

## Lecture #12: Additional OOP Details, Exceptions

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### Using an Overridden Method

If you wish to **add** to the action defined by a superclass's method rather than to completely override it.

Using `super` can refer to overridden methods by using prefix `super`.

For example, you have a class with expensive functions, and you'd like a memoized version of the class.

```
class ComputeHard {
    cogitate(String x, int y) { ... }
}

class ComputeLazily extends ComputeHard {
    cogitate(String x, int y) {
        if (!memoized) {
            // not already have answer for this x and y
            result = super.cogitate(x, y); // <<< Calls overridden function
            memoize(save) result;
        }
        return result;
    }
}
```

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### What to do About Errors?

A lot of any production program devoted to detecting and reporting errors.

Errors can be external (bad input, network failures); others are internal errors in programs.

If a method has stated precondition, it's the client's job to comply. The programmer does not detect and report client's errors.

**throw exception objects**, typically:

`throw new SomeException (optional description);`

Exception objects. By convention, they are given two constructors: one with no arguments, and one with a descriptive string argument (the exception stores).

Some methods throw some exceptions implicitly, as when you dereference a pointer, or exceed an array bound.

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### To Think About

Write a JUnit test:

```
void mogrifyTest() {
    assertEquals("mogrify fails",
        new int[] { 2, 4, 8, 12 },
        MyClass.mogrify(new int[] { 1, 2, 4, 6 }));
}
```

Why does it seem to fail, no matter what mogrify does. Why?

Look at this in an autograder log:

proj0/signpost directory.

Why is this the problem?

Why does he not see his proj0 submission under the Scores tab. What is the problem?

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### Parent Constructors

In Lecture #5, talked about how Java allows implementer of a class to do all manipulation of objects of that class.

For example, this means that Java gives the constructor of a class to be called at each new object.

If a class extends another, there are two constructors—one for the parent type and one for the new (child) type.

Java guarantees that one of the parent's constructors is called. In effect, there is a call to a parent constructor at the beginning of every one of the child's constructors.

Write the parent's constructor yourself. By default, Java calls the parameterless (no-arg) constructor.

```
class Figure {
    Figure(int sides) {
        // ...
    }
}

class Rectangle extends Figure {
    public Rectangle() {
        super(4);
    }
}
```

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### Trick: Delegation and Wrappers

It is appropriate to use inheritance to extend something.

For example, gives example of a `TrReader`, which **contains** another object which it **delegates** the task of actually going out and interacting with the characters.

For example: a class that instruments objects:

```
class Monitor implements Storage {
    int gets, puts;
    private Storage store;
    Monitor(Storage x) { store = x; gets = puts = 0; }
    public void put(Object x) { puts += 1; store.put(x); }
    public Object get() { gets += 1; return store.get(); }
}

// INSTRUMENTED
Monitor S = new Monitor(something);
f(S);
System.out.println(S.gets + " gets");
```

Write a **wrapper class**.

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## Catching Exceptions, II

type as the parameter type in a **catch** clause will catch of that exception as well:

```
that might throw a FileNotFoundException or a
MalformedURLException ;
Exception ex) {
    // do any kind of IOException;
```

FileNotFoundException and MalformedURLException both in-  
IOException, the **catch** handles both cases.

means that multiple **catch** clauses can apply; Java takes

it's nice to be more (concrete) about exception types  
able.

er, our style checker will therefore balk at the use of  
RuntimeException, Error, and Throwable as exception

## Exceptions: Checked vs. Unchecked

thrown by **throw** command must be a subtype of Throwable  
(g).

declares several such subtypes, among them

ed for serious, unrecoverable errors;

n, intended for all other exceptions;

xception, a subtype of Exception intended mostly for  
ing errors too common to be worth declaring.

l exceptions are all subtypes of one of these.

of Error or RuntimeException is said to be *unchecked*.

ception types are *checked*.

## Checked Exceptions

indicate exceptional circumstances that are not neces-  
sarily errors. Examples:

ing to open a file that does not exist.

output errors on a file.

an interrupt.

ed exception that can occur inside a method must ei-  
ther be declared by a **try** statement, or reported in the method's

```
throws IOException, InterruptedException { ... }
```

myRead (or something it calls) *might* throw IOException  
InterruptedException.

sign: Why did Java make the following illegal?

```
{
    ... }
    class Child extends Parent {
        void f () throws IOException { ... }
    }
```

## Catching Exceptions

ses each active method call to *terminate abruptly*, until  
we come to a **try** block.

tions and do something corrective with **try**:

```
that might throw exception;
SomeException e) {
    // do something reasonable;
    SomeOtherException e) {
        // do something else reasonable;
```

fe;

Exception exception occurs during "Stuff..." and is not  
re, we immediately "do something reasonable" and then  
fe."

string (if any) available as e.getMessage() for error  
and the like.

## Catching Exceptions, III

atively new shorthand for handling multiple exceptions  
y:

```
that might throw IllegalArgumentException
IllegalStateException;
IllegalArgumentException|IllegalStateException ex) {
    // do something reasonable;
    exception;
```

## Unchecked Exceptions

er errors: many library functions throw  
IllegalArgumentException when one fails to meet a precondi-

ected by the basic Java system: e.g.,

ing x.y when x is null,

ing A[i] when i is out of bounds,

ing (String) x when x turns out not to point to a String.

astrophic failures, such as running out of memory.

wn anywhere at any time with no special preparation.

## Good Practice

tions rather than using print statements and System.exit

esponse to a problem may depend on the *caller*, not just  
re problem arises.

ow an exception when programmer violates preconditions.

good idea to throw an exception rather than let bad  
t a data structure.

document when methods throw exceptions.

formation about the cause of exceptional condition, put  
ception rather than into some global variable:

```
xtends Exception {           try {...  
List errs;                   } catch (MyBad e) {  
ist nums) { errs=nums; }     ... e.errs ...  
                               }  
}
```