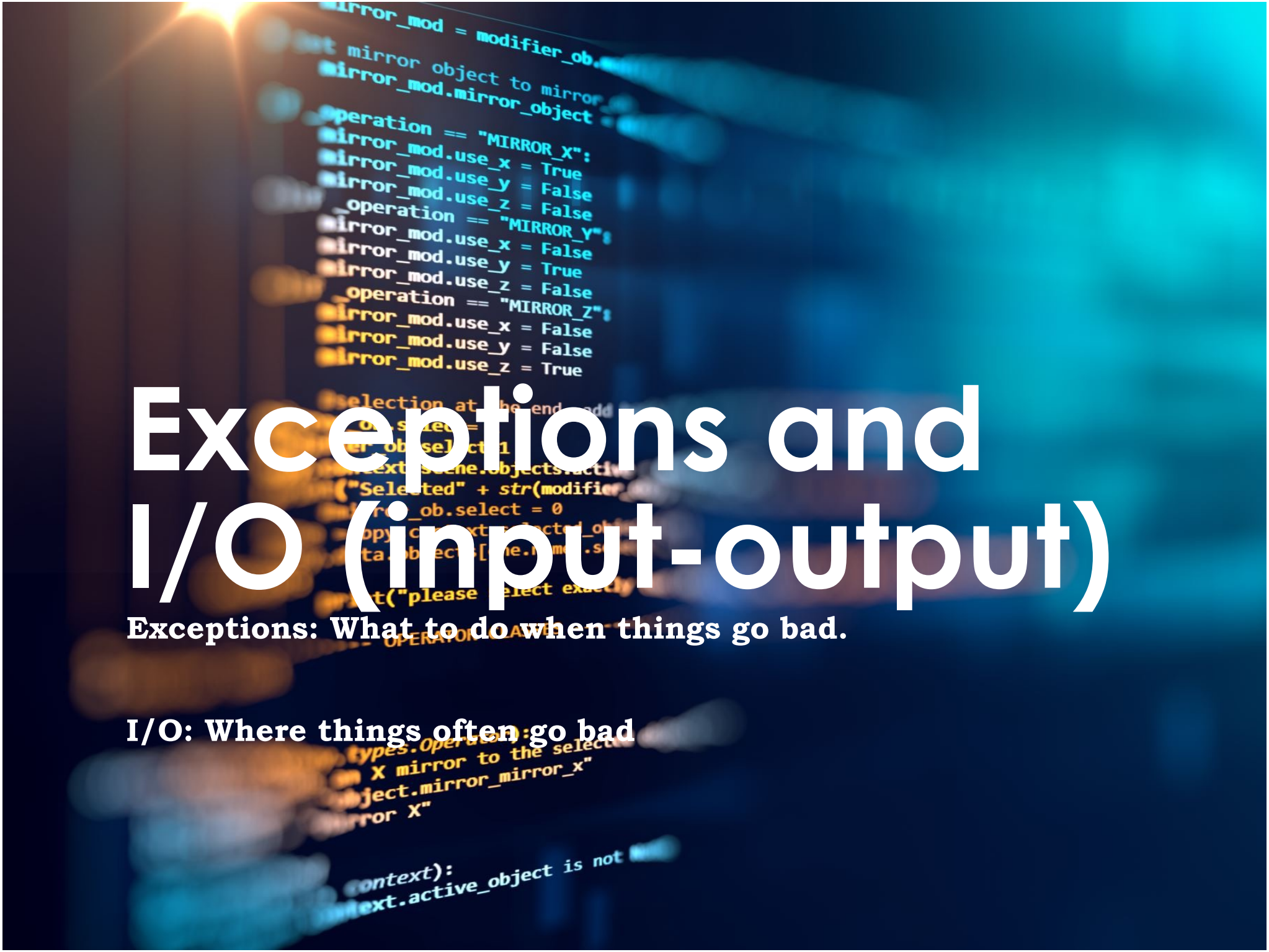
