

Lecture 9

# Exceptions

# Types of Errors in Java

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## Syntactic Errors

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- Can check at compile time
- Bad use of “grammar”
- **Examples:**
  - Lack of semicolon
  - Unknown method or variable
  - Use of method not in the apparent type of variable

## Runtime errors

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- Can only check at run time
- Generally have to do with contents (not type) of variable
- **Examples:**
  - Variable unexpectedly null
  - Bad downward casts
  - Method call that violates the parameter preconditions

# Exceptional Circumstances

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```
/** Yields: the decimal number represented by s. */
```

```
int parseInt(String s) { ... }
```

- ...but what if s is “bubble gum”?

```
/** Yields: the decimal number represented by s, or -1
```

```
 * if s does not contain a decimal number. */
```

- ...but what if s is “-1”?

```
/** Yields: the decimal number represented by s
```

```
 * Precondition: s contains a decimal number. */
```

- ...but what if s might not, sometimes?
- Somehow, we have to be able to deal with the unexpected case

# Dealing with Exceptional Circumstances

```
/** Yields: the decimal number
 * represented by s.
 * Pre: s contains a number. */
int parseInt(String s) { ... }

/** Yields: "s contains a number." */
boolean parseableAsInt(String s) { ... }
```

- Now we have to write:

```
if (parseableAsInt(someString)) {
    i = parseInt(someString);
} else {
    // do something about the error
}
```

- How to read a number from a file (in 14 easy steps):
  1. Open the file
  2. If the file doesn't exist, ...
  3. If there was a disk error, ...
  4. Read a line from the file.
  5. If the file was empty, ...
  6. If there was a disk error, ...
  7. Convert string to a number.
  8. If the string is not a number, ...
  9. If we have run out of memory, ...
  10. Close the file.
  11. If there was a disk error, ...
  12. If t
  13. If t
  14. If t

## Common Outcome

**Weary programmers write code that ignores errors.**

There has to be a better way!

# Exception Handling

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```
/** Parse s as a signed decimal integer.
```

```
* Yields: the integer parsed
```

```
* Throws: NumberFormatException if s not a number */
```

```
public static int parseInt(String s) ...
```

- What happens when parseInt finds an error?
  - Does not know what caused the error
  - Cannot do anything intelligent about it.
  - “throws the exception” to the calling method
  - The normal execution sequence stops!

# Recovering from Exceptions

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- try-catch blocks allow us to recover from errors
  - Do the code that is the try-block
  - Once an exception occurs, jump to the catch
- Example:

```
try {  
    i = Integer.parseInt(someString);  
    System.out.println("The number is: " + i);  
} catch (NumberFormatException nfe) {  
    System.out.println("Hey! That is not a number!");  
}
```

might throw a NumberFormatException

tells Java to handle N.F.E.s here

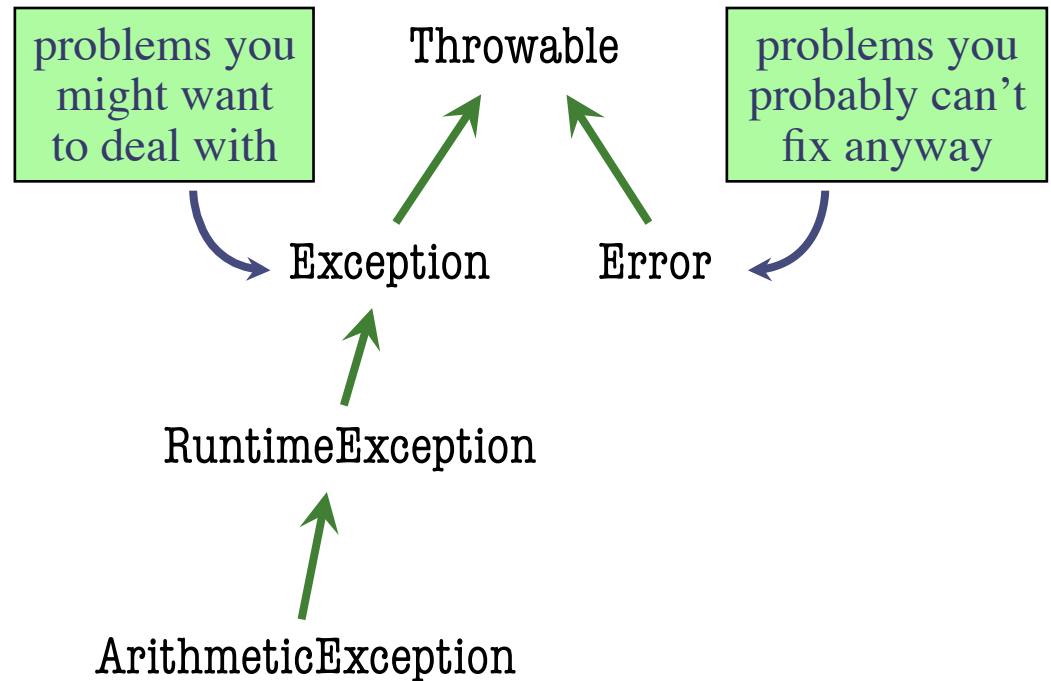
executes if the exception happens

# Exceptions in Java

- Exceptions are instances of class Throwable
- This allows us to organized them in a hierarchy

