

CS062

DATA STRUCTURES AND ADVANCED PROGRAMMING

6: Exceptions & I/O



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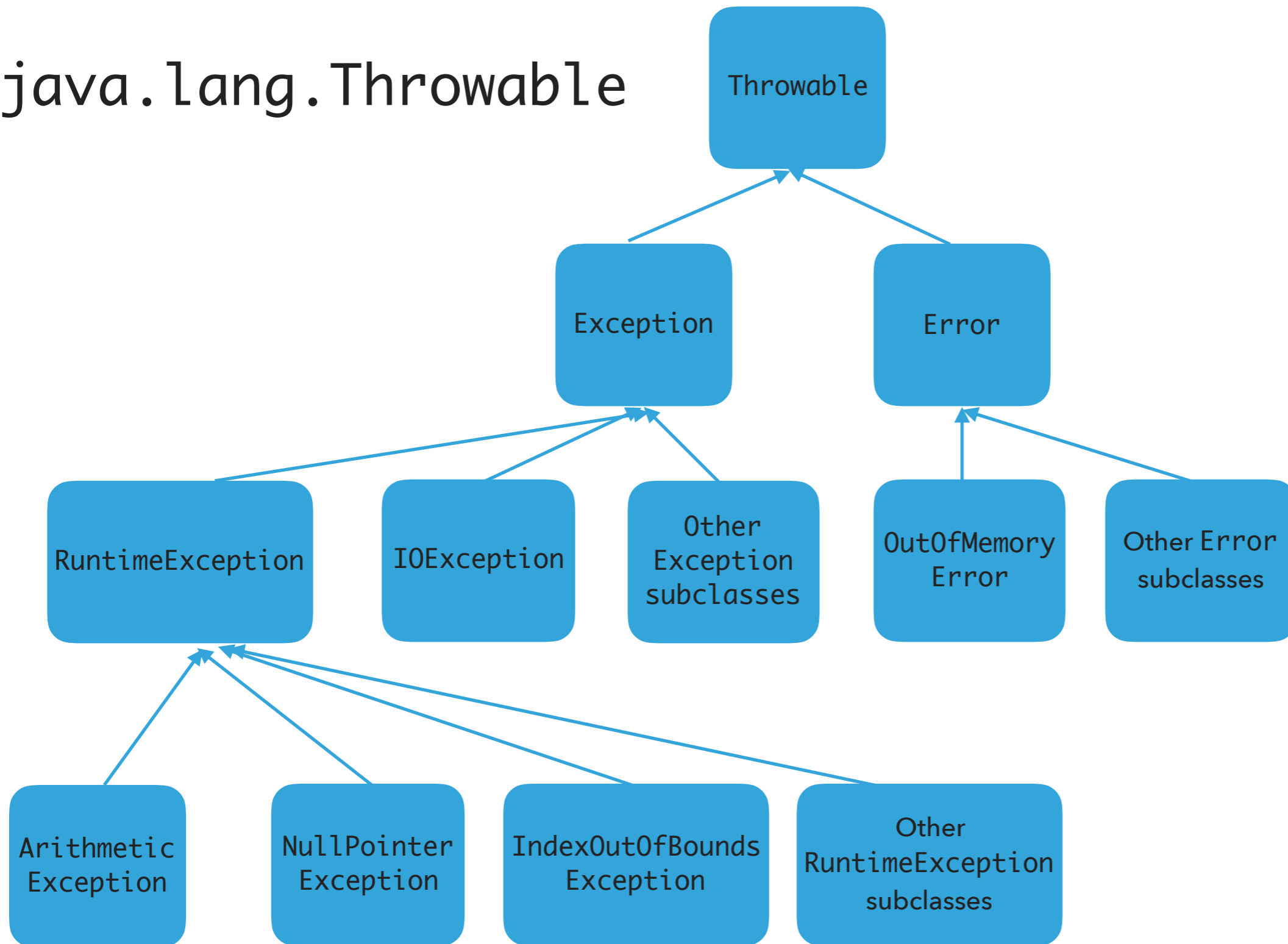
Lecture 6: Exceptions & I/O

