

JAVA EXCEPTIONS CHEAT SHEET

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Exception Handling

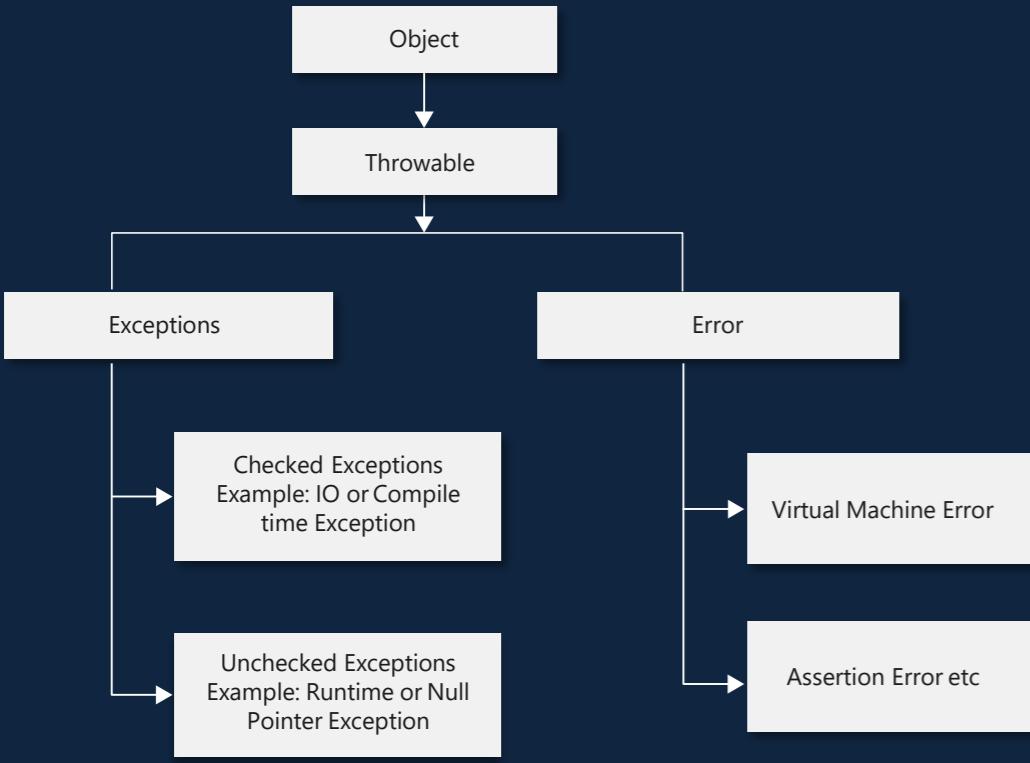
In Java, an exception is an event that disrupts the normal flow of the program. It is an object which is thrown at runtime. Exception Handling is a mechanism to handle runtime errors such as ClassNotFoundException, IO, SQL, Remote etc.



