

Chapter 10: Exceptions and I/O Streams

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Exceptions and I/O Streams

- Now we can explore two related topics further: exceptions and input/output streams
- Chapter 8 focuses on:
 - Exception Handling
 - Uncaught Exceptions
 - The try-catch statement
 - The finally Clause
 - Exception propagation
 - The Exception Class Hierarchy
 - Checked and unchecked Exceptions
 - I/O Exceptions
 - I/O Streams

Exception Handling

- An **exception** is an object that describes an unusual or erroneous situation
- Exceptions are **thrown** by a program or the runtime environment, and may be **caught** and **handled** by another part of the program
 - This means that when an exception occurs, you can sometimes code what you want to happen.
 - An exception is an object that defines unusual or erroneous situations.
 - An exception is something that should not normally happen or happen infrequently.
 - Your book has a list of common exceptions to be thrown.
 - Array index out of bounds; specified file cannot be found; division by zero, ...