- ▶ Exceptions
- ▶ Assertions
- ▶ Text I/O
- ▶ Binary I/O

Exceptions are exceptional or unwanted events

- ▶ That is operations that disrupt the normal flow of the program.
 - ▶ E.g., divide a number by zero, run out of memory, ask for a file that does not exist, etc.
- ▶ When an error occurs within a method, the method **throws** an **exception object** that contains its name, type, and state of program.
- ▶ The runtime system looks for something to handle the exception among the **call stack**, the list of methods called (in reverse order) by `main` to reach the error.
- ▶ The exception handler **catches** the exception. If no appropriate handler, the program terminates.

java.lang.Throwable



Three major types of exception classes

- ▶ **Error**: rare internal system errors that an application cannot recover from.
 - ▶ Typically not caught and program has to terminate.
 - ▶ e.g., `java.lang.OutOfMemoryError` or `java.lang.StackOverflowError`
- ▶ **Exception**: errors caused by program and external circumstances.
 - ▶ Can be caught and handled.
 - ▶ e.g., `java.io.Exception`
- ▶ **RuntimeException**: programming errors that can occur in any Java method.
 - ▶ Method not required to declare that it throws any of the exception.
 - ▶ e.g., `java.lang.IndexOutOfBoundsException`, `java.lang.NullPointerException`, `java.lang.ArithmeticException`
- ▶ **Unchecked exceptions**: Error and RuntimeException and subclasses.
- ▶ **Checked exceptions**: All other exceptions - programmer has to check and deal with them.

Handling exceptions

- ▶ Three operations:
 - ▶ Declaring an exception
 - ▶ Throwing an exception
 - ▶ Catching an exception

```
method1(){
```

```
    try {  
        method2();  
    } catch (Exception e) {  
        System.err.println(e.getMessage());  
    }  
}
```

CATCH EXCEPTION

```
}
```

```
method2() throws Exception{
```

```
    if(some error) {  
        throw new Exception();  
    }  
}
```

DECLARE EXCEPTION

THROW EXCEPTION

```
}
```

Declaring exceptions

- ▶ Every method must state the types of *checked* exceptions it might throw in the method header so that the caller of the method is informed of the exception.
 - ▶ System errors and runtime exceptions can happen to any code, therefore Java does not require explicit declaration of unchecked exceptions.
- ▶ `public void exceptionalMethod() throws IOException{`
- ▶ `throws`: the method might throw an exception. Can also throw multiple exceptions, separated by comma.

Throwing exceptions

- ▶ If an error is detected, then the program can throw an exception.
 - ▶ e.g., you have asked for age and the user gave you a string. You can throw an `IllegalArgumentException`.
- ▶ `throw new IllegalArgumentException("Wrong argument");`
 - ▶ The argument in the constructor is called the exception message. You can access it by invoking `getMessage()`.
- ▶ `throws` **FOR DECLARING AN EXCEPTION**, `throw` **TO THROW AN EXCEPTION**

Catching exceptions

- ▶ An exception can be caught and handled in a try-catch block.

```
method(){
    try {
        statements; //statements that could thrown exception
    } catch (Exception1 e1) {
        //handle e1;
    }
    catch (Exception2 e2) {
        //handle e2;
    }
}
```

- ▶ If no exception is thrown, then the catch blocks are skipped.
- ▶ If an exception is thrown, the execution of the try block ends at the responsible statement.
- ▶ The order of catch blocks is important. A compile error will result if a catch block for a superclass type appears before a catch block for a subclass. E.g., `catch(Exception ex)` followed by `catch(RuntimeException ex)` won't compile.
- ▶ If a method declares a checked exception (e.g., `void p1() throws IOException`) and you invoke it, you have to enclose it in a try catch block or declare to throw the exception in the calling method (e.g., `try{ p1();} catch (IOException e){...}`).

```
main method{
    ...
    try{
        ...
        method1();
        statement1;
    }
    catch (Exception1 ex1){
        //process ex1
    }
    statement2;
}

method1{
    ...
    try{
        ...
        method2();
        statement3;
    }
    catch (Exception2 ex2){
        //process ex2
    }
    statement4;
}

method2{
    ...
    try{
        ...
        method3();
        statement5;
    }
    catch (Exception3 ex3){
        //process ex3
    }
    statement6;
}
```

