

Lecture 7 - Sep 25

OOP Review

Caller vs. Callee

Tracing Chain of Method Calls via a Stack

Catch-or-Specify Requirement

To Handle or Not to Handle: V1

Announcements/Reminders

- Today's class: notes template posted
- Priorities:
 - + Review Lab0
 - + Complete Lab1; Due: Next Tuesday (Sep 30)

method that calls another method → caller * Each method call defines a caller-callee relation.
Caller vs. **Callee** method that's called by another method → caller.

- **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 */  
    }  
}
```

Annotations:
- **C1** is circled in green and labeled "caller".
- **m1()** is circled in red and labeled "type of C.O."
- **C2** is circled in red and labeled "C.O."
- **m2()** is circled in pink and labeled "C.O."
- An arrow points from **m1()** to **m2()** with the text "caller-callee relation."
- An arrow points from **m2()** to the text "Exercise Make C2.m2 a caller."
- **C2.m2** is boxed in orange and labeled "callee: C2.m2".
- **C1.m1** is labeled "caller: C1.m1".
- A note says "does not mean that is static! m2".

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

(Alt 1) Make C1.m1 a callee.

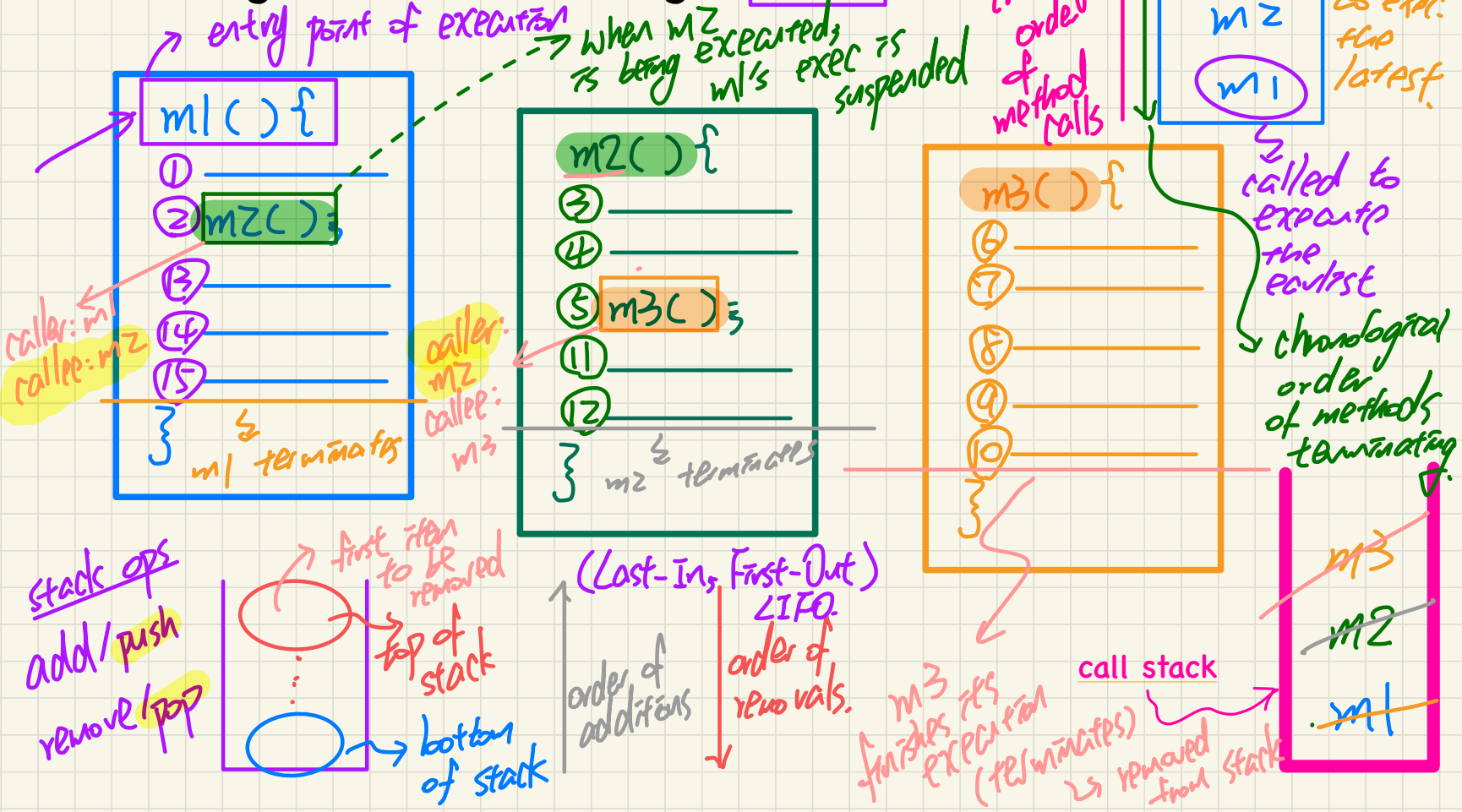
```
class C3 {  
    void m() { C1 o = new C1(); o.m1(); }  
}
```

Annotation: **C1.m1()** is circled in pink and labeled "callee".

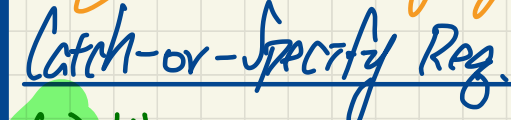
caller
class C {
 void m() {
 ...
 this.m();
 }
}

↳
C.m is
also the caller.

Visualizing a Call Chain using a Stack



as soon as an exception object is thrown, the call stack steps going



(0) Where the exception is originated, specify it.

(la) A method may specify the exception, which is propagated to its caller.

(16) A method may catch the exception.
 ↳ beyond this method, all subsequent callers not subject to C-o-J Ref.

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); }  
}
```

context	caller	callee
A	/	/
B	B.mb	A.ma
Tester	Tester. main	B.mb

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