

JAVA

Try & Catch

Try & Catch is a method of error prevention in Java. The program will **try** to run a segment of code defined by the user. If it encounters an error, instead of crashing it will be **caught** by the program.

In short; it allows the programmer to counter errors which would normally cause the program to crash.

Without Try & Catch:

```
Scanner kb = new Scanner (System.in);  
  
System.out.println("Please enter a number ");  
int number = kb.nextInt();
```

```
Please enter a number  
hello  
Exception in thread "main" java.util.InputMismatchException
```

With Try & Catch:

```
Scanner kb = new Scanner (System.in);  
  
try {  
    System.out.println("Please enter a number ");  
    int number = kb.nextInt();  
} catch (Exception e) {  
    System.out.println("Invalid input!");  
}
```

```
Please enter a number  
hello  
Invalid input!
```