Assume method3 throws an exception. Possible outcomes:

- ▶ Exception is of type Exception3. Caught in method2. statement5 is skipped. statement6 is executed.
- ▶ Exception is of type Exception2. Caught in method1. statement3 is skipped. statement4 is executed.
- ▶ Exception is of type Exception1. Caught in main. statement1 is skipped. statement2 is executed.
- ▶ Exception is not caught in method2, method1, and main, the program terminates. statement1 and statement2 are not executed.

finally block

- ▶ Used when you want to execute some code regardless of whether an exception occurs or is caught

```
method(){  
    try {  
        statements; //statements that could throw exception  
    } catch (Exception1 e) {  
        //handle e; catch is optional.  
    }  
    finally{  
        //statements that are executed no matter what;  
    }  
}
```

- ▶ The finally block will execute no matter what. Even after a return.

```
/**
 * Illustrates try,catch, finally blocks
 * @author https://docs.oracle.com/javase/tutorial/essential/exceptions/putItTogether.html
 *
 */
import java.io.*;
import java.util.List;
import java.util.ArrayList;

public class ListOfNumbers {
    // Note: This class will not compile yet.

    private List<Integer> list;
    private static final int SIZE = 10;

    public ListOfNumbers() {
        list = new ArrayList<Integer>(SIZE);
        for (int i = 0; i < SIZE; i++) {
            list.add(new Integer(i));
        }
    }

    public void writeList() {
        PrintWriter out = null;

        try {
            System.out.println("Entering" + " try statement");

            out = new PrintWriter(new FileWriter("OutFile.txt"));
            for (int i = 0; i < SIZE; i++) {
                out.println("Value at: " + i + " = " + list.get(i));
            }
        } catch (IndexOutOfBoundsException e) {
            System.err.println("Caught IndexOutOfBoundsException: " + e.getMessage());
        } catch (IOException e) {
            System.err.println("Caught IOException: " + e.getMessage());
        } finally {
            if (out != null) {
                System.out.println("Closing PrintWriter");
                out.close();
            } else {
                System.out.println("PrintWriter not open");
            }
        }
    }
}
```

Practice Time

- ▶ 1. Is there anything wrong with this exception handler?

```
try {  
  
} catch (Exception e) {  
  
} catch (ArithmeticException a) {  
  
}
```

Answers

- ▶ 1. The ordering matters! The second handler can never be reached and the code won't compile.

Lecture 6: Exceptions & I/O

- ▶ Exceptions
- ▶ **Assertions**
- ▶ Text I/O
- ▶ Binary I/O

Pre and post conditions

- ▶ **Pre-condition:** Specification of what must be true for method to work properly.
- ▶ **Post-condition:** Specification of what must be true at end of method if precondition held before execution.

Assertions test correctness of assumptions about our program

- ▶ An assertion must be a statement that is either true or false and should be true if there are no mistakes in the program.

- ▶ Two forms:

```
assert booleanExpression ;  
assert booleanExpression : message ;
```

- ▶ If they evaluate to true, nothing happens.
- ▶ If they fail, they throw an `AssertionError`.
- ▶ E.g., `assert age >= 21 : " Underage";`
- ▶ If failed:
 - ▶ Exception in thread "main" `java.lang.AssertionError: Underage`

Enabling assertions

- ▶ By default off.
 - ▶ `java -ea`
 - ▶ Or adding `ea` as virtual machine argument in arguments tab in Eclipse when set up runtime configuration.
- ▶ Little cost as they can be turned on/off.
- ▶ That means that they should NOT be used to check arguments in public methods.
 - ▶ **USE EXCEPTIONS INSTEAD!**

Lecture 6: Exceptions & I/O

- ▶ Exceptions
- ▶ Assertions
- ▶ **Text I/O**
- ▶ Binary I/O

I/O streams

- ▶ **Input stream**: a sequence of data into the program.
- ▶ **Output stream**: a sequence of data out of the program.
- ▶ Stream sources and destinations include disk files, keyboard, peripherals, memory arrays, other programs, etc.
- ▶ Data stored in variables, objects and data structures are temporary and lost when the program terminates. Streams allow us to save them in files, e.g., on disk or CD (!)
- ▶ Streams can support different kinds of data: bytes, principles, characters, objects, etc.

