Assertions

Introduction to Programming and Computational Problem Solving: Accelerated Pace
CSE 11
Lecture 17
Announcements

• Assignment 8 is due Jun 5, 11:59 PM
  – Upgrade beginning Jun 8, 12:01 AM
Exceptions

• Exceptions are runtime errors caused by your program and external circumstances
  – These errors can be caught and handled by your program
Exception handling

• Exception handling separates error-handling code from normal programming tasks
  – Makes programs easier to read and to modify
• The **try** block contains the code that is executed in **normal** circumstances
• The **catch** block contains the code that is executed in **exceptional** circumstances
• A method should **throw** an exception if the error needs to be handled by its caller
• **Warning:** exception handling usually requires more time and resources because it requires instantiating a new exception object, rolling back the call stack, and propagating the errors to the calling methods
Assertions

• Programming with Assertions
  https://docs.oracle.com/javase/8/docs/technotes/guides/language/assert.html

• An assertion is a Java statement that enables you to assert an assumption about your program

• An assertion contains a Boolean expression that should be true during program execution

• Assertions can be used to assure program correctness and avoid logic errors
Declaring assertions

• An assertion is declared using the Java keyword `assert`
  
  `assert assertion;`

  or

  `assert assertion : detailMessage;`

where assertion is a Boolean expression and detailMessage is a primitive-type or an Object value
Executing assertions

• When an assertion statement is executed, Java evaluates the assertion
• If it is false, an AssertionError will be thrown
• The AssertionError class has a no-arg constructor and seven overloaded single-argument constructors of type int, long, float, double, boolean, char, and Object
Executing assertions

• For the first assert statement with no detail message, the no-arg constructor of AssertionError is used
• For the second assert statement with a detail message, an appropriate AssertionError constructor is used to match the data type of the message
• Since AssertionError is a subclass of Error, when an assertion becomes false, the program displays a message on the console and exits
Executing assertions example

public class AssertionDemo {
    public static void main(String[] args) {
        int i;
        int sum = 0;
        for (i = 0; i < 10; i++) {
            sum += i;
        }
        assert i == 10;
        assert sum > 10 && sum < 5 * 10 : "sum is " + sum;
    }
}
Executing assertions example

- A best practice is to place assertions in a switch statement without a default case

  Example

  ```java
  switch (month) {
  case 1: ... ; break;
  case 2: ... ; break;
  ...
  case 12: ... ; break;
  default: assert false : "Invalid month: " + month;
  }
  ```
Running programs with assertions

• By default, the assertions are disabled at runtime
• To enable them, use the switch -enableassertions, or -ea for short, as follows
  java -ea AssertionDemo
• Assertions can be selectively enabled or disabled at class level or package level
• The disable switch is -disableassertions or -da for short
• For example, the following command enables assertions in package package1 and disables assertions in class Class1
  java -ea:package1 -da:Class1 AssertionDemo
Using exception handling or assertions

• Assertions should not be used to replace exception handling
• Exception handling deals with unusual circumstances during program execution
• Assertions are to assure the correctness of the program
• Exception handling addresses robustness
• Assertions address correctness
• Like exception handling, assertions are not used for normal tests, but for internal consistency and validity checks
• Assertions are checked at runtime and can be turned on or off at startup time
Using exception handling or assertions

• Do not use assertions for argument checking in public methods

• Valid arguments that may be passed to a public method are part of the method’s contract

• The contract must always be obeyed whether assertions are enabled or disabled

  – For example, the following code in the Circle class should be rewritten using exception handling

```java
public void setRadius(double newRadius) {
  assert newRadius >= 0;
  radius = newRadius;
}
```
Programming with assertions

• **Use assertions to reaffirm assumptions**
• This gives you more confidence to assure correctness of the program
• A common use of assertions is to replace assumptions with assertions in the code
• **A best practice is to use assertions liberally**
• Assertions are checked at runtime and can be turned on or off at startup time, *unlike exception handling*
Next Lecture

• Binary file input/output