



---

## PROGRAMMAZIONE 2

### 6b. Le eccezioni, operazionalmente

PR2 2017-2018

1


```
class C {  
    public void via( ) {  
        primo( );  
        System.out.println("sei al via");  
    }  
  
    public void primo( ) {  
        secondo( );  
        System.out.println("sei al primo");  
    }  
  
    public void secondo( ) {  
        throw new Exception( );  
        System.out.println("sei al secondo");  
    }  
}
```

Cosa succede con (new C( )).via( );?

2

## Abstract Stack Machine

---




Workspace                      Stack                      Heap

`(new C()).via();`

3

## Abstract Stack Machine

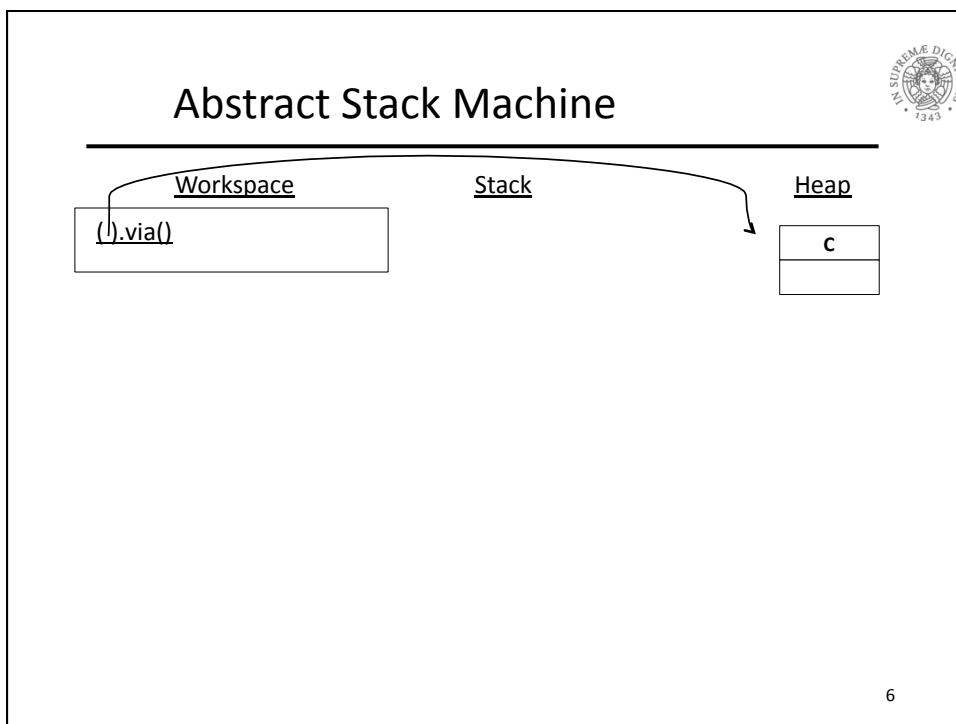
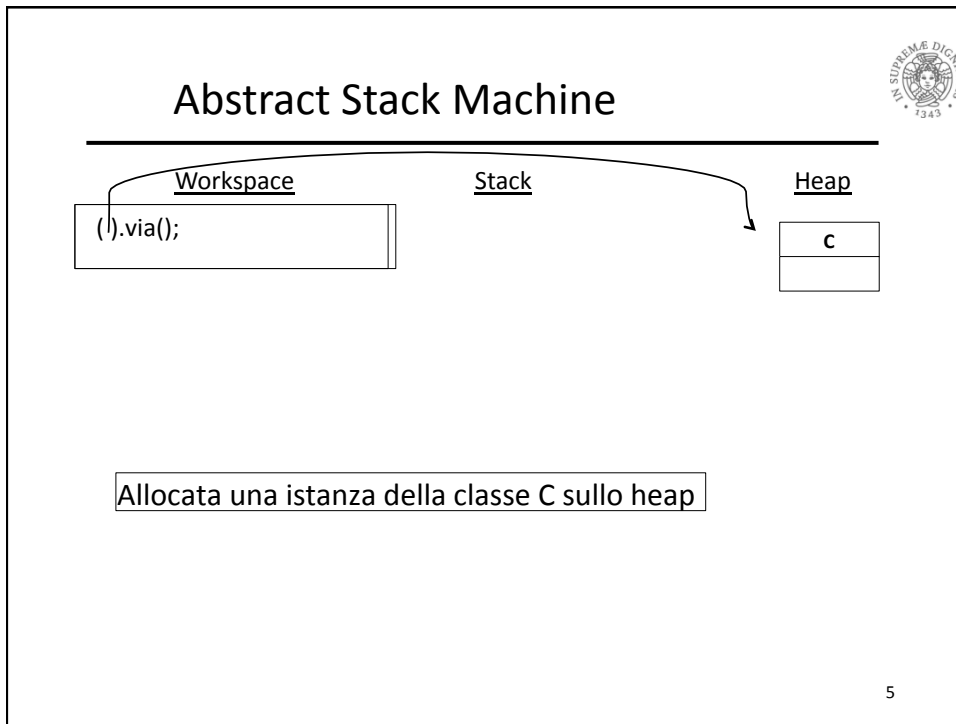
---