Text and Binary files

- ▶ **Text files:** Contain sequences of characters and can be viewed in a text editor or read by a program.
 - ▶ Typically set to ASCII encoding.
 - ▶ Common extension: .txt
- ▶ **Binary files:** Contents are handled as sequences of binary digits by programs.
 - ▶ Common extension: .dat

Files

- ▶ Every file is placed in a directory in the file system.
- ▶ **Absolute file name**: the file name with its complete path and drive letter.
 - ▶ e.g., on Windows: `C:\apapoutsaki\somefile.txt`
 - ▶ On Mac/Unix: `/home/apapoutsaki.somefile.txt`
- ▶ `File`: contains methods for obtaining file properties, renaming, and deleting files. Not for reading/writing!
- ▶ **CAUTION: DIRECTORY SEPARATOR IN WINDOWS IS \, WHICH IS SPECIAL CHARACTER IN JAVA. SHOULD BE "\\” INSTEAD.**

TEXT I/O

```
/**
 * Demonstrates File class and its operations.
 * @author https://liveexample.pearsoncmg.com/html/TestFileClass.html
 *
 */

import java.io.File;
import java.util.Date;

public class TestFile {
    public static void main(String[] args) {
        File file = new File("some.text");
        System.out.println("Does it exist? " + file.exists());
        System.out.println("The file has " + file.length() + " bytes");
        System.out.println("Can it be read? " + file.canRead());
        System.out.println("Can it be written? " + file.canWrite());
        System.out.println("Is it a directory? " + file.isDirectory());
        System.out.println("Is it a file? " + file.isFile());
        System.out.println("Is it absolute? " + file.isAbsolute());
        System.out.println("Is it hidden? " + file.isHidden());
        System.out.println("Absolute path is " + file.getAbsolutePath());
        System.out.println("Last modified on " + new Date(file.lastModified()));
    }
}
```

Writing data to a text file

- ▶ `PrintWriter output = new PrintWriter(new File("filename"));`
- ▶ New file will be created. If already exists, discard.
- ▶ Invoking the constructor may throw an I/O Exception...
- ▶ `output.print` and `output.println` work with Strings, and primitives.
- ▶ Always close a stream!

TEXT I/O

```
/**
 * Demonstrates how to write to text file.
 * @author https://liveexample.pearsoncmg.com/html/WriteData.html
 *
 */

import java.io.File;
import java.io.IOException;
import java.io.PrintWriter;

public class WriteData {
    public static void main(String[] args) {

        PrintWriter output = null;
        try {
            output = new PrintWriter(new File("addresses.txt"));
            // Write formatted output to the file
            output.print("Alexandra Papoutsaki ");
            output.println(222);
            output.print("Mark Kampe ");
            output.println(212);

        } catch (IOException e) {
            System.err.println(e.getMessage());
        } finally {
            if (output != null)
                output.close();
        }
    }
}
```

Reading data from a text file

- ▶ `java.util.Scanner` reads Strings and primitives.
- ▶ Breaks input into tokens, demoted by whitespaces.
- ▶ To read from keyboard: `Scanner input = new Scanner(System.in);`
- ▶ To read from file: `Scanner input = new Scanner(new File("filename"));`
- ▶ Need to close stream as before.
- ▶ `hasNext()` tells us if there are more tokens in the stream. `next()` returns one token at a time.
 - ▶ Variations of `next` are `nextLine()`, `nextByte()`, `nextShort()`, etc.

