

## Föreläsning 5

### Objektorienterad programmering

#### DD1332

- Felhantering
- Filhantering
- Mer om grafik

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## Felhantering

- try-catch används för felhantering
- Exempel:

```
try{
    System.out.print("Ange ett index:");
    String indxStr=sc.nextLine();
    Integer indx=Integer.parseInt(indxStr);
    System.out.println("ditt val:"+ val[indx]);
}catch(IndexOutOfBoundsException iobe){
    System.err.println("Fel index");
}catch(NumberFormatException nfe){
    System.err.println("Ange ett heltal!");
}
```

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## IO

- Två abstrakta klasser
  - InputStream
  - OuputStream
- Buffered –klasser är effektivare
- För läsning/skrivning av textfiler använd Reader-klasserna

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## Textfil-läsning

```
try{
BufferedReader bfr=new BufferedReader(
    new FileReader(
        new File("textfil.txt")));
String s = null;
while((s = bfr.readLine())!=null)
    System.out.println(s);
}catch(IOException e){
    System.err.println("Nagot io-fel!");
}
}
```

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## Textfil-skrivning

```
Scanner sc=new Scanner(System.in);
try{
    BufferedWriter bf=new BufferedWriter(new
        FileWriter(new File("textfil.txt"),true));
    String s = null;
    while(sc.hasNextLine()){
        s = sc.nextLine()+"\n";
        bf.write(s,0,s.length());
    }
    bf.close();
}catch(IOException e){
    System.err.println("Nagot io-fel!");
}
}
```

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## Applet

```
import java.applet.*;
import java.awt.*;
public class HelloWorldApplet extends Applet
{
public void paint (Graphics g){
    g.drawString ("Hello World", 25, 50);
}
}
```

```
<Html> <title>The Hello, World Applet</title>
<applet code="HelloWorldApplet.class" width="320" height="120">
If your browser was Java-enabled, a "Hello, World"
message would appear here.
</applet></html>
```

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