Lecture 30: Exceptions

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Announcements

- Exercise 15.5.3
- Simon lab Friday
- Courses for next year
 - CS 52 & 55 vs 54
 - For most, CS 54 should be best choice

Strings are Lists!

- ... but immutable. Can get individual elements via at(i)
- Can also iterate through characters in string
 - Does a string represent a number?

```
method isInteger(word:String) -> Boolean {
  for(word) do {letter: String ->
     if (("0" > letter) || (letter > "9")) then {
     return false
     }
  }
  true
}
```

Strings are ordered

- <, <=, >, >=, ==, and != work as expected (alphabetical order).
- ord gives numeric code of first letter of string

Exceptions

Exceptional Conditions

- What do you do when something goes wrong?
 - Try to handle nicely within code. Sometimes that's not possible and have to give up current computation.
- Language construct to catch run-time errors

```
try {
    stuff to try
} catch{ ex: SomeExceptionType ->
    // stuff to do if exception occurs
}
```

Example from Objectdraw

def ColorOutOfRange: prelude.ExceptionKind is public =
 prelude.ProgrammingError.refine "ColorOutOfRange"

```
def colorGen is public = object {
    class r (r': Number) g (g': Number) b (b': Number) -> Color {
        // Creates a color with rgb coordinates r', g', and b'
        if ((r' < 0) || (r' > 255)) then {
            ColorOutOfRange.raise "red index {r'} out of bounds 0..255"
        }
    }
```

```
if ((g' < 0) || (g' > 255)) then {
    ColorOutOfRange.raise "green index {g'} out of bounds 0..255"
}
```

```
if ((b' < 0) || (b' > 255)) then {
    ColorOutOfRange.raise "blue index {b'} out of bounds 0..255"
}
```

ColorGen continued

```
def red:Number is public = r'.truncated
def green:Number is public = g'.truncated
def blue:Number is public = b'.truncated
```

```
method == (c: Color) -> Boolean {
    (red == c.red) && (green == c.green) && (blue == c.blue)
}
```

```
method asString -> String {
    "color w/ rgb({red}, {green}, {blue})"
}
```

```
method random -> Color {
    // Produce a random color.
    r (randomIntFrom (0) to (255))
    g (randomIntFrom (0) to (255))
    b (randomIntFrom (0) to (255))
}
```

}

ColorGen continued

def white:Color is public = r (255) g (255) b (255) def black:Color is public = r (0) g (0) b (0) def green:Color is public = r (0) g (255) b (0) def red:Color is public = r (255) g (0) b (0) def gray:Color is public = r (60) g (60) b (60) def blue:Color is public = r (0) g (0) b (255) def cyan:Color is public = r (0) g (255) b (255) def magenta:Color is public = r (255) g (0) b (255) def yellow:Color is public = r (255) g (255) b (0) def neutral:Color is public = r (220) g (220) b (220)

}

Using the Exception

```
method changeColor -> Done {
 var newColor: Color
 try {
  newColor := color.r(redField.number)
                  g(greenField.number)
                   b(blueField.number)
 } catch {
  ex: ColorOutOfRange ->
    print "Enter values between 0 and 255 for colors"
    newColor := black
 background.color := newColor
```

Using Parameter ex

- Here are some of its methods:
 - exception → exceptionKind answers the exceptionKind of this exception.
 - message → String the message that was provided when this exaction was raised.
 - data → Object answers the data object that was associated with this exception when it was raised, if there was one. Otherwise, answers the string "no data".
 - lineNumber → Number the source code line number of the request of raise that created this exception.
 - backtrace → List<String> a list of strings describing the call stack at the time that this exception was raised.
 backtrace.first is the initial execution environment;
 backtrace.last is the context that raised the exception.

Another Example

```
def myList:List[[Number]] = list[[Number]] {5,7,9}
var index := 1
try {
  while \{index < 7\} do \{
    print(myList.at(index))
    index := index + I
} catch {ex: BoundsError ->
   print "went too far!"
  print ("on line {ex.lineNumber} of {ex.moduleName}, {ex.message}")
   print "\n\nBacktrace: {ex.backtrace}"
}
```

