

Lecture 7 - Sep. 26

Review of OOP, Exceptions

Tracing Method Call Chain via Call Stack
Chronological Order of Method Calls
How Exception Disrupts Execution Flow
Catch-or-Specify Requirement
Example: To Handle or Not to Handle (V1)

Announcements/Reminders

- **Lab1** released
- In-Lab demo: **Incremental Development** for Lab1
- **Mockup Programming Test** tomorrow (5pm or 6pm)
- Guides for **WrittenTest1** and **ProgTest1** released
- **WrittenTest1** review (Zoom) on Monday, time TBA

Caller vs. Callee

- **caller** is the **client** using the service provided by another method.
- **callee** is the **supplier** providing the service to another method.

```
class C1 {  
    void m1() {  
        C2 o = new C2();  
        o.m2(); /* static type of o is C2 */  
    }  
}
```

calling context (caller) → C1

C2 o = new C2();

o.m2(); /* static type of o is C2 */

C2.m2 - being called (callee)

(2) Example: Make C2.m2 a callee.

Q: Can a method be a **caller** and a **callee** simultaneously?

(1) Make C1.m1 a callee

(1.a) class C1 {
 void m2() {
 C1 o = new C1();
 o.m1();
 }
}

caller → C1.m2

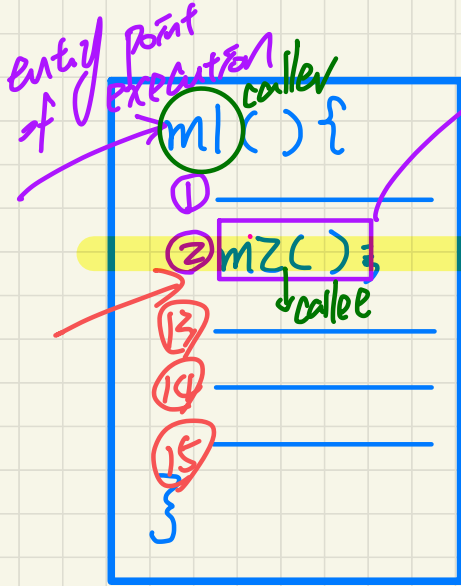
callee → C1.m1

(1.b) class C2 {
 void m4() {
 C1 o = new C1();
 o.m1();
 }
}

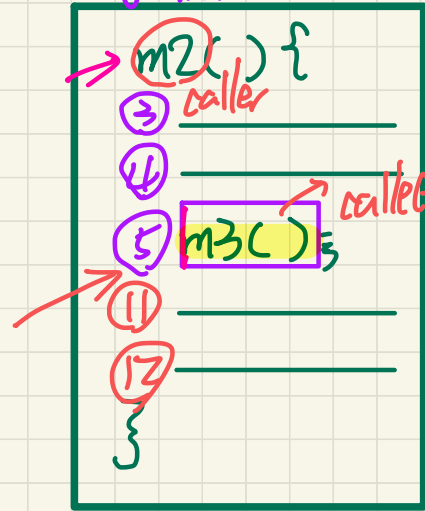
caller → C2.m4

callee → C1.m1

Visualizing a Call Chain using a Stack



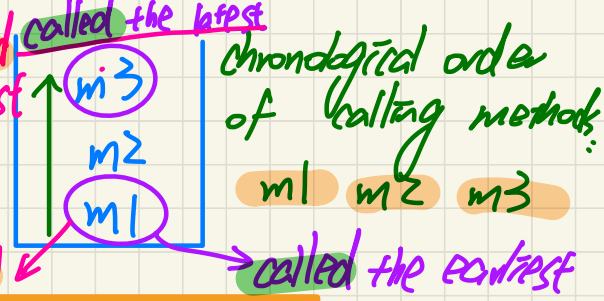
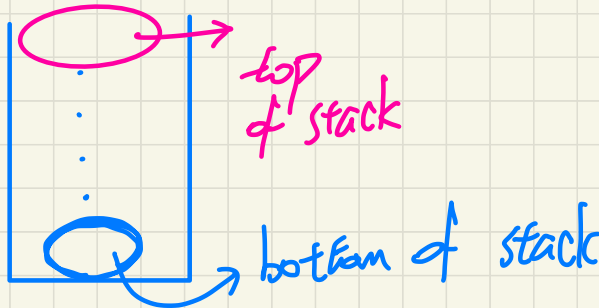
while m2 is being executed, m1's exec. is suspended



