



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!

The image shows a Java IDE window titled "Zero - Ch10code" and a terminal window titled "BlueJ: Terminal Window - Ch10code".

The IDE window displays the following code:

```
1 //*****  
2 // Zero.java      Java Foundations  
3 //  
4 // Demonstrates an uncaught exception.  
5 //*****  
6  
7 public class Zero  
8 {  
9     //-----  
10    //  Deliberately divides by zero to produce an exception.  
11    //-----  
12    public static void main (String[] args)  
13    {  
14        int numerator = 10;  
15        int denominator = 0;  
16  
17        System.out.println ("Before the attempt to divide by zero.");  
18  
19        System.out.println (numerator / denominator);  
20  
21        System.out.println ("This text will not be printed.");  
22    }  
23 }
```

The terminal window displays the following output:

```
Before the attempt to divide by zero.  
  
Can only enter input while your programmi  
  
java.lang.ArithmeticException: / by zero  
    at Zero.main(Zero.java:19)
```

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!

The image shows a Java IDE window titled "ZeroPlus - Ch10code" with two tabs: "Zero" and "ZeroPlus". The "ZeroPlus" tab is active, displaying the following code:

```
1 //*****
2 // Demonstrates an exception caught.
3 //*****
4
5 public class ZeroPlus
6 {
7     //-----
8     // Deliberately divides by zero to produce an exception.
9     //-----
10    public static void main (String[] args)
11    {
12        int numerator = 10;
13        int denominator = 0;
14
15        System.out.println ("Before the attempt to divide by zero.");
16        try{
17            System.out.println (numerator / denominator);
18        }catch (ArithmeticException arex) {
19            System.out.println ("Attempt to divide by zero. Not good.");
20        }
21        System.out.println ("This text will NOW be printed.");
22    }
23 }
```

To the right of the IDE is a terminal window titled "BlueJ: Terminal Window - Ch10code" with the following output:

```
Before the attempt to divide by zero.
Attempt to divide by zero. Not good.
This text will NOW be printed.
```

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++;  
    -
```



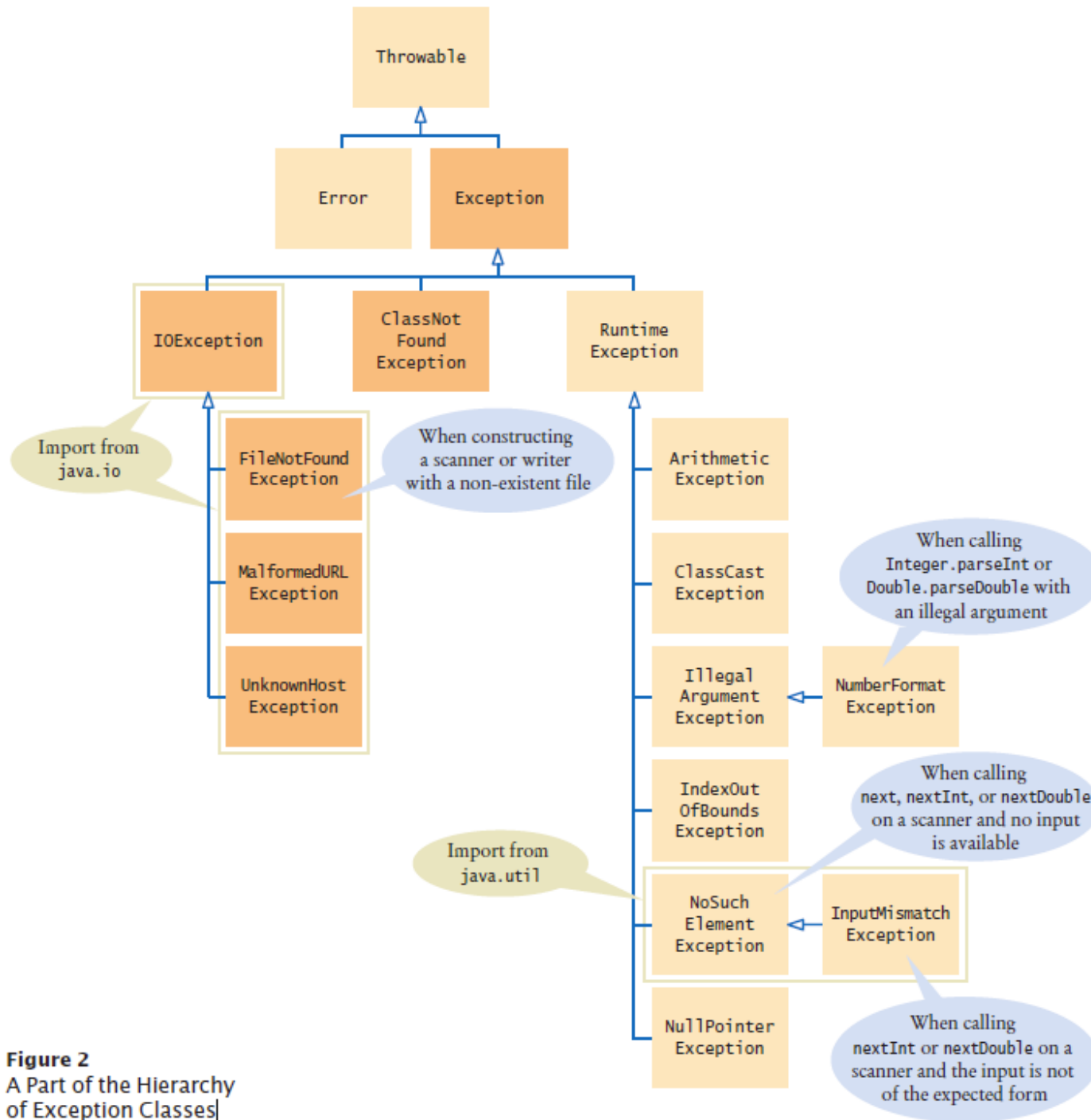


Figure 2
A Part of the Hierarchy
of Exception Classes



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!

```
mirror_mod = modifier_ob.  
Get mirror object to mirror  
mirror_mod.mirror_object  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True  
selection at the end -ad  
of select=1  
context.scene.objects.active  
("Selected" + str(modifier.  
mirror_obj.select = 0  
by context.selected  
data.objects[the name]-  
print("please select exactly  
OPERATOR CLASSES -----  
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"  
context):  
context.active_object is not
```

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

```
mirror_mod = modifier_ob.  
Get mirror object to mirror  
mirror_mod.mirror_object  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True  
selection at the end -add  
ob.select=1  
for ob in objects:  
context.active_object.select  
print("Selected" + str(modifier.  
mirror_ob.select = 0  
bpy.context.selected_object  
data.objects[one.name].select  
print("please select exactly  
-- OPERATOR CLASSES ----  
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"  
context):  
context.active_object is not
```


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) {
```

```
}
```