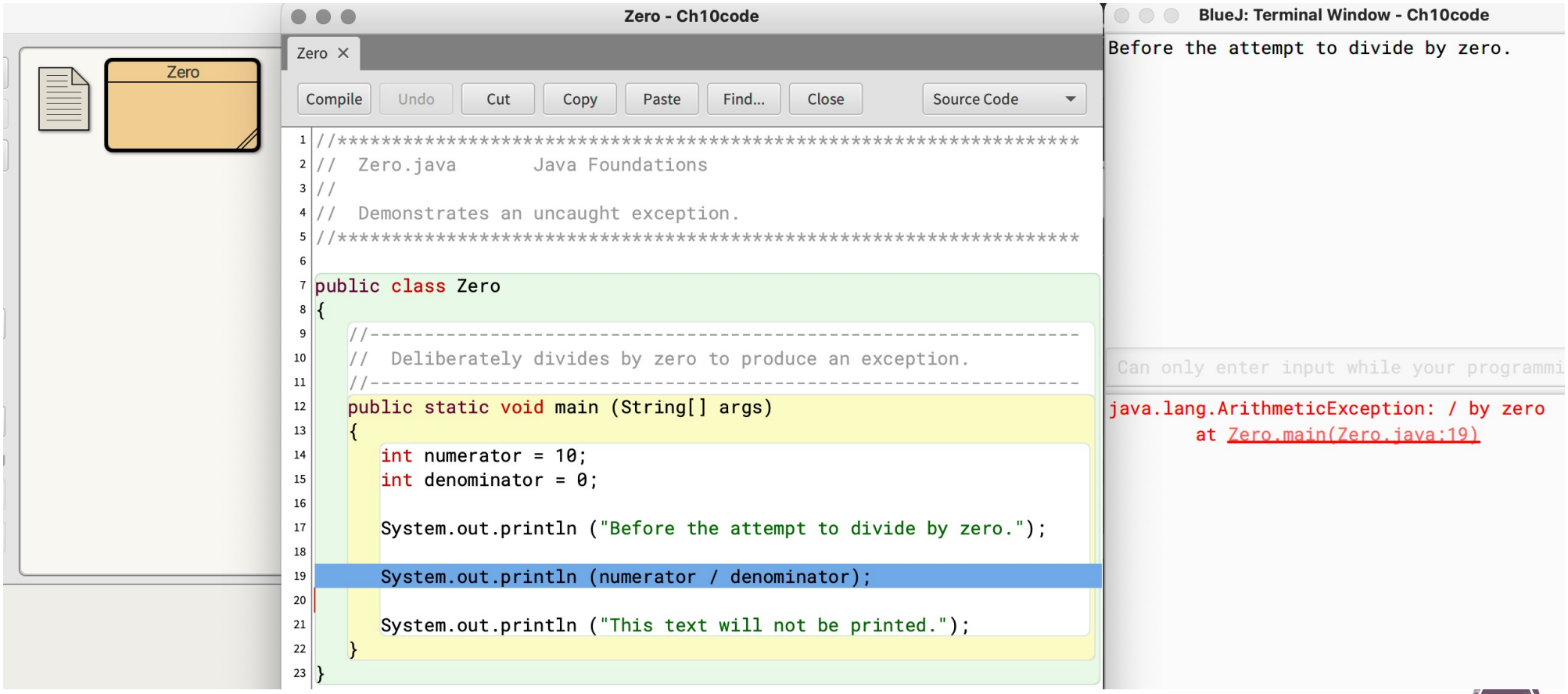