finished latest



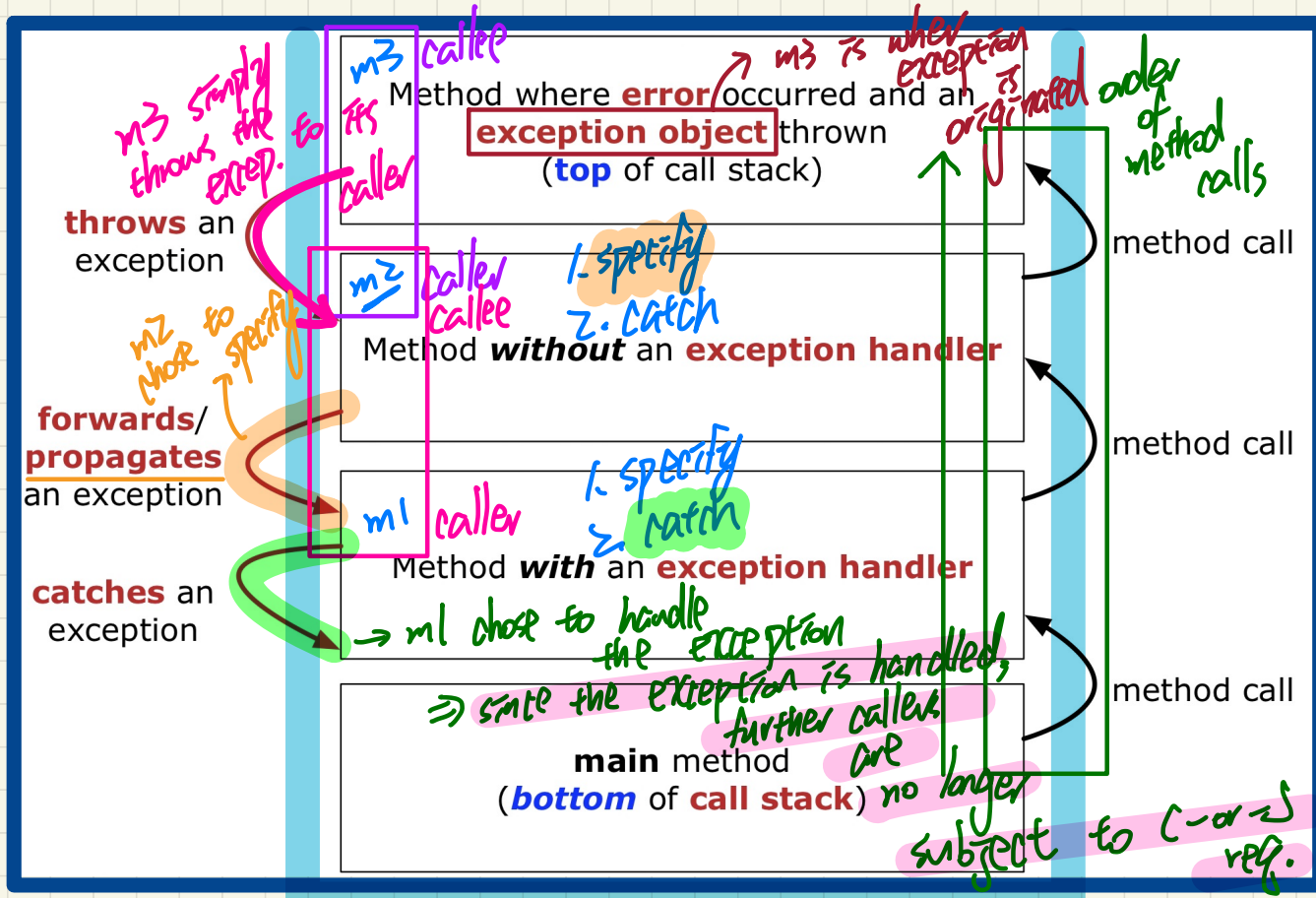
add/push
remove/pop



call stack



What to Do When an Exception is Thrown: Call Stack



Exceptions: When occurred, Normal Flow of Exec. Disrupted

Normal

```
class C1 {  
    void m1() {  
        ① _____  
        ② _____  
        ③ C2 o = new C2();  
        ④ o.m2();  
        ⑤ _____  
        ⑥ _____  
    }  
}
```

→ no error
→ no exception
thrown back
to the caller

Abnormal/Exception

```
class C1 {  
    void m1() {  
        ① _____  
        ② _____  
        ③ C2 o = new C2();  
        ④ o.m2();  
        X _____  
        X _____  
    }  
}
```

→ some error
→ exception
thrown here

↓
bypassed
∴ exec flow
disrupted!