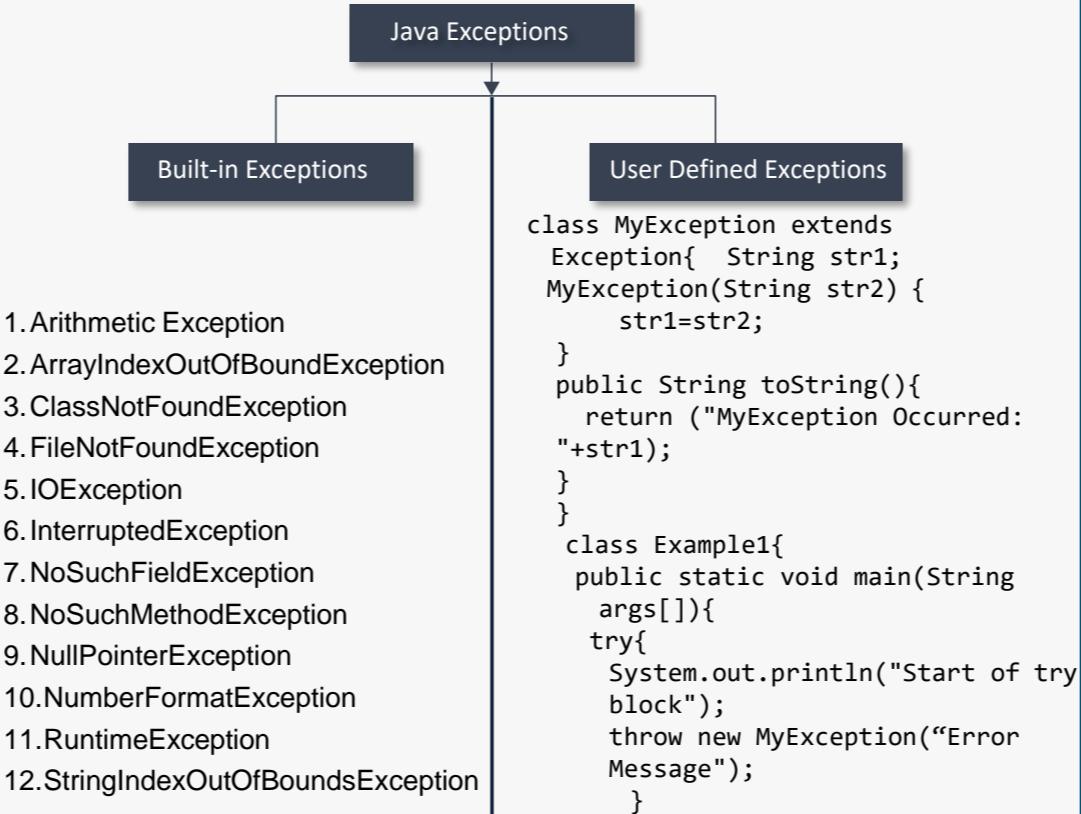
Error vs Exception

- | | |
|---|--|
| 1. Impossible to recover from error.
2. Errors are of type unchecked exception.
3. All errors are of type java.lang.error.
4. They are not known to compiler. They happen at run time.
5. Errors are caused by the environment in which the application is running. | 1. Possible to recover from Exception.
2. Exceptions can be checked type or unchecked type.
3. All exceptions are of type java.lang.Exception.
4. Checked exceptions are known to compiler where as unchecked exceptions are not known to compiler.
5. Exceptions are caused by the application. |
|---|--|

Exception Hierarchy



Types of Exception in Java with Examples



```

class MyException extends Exception{ String str1;
MyException(String str2) {
  str1=str2;
}
public String toString(){
  return ("MyException Occurred: "+str1);
}
class Example1{
  public static void main(String args[]){
    try{
      System.out.println("Start of try block");
      throw new MyException("Error Message");
    }
    catch(MyException exp){
      System.out.println("Catch Block");
      System.out.println(exp);
    }
  }
}
  
```

throw vs throws

Java throw example
`void a(){
 throw new ArithmeticException("Incorrect");
}`

Java throws example
`void a()throws ArithmeticException {}`

Java throw and throws example
`void a()throws ArithmeticException{
 throw new ArithmeticException("Incorrect");
}`

Fundamentals of Java Exceptions

Basic Exception

```

public class ExceptionExample{
  public static void main(String args[]){
    try{
      //code that raise exception
      int data=100/0;
    }catch(ArithmaticException e){System.out.println(e);}
      //rest of the program
      System.out.println("rest of the code...");  

  }
}
  
```

Exception Methods

```

public String getMessage()
public Throwable getCause()
public String toString()
public void printStackTrace()
public StackTraceElement[] getStackTrace()
public Throwable fillInStackTrace()
  
```

Common Scenarios

- ArithmaticException**
`int a=50/0;`
- NullPointerException**
`String a=null;
 System.out.println(a.length());`
- NumberFormatException**
`String s="abc";
 int i=Integer.parseInt(s);`
- ArrayIndexOutOfBoundsException**
`int a[]={new int[5]; a[10]=50;`

Exception Methods

- try - The "try" keyword is used to specify a block where we should place exception code.
- catch - The "catch" block is used to handle the exception.
- finally - The "finally" block is used to execute the important code of the program.
- throw - The "throw" keyword is used to throw an exception.
- throws - The "throws" keyword is used to declare exceptions.

Exception Handling with Method Overriding in Java

If the superclass method does not declare an exception

```

class Parent{
  void msg(){System.out.println("parent");}
}
class ExceptionChild extends Parent{
  void msg()throws IOException{
    System.out.println("ExceptionChild");
  }
}
public static void main(String args[]){
  Parent p=new ExceptionChild();
  p.msg();
}
  
```

Subclass overridden method declares parent exception

```

class Parent{
  void msg()throws ArithmaticException
  {System.out.println("parent");}
}
class ExceptionChild2 extends Parent{
  void msg()throws Exception{
    System.out.println("child");
  }
}
public static void main(String args[]){
  Parent p=new ExceptionChild2();
  try{
    p.msg();
  }catch(Exception e){}
}
  
```



Exception Handling Methods

try block

```

try{
  //code that throws exception
}catch(Exception_class_Name){}
  
```

catch block

```

public class Sampletrycatch1{
  public static void main(String args[]){
    int data=50/0;//throws exception
    System.out.println("remainig code");
  }
}
  
```

Multi catch block

```

public class SampleMultipleCatchBlock{
  public static void main(String args[]){
    try{
      int a[]={new int[5]; a[5]=30/0;
    }
    catch(ArithmaticException e)
      {System.out.println("task1 is completed");}
    catch(ArrayIndexOutOfBoundsException e)
      {System.out.println("task 2 completed");}
    catch(Exception e)
      {System.out.println("task 3 completed");}
    System.out.println("remaining code");
  }
}
  
```

Nested try block

```

class Exception{
  public static void main(String args[]){
    try{
      try{
        System.out.println("going to divide");
        int b=59/0;
      }catch(ArithmaticException e){System.out.println(e);}
      try{
        int a[]={new int[5]; a[5]=4;
      }
      catch(ArrayIndexOutOfBoundsException e)
        {System.out.println(e);}
        System.out.println("other statement");
      }catch(Exception e)
        {System.out.println("Exception hanleded");}
        System.out.println("casual flow");
    }
}
  
```

final

finally

finalise

final is a keyword

Used to apply restrictions on class, methods and variables

- Final class cannot be inherited
- Final method cant be overridden'
- Final variable cant be changed

finally is a block

Used to place important code

finalise is a method

Used to perform clean up processing just before the object is garbage collected

finally block

```

class SampleFinallyBlock{
  public static void main(String args[]){
    try{
      int data=55/5;
      System.out.println(data);
    }
    catch(NullPointerException e){System.out.println(e);}
    finally{System.out.println("finally block is executed");}
    System.out.println("remaining code");
  }
}
  
```