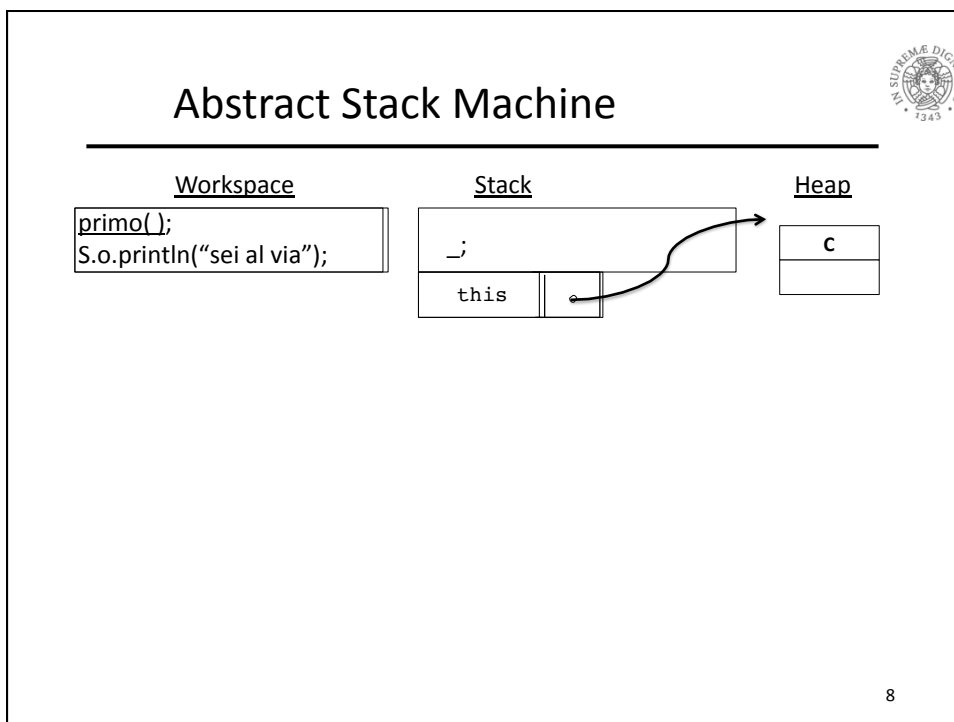
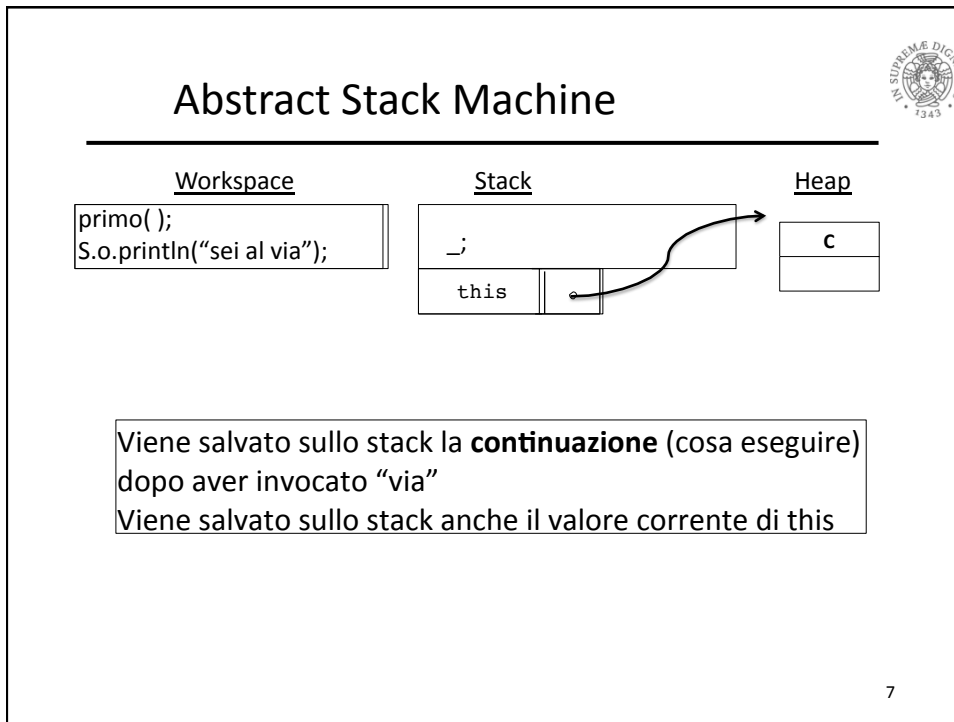


