

Java Programming Lab Manual

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JAVA PROGRAMMING LAB MANUAL

Editors

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Chapter 32

Throw & Throws Keyword

Kamran Khowaja, Zeeshan Bhatti, Asadullah Shah

Abstract

The methods that you write can *throw* exceptions. By specifying that a method *throws* an exception insures that whenever that method is called, the programmer must use exception handling to catch the runtime error if incase it occurs. In this chapter the students will learn the function of *throw* and *throws* in exception handling and how a custom exception class is created.

32.1 Throw

- *throw* is used to explicitly generate an error/exception inside our code.
- *throw* is also used to generate our own custom exceptions.
- *throw* must be the last statement inside the block or it must be used inside an *if()* condition.
- All statements after the *throw* will not be reachable and they will not execute.

Example:

```
try{  
  
    int month = 12;  
  
    if (month <1    | month > 12 )  
  
        throw new NullPointerException();  
  
    }  
  
    catch (NullPointerException expNull){
```