- Exception handling is a language feature that allows the programmer to handle runtime "exceptional conditions."
- What is an "exceptional condition"?
 - → hardware error
 - → failure in underlying software
 - → any anomalous event
- It need not be erroneous -- just something that requires special handling.

Terminology

- An exception is *raised*, or *signalled*, when its associated condition occurs.
- The code that is executed after an exception is raised is called the *exception handler*. This code processes the exception.

- Form of handler.
 - → Complete program unit, or code segment?
- Location of handler.
 - → Are exceptions handled in unit where raised, in calling unit, or elsewhere?
- Binding of handlers to exceptions.
 - → Static or dynamic?
- Transfer of control after exception is handled.
 - → Allow unit that raised exception to continue executing?

- Default exception handlers.
 - → Should they be provided?
- Specification of user-defined exceptions.
 - → Form, location, scope.
- Built-in exceptions.
 - → Can the user raise them explicitly?
- Disabling of exceptions.
 - → Should it be allowed?

- Conditions = exceptions
- Built-in and user-defined
- Default handlers for built-in conditions, but can be overridden.
- Dynamic binding of handlers to exceptions
- Handlers are code segments, no parameters
- After handling exception, can send control anywhere. Default handlers go to *raise* of or cause.

PL/I Example

```
declare condition bad_input;
....
on condition bad_input
    begin;
....
end;
....
read(x);
```

```
if (x < 0) or (x > 10) then
signal condition bad_input;
```

- More restricted than PL/I
- Static binding of handlers to exceptions
- Handlers are attached to statements
- Exceptions must be handled by calling routine
- Unit raising exception is terminated; control transfers to statement following that with handler
- No disabling of exceptions
- Handlers can have parameters
- Exception failure raised if an exception has no handler

CLU Example

begin
 x := f(y);
 z := g(h);
end
 except when bad_input(c):
 ...
end

f = proc (<formals>)
 signals(bad_input(char))
begin
 ...
 signal(bad_input(...))

. . .

- Less restrictive than CLU, more controlled than PL/I
- Static binding of handlers to exceptions, but if no local handler, exception is propagated back call chain
- Handlers have no parameters
- Block that raises exception terminates, but enclosing block may continue execution.
- Disabling of exceptions possible

Ada — Error Recovery

```
procedure Sort (X: in out ELEM ARRAY) is
            Copy: ELEM ARRAY;
begin
            -- Take a copy of the array to be sorted.
            for i in ELEM ARRAY'RANGE loop
            Copy (i) := X(i);
            end loop;
            -- Code here to sort the array X in ascending order
            -- Now test that the array is actually sorted
            for i in ELEM ARRAY'FIRST .. ELEM ARRAY'LAST-1 loop
            if X(i) > X(i+1) then
                                    -- a problem has been detected - raise exception
                        raise Sort error;
            end if;
            end loop;
exception
            -- restore state and indicate to calling procedure
            -- that a problem has arisen
             when Sort error =>
                        for i in ELEM ARRAY'RANGE loop
                        X(i) := Copy(i);
                        end loop;
            raise :
            -- unexpected exception. Restore state and indicate
            -- that the sort has failed
            when Others =>
                        for i in ELEM ARRAY'RANGE loop
                        X(i) := Copy(i);
            end loop;
           raise Sort error;
end Sort;
```

Summary

- Trade-offs between power, flexibility (PL/I) and safety (CLU).
 - → Ada provides a compromise.
- But is exception handling really necessary?
 - → Arguments both ways (Black, "Exception Handling: The Case Against")

Handling Exceptions without Exception Handling

- Two approaches:
 - → Pass a "status variable."
 - → Pass a subroutine to be called under certain conditions.
- In both cases, the exception handling is provided by the caller.
- To handle an exception locally, simply insert appropriate code.