Exceptions and I/O (input-output)

Exceptions: What to do when things go bad.

I/O: Where things often go bad

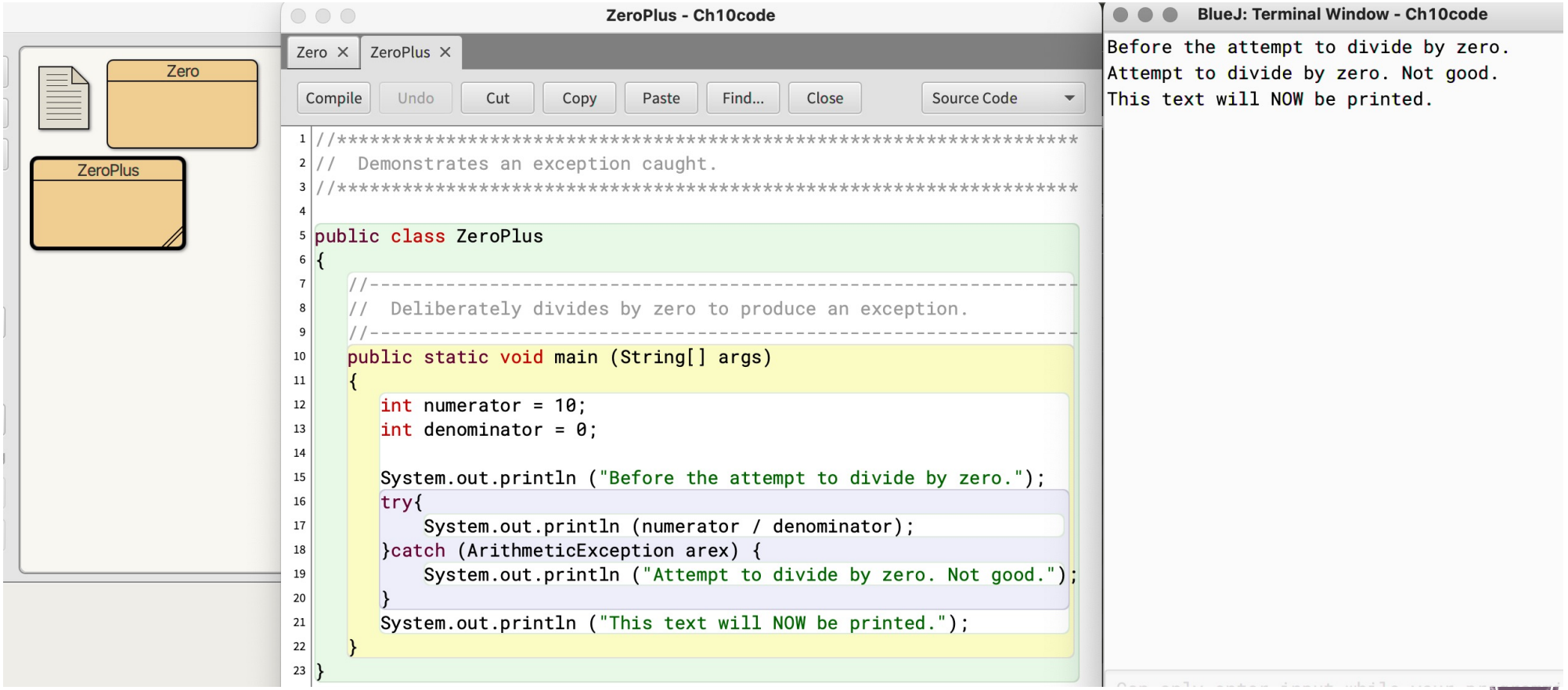
Dividing by zero is bad!



10.1 – Exceptions vs Errors

- You have been coding for a while and you may have encountered some exceptions. Here are some of them:
  - Division by 0 in computing expression
  - Array index out of bounds
  - Null pointer cannot be followed
  - Generic I/O problems (e.g., no space on disk to save file, file not found, etc)
  - No permissions to save a file on the disk
- An ***exception*** is an object describing unusual or erroneous situation
- (An ***error*** is also an object, but it represents a **unrecoverable** situation and should **not** be caught)

Dividing by zero recovery!