@105dc

Throwable	
"/ by zero"	
Throwable()	Throwable(String)
getMessage()	
Exception	
Exception()	Exception(String)
RuntimeException	
Runtime...()	Run...(String)
ArithmeticException	
Arith...()	Arith...(String)



# Creating Exceptions

---

```
public static void foo() {  
    int x = 5 / 0;  
}
```

Java creates Exception  
for you automatically

```
public static void foo() {  
    throw new  
        Exception("I threw it");  
}
```

You create Exception  
manually by **throwing** it



# Why So Many Exceptions?

---

```
public static int foo() {  
    int x = 0;  
    try {  
        throw new RuntimeException();  
        x = 2;  
    } catch (RuntimeException e) {  
        x = 3;  
    }  
    return x;  
}
```

- What is the value foo()?

A: 0

B: 2

C: 3

D: No value. It stops!

E: I don't know

# Why So Many Exceptions?

---

```
public static int foo() {  
    int x = 0;  
    try {  
        throw new RuntimeException();  
        x = 2;  
    } catch (Exception e) {  
        x = 3;  
    }  
    return x;  
}
```

- What is the value foo()?

A: 0

B: 2

C: 3

D: No value. It stops!

E: I don't know

# Why So Many Exceptions?

```
public static int foo() {  
    int x = 0;  
    try {  
        throw new RuntimeException();  
        x = 2;  
    } catch (ArithmeticException e) {  
        x = 3;  
    }  
    return x;  
}
```

- What is the value foo()?

A: 0

B: 2

C: 3

D: No value. It stops!

E: I don't know

Java uses real type  
to match Exceptions

# Exceptions and the Call Stack

- **Call:**

`Ex.first();`

- **Output:**

ArithmeticException: / by zero

at Ex.third(Ex.java:13)

at Ex.second(Ex.java:9)

at Ex.first(Ex.java:5)

@4e0a1

ArithmeticException

"/ by zero"

```
02 /** Illustrate exception handling */
03 public class Ex {
04     public static void first() {
05         second();
06     }
07
08     public static void second() {
09         third();
10     }
11
12     public static void third() {
13         int x = 5 / 0;
14     }
15 }
```

# Exceptions and the Call Stack

- **Call:**

`Ex.first();`

- **Output:**

ArithmeticException: I threw it

at Ex.third(Ex.java:13)

at Ex.second(Ex.java:9)

at Ex.first(Ex.java:5)

@4e0a1

ArithmeticException

"I threw it"

```
02 /** Illustrate exception handling */
03 public class Ex {
04     public static void first() {
05         second();
06     }
07
08     public static void second() {
09         third();
10     }
11
12     public static void third() {
13         throw new ArithmeticException ("I threw it");
14     }
15 }
```

