

Exception Handling

Some Java statement can throw Exceptions (something bad).

You can either

1) not handle it →

your program will crash/terminate abnormally

Run-Time Error

2) try to handle it →

catch Exception right away "fix" it

throw the Exception and let another method catch and handle it.

Syntax to handle:

try {
 statements

} catch (Exception e) {

 catch (Type2 e) {

 finally {

 }

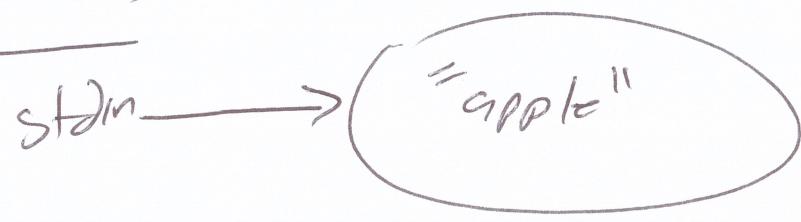
tryes these starts. If no exception is thrown, it goes to the finally clause then continues

If there's an exception, we find the 1st catch clause that matches + execute that code, then goto finally

The behavior of the try-catch changed from an infinite loop to working when we ~~set~~ used a locally defined Scanner in our method.

WHY?

CLASS



fails
apple stays in
Object buffer