Example: To Handle or Not To Handle?

```
class A {  
    ma(int i) {  
        if(i < 0) { /* Error */ }  
        else { /* Do something. */ }  
    }  
}
```

```
class B {  
    mb(int i) {  
        A oa = new A();  
        oa.ma(i); /* Error occurs if i < 0 */  
    }  
}
```

```
class Tester {  
    public static void main(String[] args) {  
        Scanner input = new Scanner(System.in);  
        int i = input.nextInt();  
        B ob = new B();  
        ob.mb(i); /* Where can the error be handled? */  
    }  
}
```

```
class NegValException extends Exception {  
    NegValException(String s) { super(s); }  
}
```

Version 1:

Handle it in B.mb

Version 2:

Pass it from B.mb and handle it in Tester.main

Version 3:

Pass it from B.mb, then from Tester.main, then throw it to the console.

call
stack

A.ma

B.mb

Tester.main

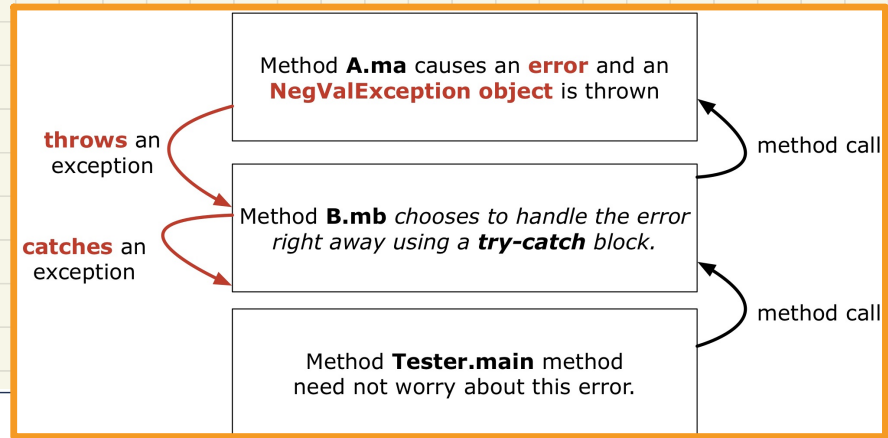
Version 1:

Handle the Exception in B.mb

```
class A {  
    ma(int i) throws NegValException {  
        if(i < 0) { throw new NegValException("Error."); }  
        else { /* Do something. */ }  
    }  
}
```

```
class B {  
    mb(int i) {  
        A oa = new A();  
        try { oa.ma(i); }  
        catch(NegValException nve) { /* Do something. */ }  
    }  
}
```

```
class Tester {  
    public static void main(String[] args) {  
        Scanner input = new Scanner(System.in);  
        int i = input.nextInt();  
        B ob = new B();  
        ob.mb(i); /* Error, if any, would have been handled in B.mb. */  
    }  
}
```



Q1. In B.mb, is calling oa.ma subject to **catch-or-specify req?**

Q2. In Tester.main, is calling B.mb subject to **catch-or-specify req?**

Catch-or-Specify Requirement

The “Catch” Solution: A `try` statement that *catches* and *handles* the *exception* (without propagating that exception to the method's *caller*).

```
main(...) {  
    Circle c = new Circle();  
    try {  
        c.setRadius(-10);  
    }  
    catch (NegativeRadiusException e) {  
        ...  
    }  
}
```

The “Specify” Solution: A method that specifies as part of its *header* that it may (or may not) *throw* the *exception* (which will be thrown to the method's *caller* for handling).

```
class Bank {  
    Account[] accounts; /* attribute */  
    void withdraw (double amount)  
        throws InvalidTransactionException {  
        ...  
        accounts[i].withdraw(amount);  
        ...  
    }  
}
```