TEXT I/O

```
/**
 * Demonstrates how to read data from a text file.
 * @author https://liveexample.pearsoncmg.com/html/ReadData.html
 *
 */

import java.io.File;
import java.io.IOException;
import java.util.Scanner;

public class ReadData {
    public static void main(String[] args) {

        Scanner input = null;
        // Create a Scanner for the file
        try {
            input = new Scanner(new File("addresses.txt"));

            // Read data from a file
            while (input.hasNext()) {
                String firstName = input.next();
                String lastName = input.next();
                int room = input.nextInt();
                System.out.println(firstName + " " + lastName + " " + room);
            }
        } catch (IOException e) {
            System.err.println(e.getMessage());
        } finally {
            if (input != null)
                input.close();
        }
    }
}
```

Lecture 6: Exceptions & I/O

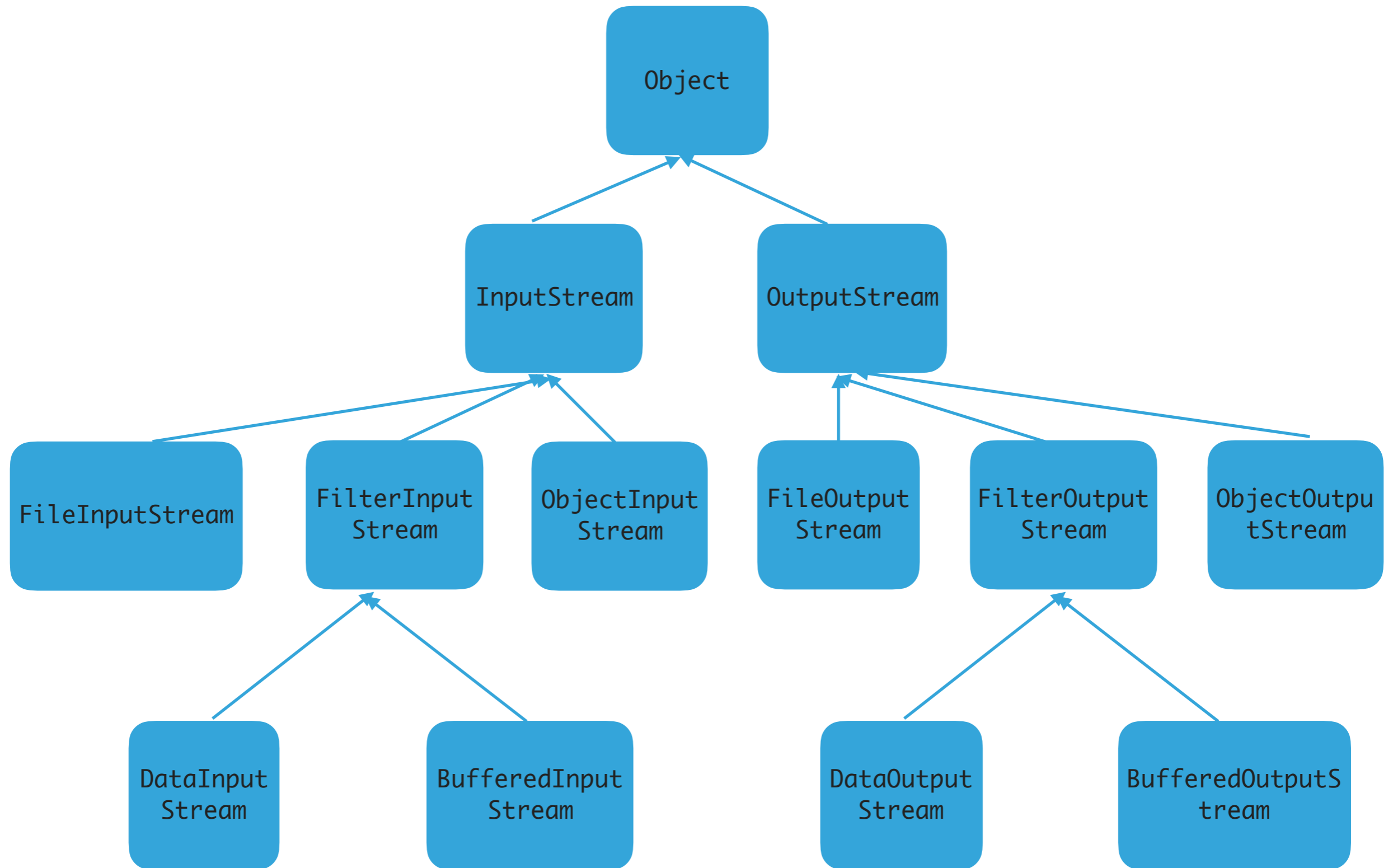
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Readings:

