

I/O Exceptions & Working with Files

December 5, 2007

ComS 207: Programming I (in Java)
Iowa State University, FALL 2007
Instructor: Alexander Stoytchev

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Final Exam

- Time:
 - Thursday Dec 13 @ 4:30-6:30 p.m.

- Location:
 - Curtiss Hall, room 127 (classroom)

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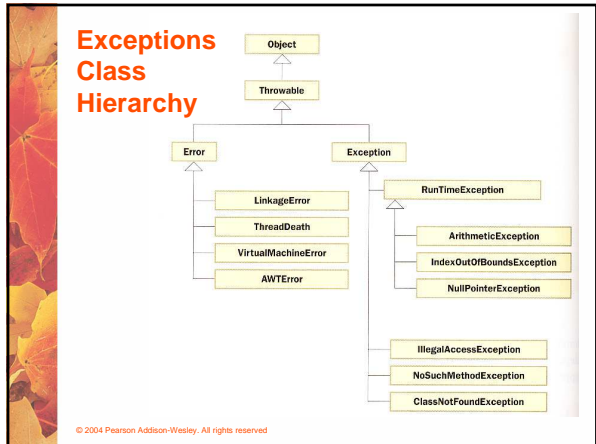
Quick Review of Last Lecture

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Exceptions

- An *exception* is an object that describes an unusual or erroneous situation.

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On-line Java Documentation

- <http://java.sun.com/j2se/1.5.0/docs/api/index.html>

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The try Statement

- To handle an exception in a program, the line that throws the exception is executed within a *try block*
- A try block is followed by one or more *catch* clauses
- Each catch clause has an associated exception type and is called an *exception handler*
- When an exception occurs, processing continues at the first catch clause that matches the exception type

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The finally Clause

- A try statement can have an optional clause following the catch clauses, designated by the reserved word *finally*
- The statements in the finally clause always are executed
- If no exception is generated, the statements in the finally clause are executed after the statements in the try block complete
- If an exception is generated, the statements in the finally clause are executed after the statements in the appropriate catch clause complete

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Example:

`MultipleCatch.java`

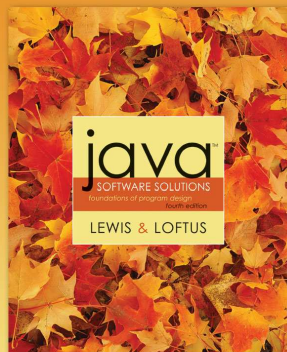
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Example:

`NestedCatch.java`

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Chapter 10
Sections 10.4 -10.6



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Exception Propagation

- An exception can be handled at a higher level if it is not appropriate to handle it where it occurs
- Exceptions *propagate* up through the method calling hierarchy until they are caught and handled or until they reach the level of the `main` method
- A try block that contains a call to a method in which an exception is thrown can be used to catch that exception

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Exception Propagation

- See [Propagation.java](#) (page 539)
- See [ExceptionScope.java](#) (page 540)

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Checked Exceptions

- An exception is either *checked* or *unchecked*
- A *checked exception* either must be caught by a method, or must be listed in the *throws clause* of any method that may throw or propagate it
- A *throws clause* is appended to the method header
- The compiler will issue an error if a checked exception is not caught or asserted in a *throws clause*

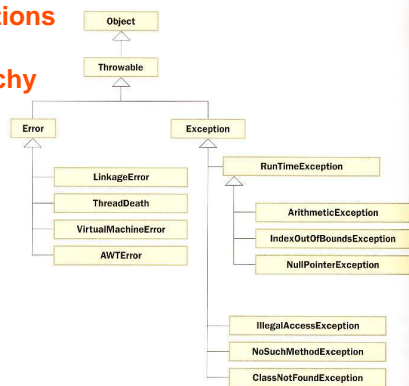
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Unchecked Exceptions

- An unchecked exception does not require explicit handling, though it could be processed that way
- The only unchecked exceptions in Java are objects of type `RuntimeException` or any of its descendants
- Errors are similar to `RuntimeException` and its descendants in that:
 - Errors should not be caught
 - Errors do not require a *throws clause*

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Exceptions Class Hierarchy



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The throw Statement

- Exceptions are thrown using the *throw* statement
- Usually a *throw* statement is executed inside an *if* statement that evaluates a condition to see if the exception should be thrown
- See [CreatingExceptions.java](#) (page 543)
- See [OutOfRangeException.java](#) (page 544)

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I/O Exceptions

- Let's examine issues related to exceptions and I/O
- A *stream* is a sequence of bytes that flow from a source to a destination
- In a program, we read information from an input stream and write information to an output stream
- A program can manage multiple streams simultaneously

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Standard I/O

- There are three standard I/O streams:
 - *standard output* – defined by `System.out`
 - *standard input* – defined by `System.in`
 - *standard error* – defined by `System.err`

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Standard I/O

- We use `System.out` when we execute `println` statements
- `System.out` and `System.err` typically represent a particular window on the monitor screen
- `System.in` typically represents keyboard input, which we've used many times with `Scanner` objects

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The IOException Class

- Operations performed by some I/O classes may throw an `IOException`
 - A file might not exist
 - Even if the file exists, a program may not be able to find it
 - The file might not contain the kind of data we expect
- An `IOException` is a checked exception

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Examples:

`FileNotFoundException.java`

`FileNotFoundException_Caught.java`

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```
public Scanner(File source) throws FileNotFoundException
{
}
}
```

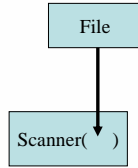
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Reading from Text Files

- Example: `FileScanner.java`
- Syntax:
- `Scanner scan = new Scanner (new File("myfile.txt"));`

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FileScanner.java



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Writing Text Files

- In Chapter 5 we explored the use of the `Scanner` class to read input from a text file
- Let's now examine other classes that let us write data to a text file
- The `FileWriter` class represents a text output file, but with minimal support for manipulating data
- Therefore, we also rely on `PrintStream` objects, which have `print` and `println` methods defined for them

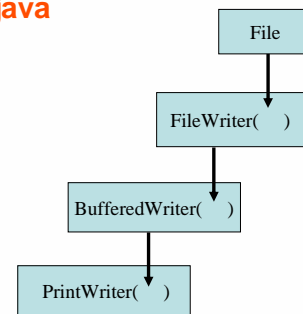
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Writing Text Files

- Finally, we'll also use the `PrintWriter` class for advanced internationalization and error checking
- We build the class that represents the output file by combining these classes appropriately
- See [TestData.java](#) (page 547)
- Output streams should be closed explicitly

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TestData.java



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THE END

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