

STUDENT ACTIVITY 1.4 KEY: EXCEPTIONS WORKSHEET

MTA Course: Software Development Fundamentals

Topic: Understand error handling

File name: SoftDevFund_SA_1.4_key

Lesson Objective:

1.4: Understand error handling. *This objective may include but is not limited to:* structured exception handling.

Resources, software, and additional files needed for this lesson:

- SoftDevFund_PPT_1.4
- SoftDevFund_RL_1.4
- SoftDevFund_SA_1.4
- SoftDevFund_SA_1.4_key

Directions to the student:

Provide the code in the `try` block that will trigger the exception handling in the `catch` block.

Content:

(Answers will vary, but should resemble what's given here. Analyze students' logic and correctness of the statement to make sure it results in the given catch block.)

```
1. static void method1()
{
    try
    {

        int x = 100/0;

    }
    catch (DivideByZeroException ex)
    {
        Console.WriteLine(ex.ToString());
    }
}

2. static void method2 ()
{
    try
    {

        int[] array = new int[3];
        array[4] = 31;

    }
    catch (IndexOutOfRangeException ex)
    {
        Console.WriteLine(ex.ToString());
    }
}
```

```
3. static void method3 ()
{
    try
    {

        Object x;
        x.toString();

    }
    catch (NullReferenceException ex)
    {
        Console.WriteLine(ex.ToString());
    }
}

4. static void method4 ()
{
    try
    {

        method4();

    }
    catch (StackOverflowException ex)
    {
        Console.WriteLine(ex.ToString());
    }
}
```