10.3 – The try Statement

- Exceptions are ***thrown*** by a program, and may be ***caught*** and ***handled*** by another part of the program
- To handle an exception, the line that throws the exception is executed within a ***try block***
- A try block is followed by one or more ***catch clauses***
- When an exception occurs, processing continues at the first catch clause that matches the exception type

```
// here is code that
// should generate no exceptions
try {
        // code to monitor
        // several possible things
        // that can go wrong
        // goes here
}
catch (ExceptionTypeA ex) {
        //handler for ExceptionTypeA
}
catch (ExceptionTypeB ex) {
        //handler for ExceptionTypeB
}
// after a catch, continue here
```

Using Exceptions in an "exceptional" way ;-)


```
//  Counts the number of product codes that are entered
// with a zone of R and district greater than 2000.
```

```
        zone = code.charAt(9);
        district = Integer.parseInt(code.substring(3, 7));
        valid++;
        if (zone == 'R' && district > 2000) banned++;
    }
```

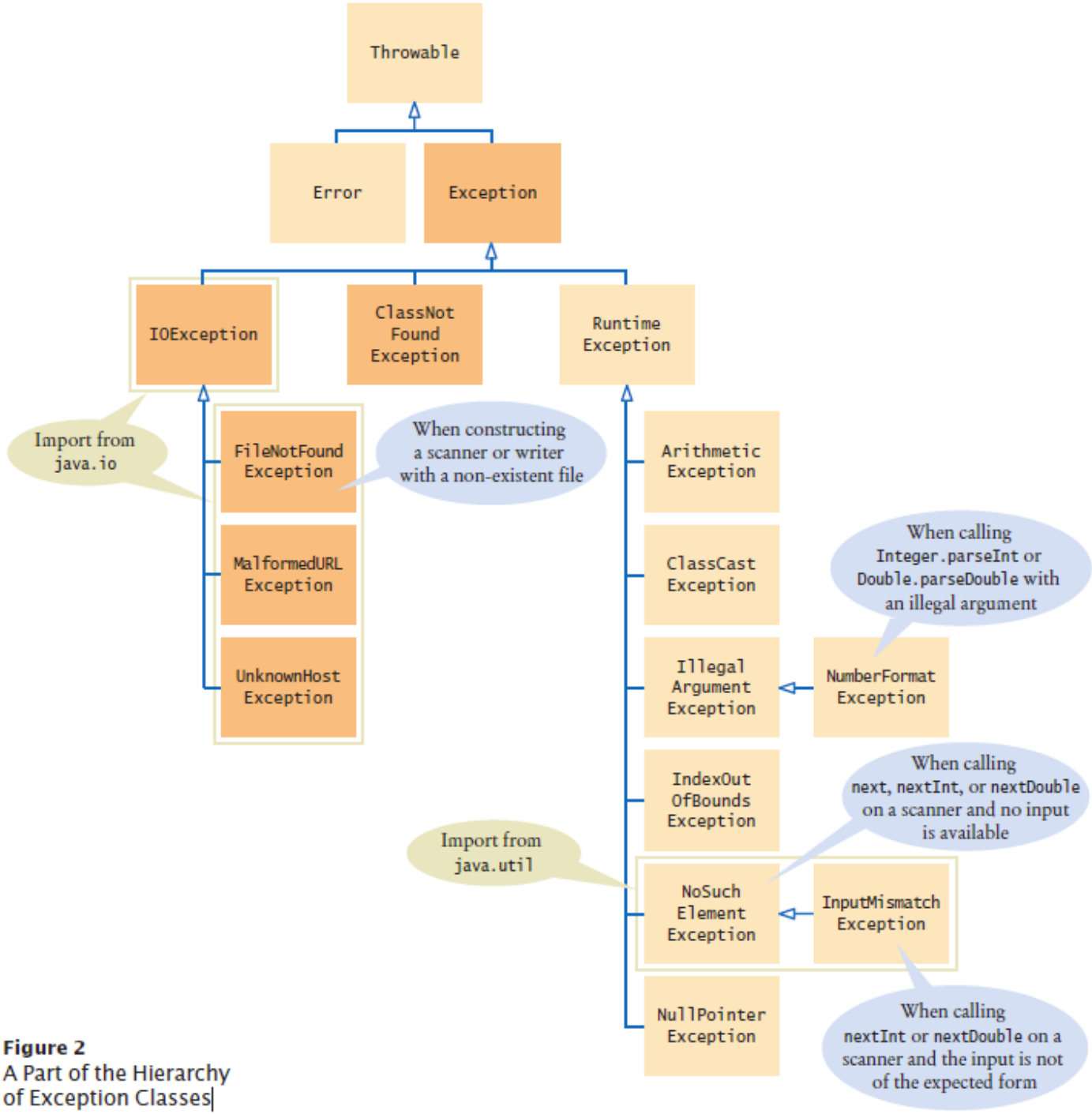


Figure 2
A Part of the Hierarchy of Exception Classes

The `throws` clause

Everyone knows that I/O is unpredictable and can throw an exception.

The compiler will insist that you either catch it or acknowledge this fact (and take responsibility).

```
import java.io.*;

public class TestData
{
   //-----------------------------------------------------------------
   //  It will read/write to a file and things can go bad!
   //-----------------------------------------------------------------
   public static void main (String[] args) throws IOException
   {
      String file = "test.dat";

      // More on IO shortly...
      FileWriter fw = new FileWriter (file);