# Creating Your Own Exceptions

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

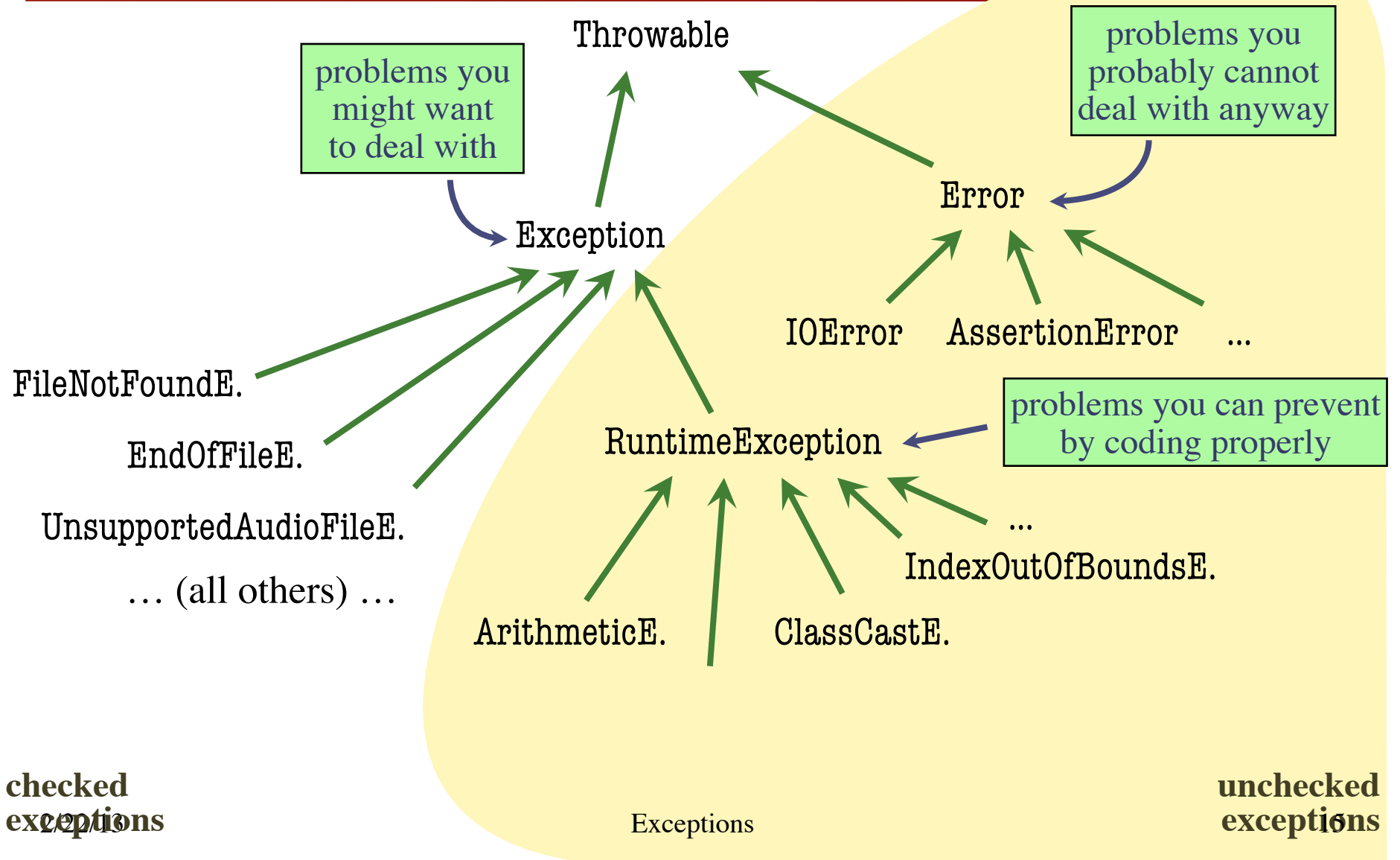
    /** Constructor: an instance with message m*/
    public OurException(String m) {
        super(m);
    }

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

This is all you need

- No extra fields
- No extra methods
- Just the constructors

# Exception Hierarchy



# throws and Checked Exceptions

- **Call:**

```
Ex.first();
```

- **Output:**

```
OurException: Whoa!
```

```
at Ex.third(Ex.java:13)
```

```
at Ex.second(Ex.java:9)
```

```
at Ex.first(Ex.java:5)
```

**throws** clauses are required because `OurException`, unlike `ArithmeticException`, is a “**checked exception**.”

```
02 /** Illustrate exception handling */
03 public class Ex {
04     public static void first() throws OurException {
05         second();
06     }
07
08     public static void second() throws OurException {
09         third();
10     }
11
12     public static void third() throws OurException {
13         throw new OurException("Whoa!");
14     }
15 }
```

Will not  
compile yet!



# throws and Checked Exceptions

```
public class Ex {
    public static void first() {
        try {
            second();
        } catch (OurException ae) {
            System.out.println("Caught it: " + ae);
        }
        System.out.println("Procedure first done.");
    }
    public static void second() throws OurException {
        third();
    }
    public static void third() throws OurException {
        throw new OurException("an error");
    }
}
```

- **throws** is needed if
  - The method itself throws checked exception
  - The method calls a method that throws a checked exception
- **throws** is **not** needed if
  - All checked exceptions are caught
  - Any uncaught exceptions are unchecked exceptions

# Exceptions and the Java API

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- Java API tells which methods throw exceptions
  - Look at the method description
  - Will list types of exceptions thrown and reason
- **Examples:**
  - `java.lang.String`
    - `charAt()` may throw `IndexOutOfBoundsException`
    - `endsWith()` may throw `NullPointerException`
  - `java.lang.Double`
    - `parseDouble()` may throw `NumberFormatException`
    - `compareTo()` may throw `ClassCastException`