- ▶ Oracle's guides:
 - ▶ Exceptions: <https://docs.oracle.com/javase/tutorial/essential/exceptions/>
 - ▶ Assertions: <https://docs.oracle.com/javase/8/docs/technotes/guides/language/assert.html>
 - ▶ I/O: <https://docs.oracle.com/javase/tutorial/essential/io>
- ▶ Textbook:
 - ▶ Chapter 1.2 (Page 107)

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Reading/Writing bytes from/to binary files.

- ▶ `FileInputStream/FileOutputStream` reads/writes bytes from/to files.
- ▶ `int read()`: reads next byte of data. Returns value between 0 to 255.
- ▶ `void write(int b)`: write next byte of data
- ▶ `close()`: closes stream

BINARY I/O

```
/**
 * Demonstrates input/output streams for binary files.
 * @author https://liveexample.pearsoncmg.com/html/TestFileStream.html
 *
 */

import java.io.FileOutputStream;
import java.io.FileInputStream;
import java.io.IOException;

public class TestFileStream {
    public static void main(String[] args) throws IOException {
        try {
            // Create an output stream to the file
            FileOutputStream output = new FileOutputStream("temp.dat");
        } {
            // Output values to the file
            for (int i = 1; i <= 10; i++)
                output.write(i);
            output.close();
        }

        try {
            // Create an input stream for the file
            FileInputStream input = new FileInputStream("temp.dat");
        } {
            // Read values from the file
            int value;
            while ((value = input.read()) != -1)
                System.out.print(value + " ");
            input.close();
        }
    }
}
```

Converting bytes to primitives or strings

- ▶ `DataInputStream/DataOutputStream` reads/writes bytes from/to files and converts them to appropriate type.
- ▶ Wrappers to existing input/output streams.
- ▶ `boolean/int/char/etc readBoolean/Int/Char/etc()`: reads a boolean/int/char/etc from an input stream.
- ▶ `Void writeBoolean/Int/Char/etc(boolean/int/char/etc)`: write a boolean/int/char/etc to an output stream.

BINARY I/O

```
/**
 * Demonstrates input/output streams for binary files.
 * @author https://liveexample.pearsoncmg.com/html/TestFileStream.html
 *
 */

import java.io.FileOutputStream;
import java.io.FileInputStream;
import java.io.IOException;

public class TestFileStream {
    public static void main(String[] args) throws IOException {
        try {
            // Create an output stream to the file
            FileOutputStream output = new FileOutputStream("temp.dat");
        } {
            // Output values to the file
            for (int i = 1; i <= 10; i++)
                output.write(i);
            output.close();
        }

        try {
            // Create an input stream for the file
            FileInputStream input = new FileInputStream("temp.dat");
        } {
            // Read values from the file
            int value;
            while ((value = input.read()) != -1)
                System.out.print(value + " ");
            input.close();
        }
    }
}
```

Buffered streams

- ▶ `BufferedInputStream/BufferedOutputStream` speed up read/write by using a buffer for efficient processing.
- ▶ Wrappers to existing input/output streams.
- ▶ `DataInputStream input = new DataInputStream(new FileInputStream("temp.dat"));`
- ▶ `DataOutputStream output = new DataOutputStream(new FileOutputStream("temp.dat"));`

Converting bytes to objects

- ▶ `ObjectInputStream/ObjectOutputStream` reads/writes bytes from/to files and converts them to
- ▶ Wrappers to existing input/output streams.
- ▶ `Object readObject()`: reads an object.
- ▶ `void writeObject(Object obj)`: writes an object.