      BufferedWriter bw = new BufferedWriter (fw);
      PrintWriter outFile = new PrintWriter (bw);
```

10.5 – An exception is either *checked* or *unchecked*

- A ***checked*** *exception* requires explicit handling. It **must**

or

- The compiler will issue error if a checked exception is **not caught** or **asserted** in a throws clause

- An ***unchecked*** *exception* does not require explicit handling
  (but try to catch)
- The only unchecked Java exceptions are objects of type **RuntimeException**
  (or any of its descendants)

- **Errors** are similar to RuntimeException and its descendants
  in the sense that
  - Errors cannot be caught
  - Errors do not require a throws clause


I/O with Scanner and PrintWriter
Great Resource!
Learn and Reuse!

Reading in from the keyboard

```
/* Read in lines of text from the keyboard,
 * and print out each line after it is read in.
 * Stop when the user hits CONTROL-D.
 */
public static void displayKeyboardInput () {
        // will not throw
        Scanner keyboardScan = new Scanner (System.in);
        do {
             String line = keyboardScan.nextLine();
             System.out.println(line);
         } while (keyboardScan.hasNext());
        keyboardScan.close();
}
```

Replace this as you wish

Reading in from a file

```
/* Read in the contents of a file line by line,
 * and print out each line after it is read in.
 * Stop when the end of the file is reached.
 */
public static void displayFile (String inFileName) {
    try {
        Scanner fileScan = new Scanner (new File(inFileName));
        while (fileScan.hasNext()) {
            String line = fileScan.nextLine();
            System.out.println(line);
          }
        fileScan.close();
    } catch (IOException ex) {
        System.out.println(ex);
    }
}
```

