Java Programming Lab Manual

Asadullah Shah Zeeshan Bhatti

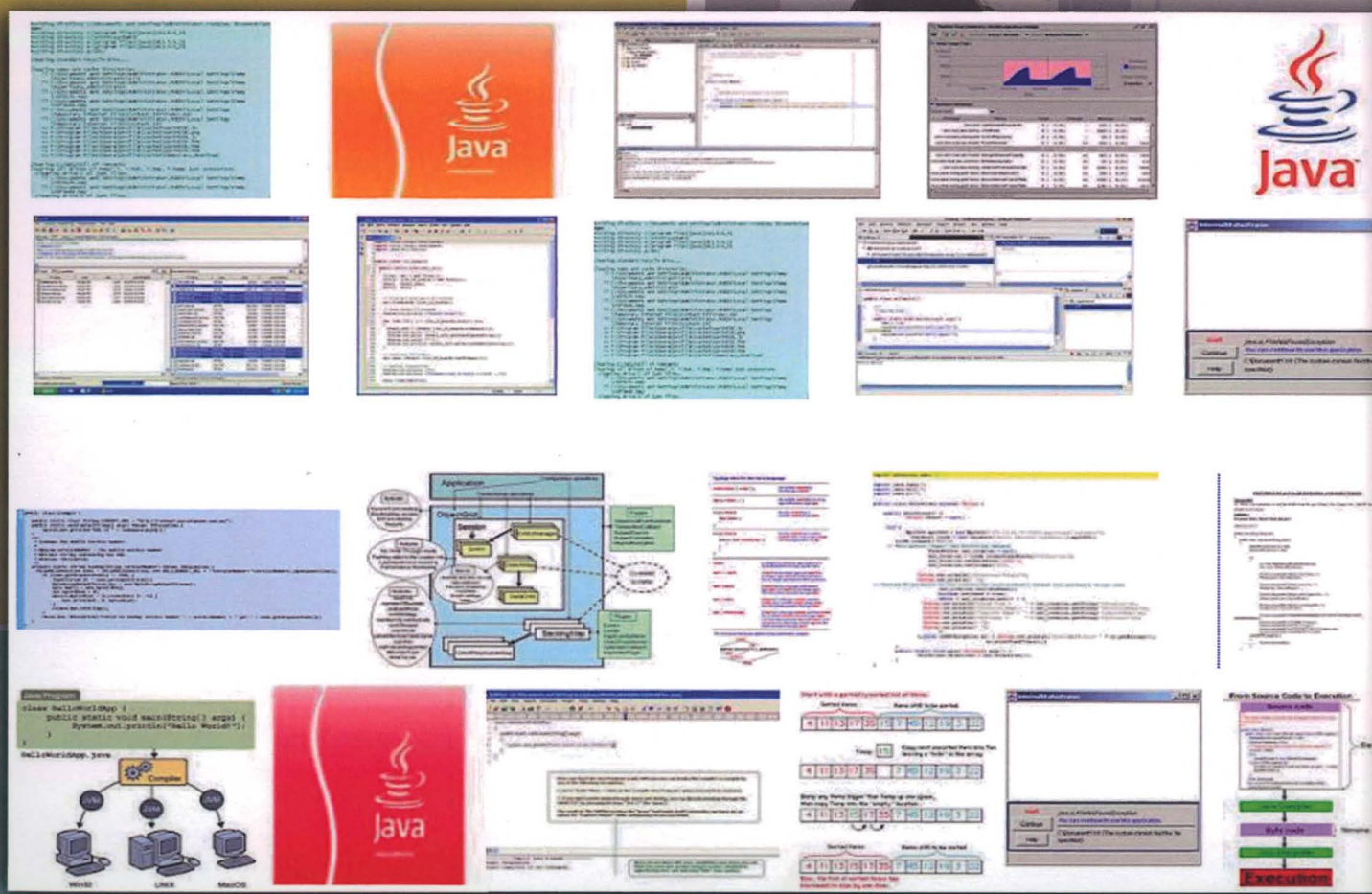

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TABLE OF CONTENTS

Chapter 31

Exception Handling

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Abstract

Exception Handling is a process through which Runtime Time errors are caught and dealt with. These runtime time errors are called Exceptions because they usually occur due to some user response or external dependency or malfunction during execution. In this experiment the students will learn how to use exception handling to catch runtime errors.

31.1Exception Class

All exceptions are checked exceptions and the programmer must explicitly deal with it.

- An overriding method can't throw more or broader checked exceptions - this is not true for overloading methods *try-catch-finally*
- Block notation is mandatory
- Must be in *try-catch-finally* order
- For each try block zero or more catch block but only ONE finally block
- If **finally block is specified it is guaranteed to be executed** regardless of cause of exit (cause of exit can be a catch, normal exit, return)
- The class `Exception` and its subclasses are a form of `Throwable` that indicates conditions that a reasonable application might want to catch.
- All Exception classes must extend Exception class as their Parent class
- Syntax of Exception handling is :