debugger

Choose **Run > Debug**. Execution starts but stops at the first line with a breakpoint set

Parameter and its value

Click icon **Step Over** to have statement executed.

Statement has been executed

x appears with its value

Step Into **Step Over**

Step into and **Step over** do the same thing except for executing a call.

Step over executes a call in one step.

Step into makes the first statement in body of method being called the next statement to execute, so you can see detailed execution of method body.

Recitation 3. Exceptions

```
public static void main(String[] args) {
    int b= 3/0; This is line 7
}
```

Division by 0 causes an "Exception to be thrown".
program stops with output:

Exception in thread "main"
java.lang.ArithmeticException: / by zero
at C.main(C.java:7)

Happened in main, line 7

The "Exception" that is "thrown"

parseInt throws a NumberFormatException

```
/** Parse s as a signed decimal integer and return the integer. If s does not contain a signed decimal integer, throw a NumberFormatException. */
public static int parseInt(String s)
```

parseInt, when it find an error, does not know what caused the error and hence cannot do anything intelligent about it. So it "throws the exception" to the calling method. The normal execution sequence stops! *See next slide*

```
public static void main(String[] args) {
    ... code to store a string in s — expected to be an int
    int b= Integer.parseInt(s);
}
```

parseInt throws a NumberFormatException

```
public static void main(String[] args) {
    int b= Integer.parseInt("3.2");
}
```

Output is:

Exception in thread "main" java.lang.NumberFormatException: For input string: "3.2"
at java.lang.NumberFormatException.forInputString(NumberFormatException.java:48)
at java.lang.Integer.parseInt(Integer.java:458)
at java.lang.Integer.parseInt(Integer.java:499)
at C.main(C.java:6)

called from C.main, line 6

called from line 499

Found error on line 458

3.2 not an int

We see stack of calls that are not completed!

Exceptions and Errors

In Java, there is a class Throwable:

```
Throwable@x1
detailMessage: "/ by zero"
getMessage()
Throwable()
Throwable(String)
```

When some kind of error occurs, an **Exception** is "thrown" — you'll see what this means later.

An **Exception** is an instance of class **Throwable** (or one of its subclasses)

Two constructors in class Throwable. Second one stores its String parameter in field detailMessage.

Exceptions and Errors

So many different kind of exceptions that we have to organize them.

```
Throwable@x1
Throwable() Throwable(String)
detailMessage: "/ by zero"
getMessage()
Exc...() Exc...() Exception
RunTimeE...() RunTimeE...() RuntimeException
Arith...E...() Arith...E...() ArithmeticException
```

Do nothing with these

You can "handle" these

Subclass: 2 constructors, no other methods, no fields. Constructor calls superclass constructor

Creating and throwing and Exception

```
03 public class Ex {
04     public static void main(...) {
05         second(); a0
06     }
07
08     public static void second() {
09         third(); a0
10     }
11
12     public static void third() {
13         int x= 5 / 0; a0
14     }
15 }
```

Class: Ex

Call: Ex.main();

Output: ArithmeticException: / by zero
at Ex.third(Ex.java:13)
at Ex.second(Ex.java:9)
at Ex.main(Ex.java:5)

at sun.reflect.NativeMethodAccessorImpl.invoke0(Native Method)
at sun.reflect.NativeMethodAccessorImpl.invoke(...)
at sun.reflect.DelegatingMethodAccessorImpl.invoke(...)
at java.lang.reflect.Method.invoke(Method.java:585)

throw statement

```

public class Ex {
    public static void main(...) {
        second();
    }
    public static void second() {
        third();
    }
    public static void third() {
        throw new ArithmeticException("I threw it");
    }
}
    
```

Class: **Call** **Output**

Ex.main();
 ArithmeticException: I threw it
 at Ex.third(Ex.java:14)
 at Ex.second(Ex.java:9)
 at Ex.main(Ex.java:5)
 at sun.reflect.NativeMethodAccessorImpl.invoke0(Native Method)
 at sun.reflect.NativeMethodAccessorImpl.invoke(...)
 at sun.reflect.DelegatingMethodAccessorImpl.invoke(...)
 at java.lang.reflect.Method.invoke(Method.java:585)

How to write an exception class

```

/** An instance is an exception */
public class OurException extends Exception {

    /** Constructor: an instance with message m*/
    public OurException(String m) {
        super(m);
    }

    /** Constructor: an instance with no message */
    public OurException() {
        super();
    }
}
    
```

Won't compile. Needs a "throws clause, see next slide

```

/** Illustrate exception handling */
public class Ex {
    public static void main() {
        second();
    }
    public static void second() {
        third();
    }
    public static void third() {
        throw new
            OurException("mine");
    }
}
    
```

If a method throws an Exception that is not a subclass of **RuntimeException**, the method needs a throws clause.

Don't be concerned with this issue. Just write your method and, if Java says it needs a throws clause, put one in

The "throws" clause

```

/** Class to illustrate exception handling */
public class Ex {
    public static void main() throws OurException {
        second();
    }
    public static void second() throws OurException {
        third();
    }
    public static void third() throws OurException {
        throw new OurException("mine");
    }
}
    
```

If Java asks for it, insert the **throws clause**. Otherwise, don't be concerned with it.

```

public class Ex1 {
    public static void main() throws MyException {
        try {
            second();
        } catch (MyException ae) {
            System.out.println
                ("Caught MyException: " + ae);
        }
        System.out.println
            ("procedure first is done");
    }
    public static void second() throws MyException {
        third();
    }
    public static void third() throws MyException {
        throw new MyException("yours");
    }
}
    
```

Try statement: catching a thrown exception

Execute the try-block. If it finishes without throwing anything, fine.

If it throws a MyException object, catch it (execute the catch block); else throw it out further.

```

/** Input line supposed to contain an int. (whitespace on either side OK).
    Read line, return the int. If line doesn't contain int, ask user again
    */
public static int readLineInt() {
    String input= readString().trim();
    // inv: input contains last input line read; previous
    // lines did not contain a recognizable integer.
    while (true) {
        try {
            return Integer.valueOf(input).intValue();
        }
        catch (NumberFormatException e) {
            System.out.println("Input not int. Must be an int like");
            System.out.println("43 or -20. Try again: enter an int:");
            input= readString().trim();
        }
    }
}
    
```

Useful example of catching thrown object

readLineInt continues to read a line from keyboard until user types and integer