Replace this as you wish

Reading in from a Web page

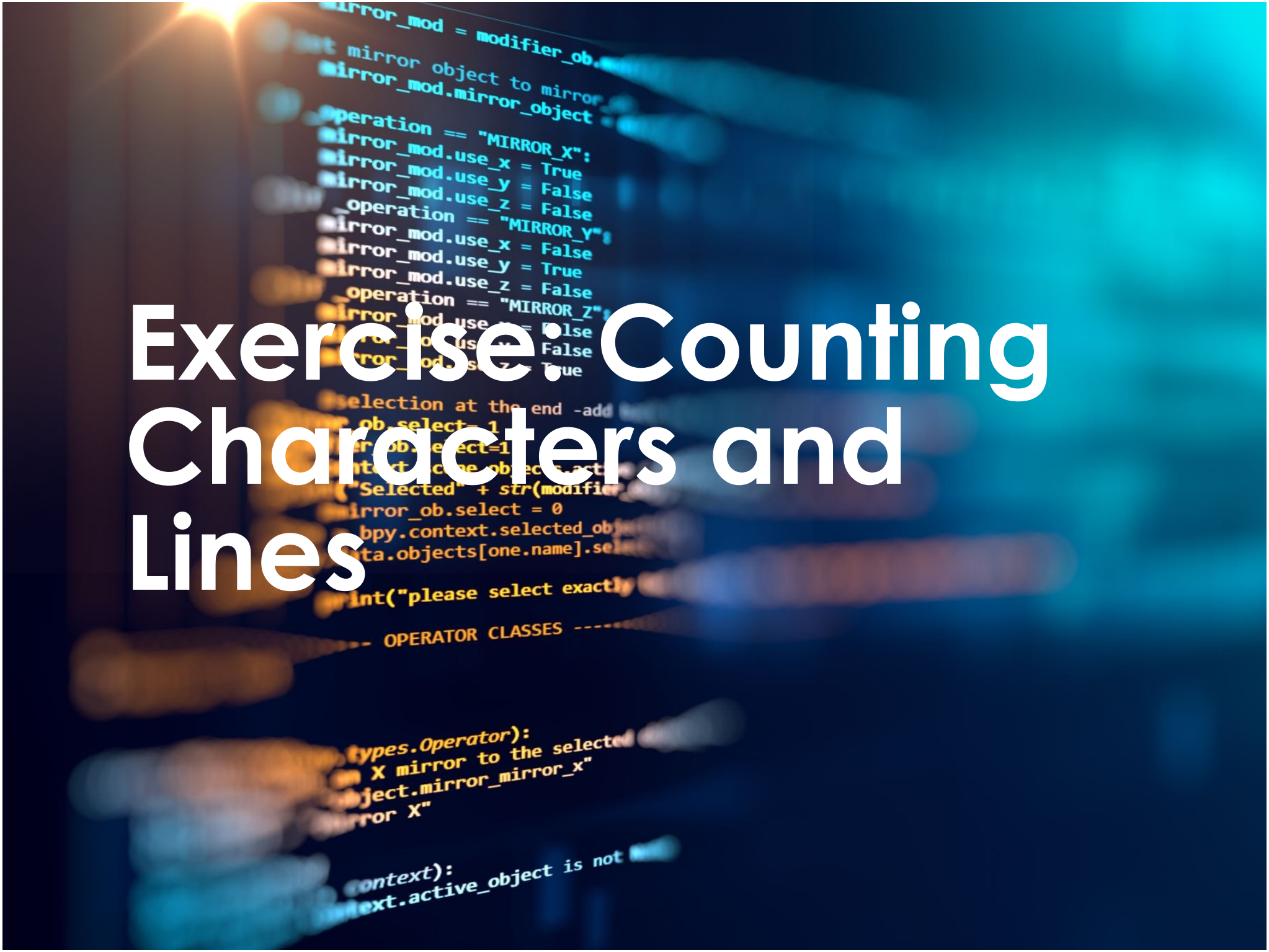
```
/* Read in the contents of a web page line by line,
 * and print out each line after it is read in.
 * Stop when the end of the web page is reached.
 */
public static void displayWebPage (String urlName) {
  try {
      URL u = new URL(urlName);
      Scanner urlScan = new Scanner( u.openStream() );
       while (urlScan.hasNext()) {
            String line = urlScan.nextLine();
            System.out.println(line);
      }
      urlScan.close();
  } catch (IOException ex) {
     System.out.println(ex);
  }
}
```

Replace this as you wish

Writing to a File

```
/* Copies an input file to an output file. Displays an
 * error message if the output file cannot be created.
 */
public static void copyFile(String inFileName,
                            String outFileName){
  try{
    Scanner reader = new Scanner (new File(inFileName));
    PrintWriter writer = new PrintWriter (new File(outFileName));
    while (reader.hasNext()) {
       String input = reader.nextLine());
       writer.println(input);
    }
    writer.close();
    reader.close();
  }catch (IOException ex) {
    System.out.println(ex); // Handle file-not-found
  }
}
```

Replace this as you wish


Exercise: Counting Characters and Lines

Counting Characters and Lines

Write a method that
takes the name of a file as input and
prints out the number of characters in the file and
the number of lines in the file.

```
public static void countCharsAndLines(String filename) {



}
```