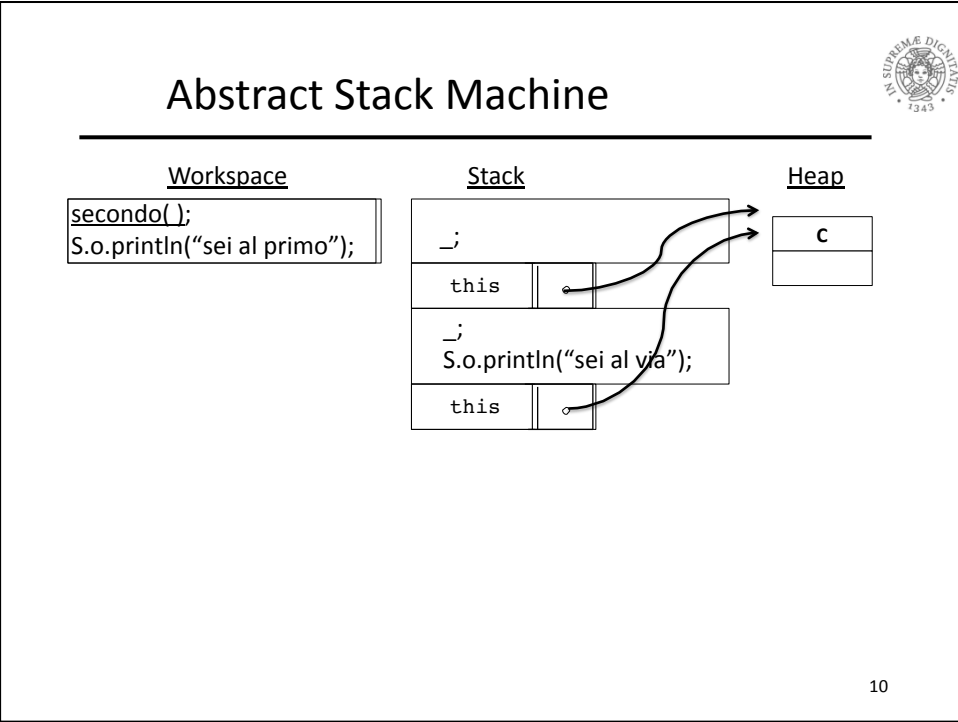
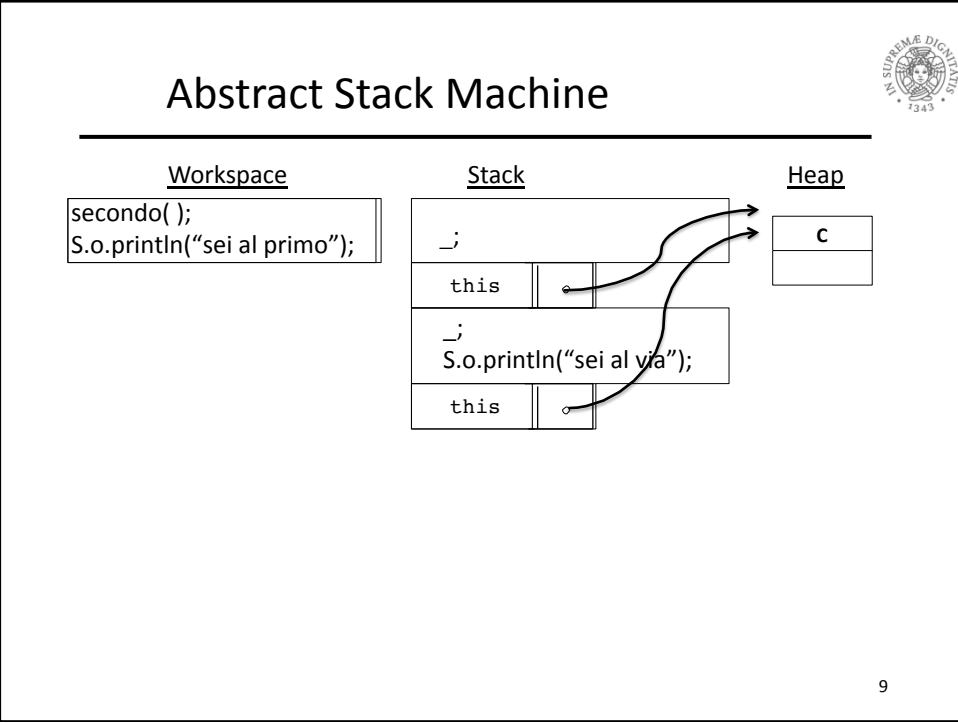
Workspace                      Stack                      Heap

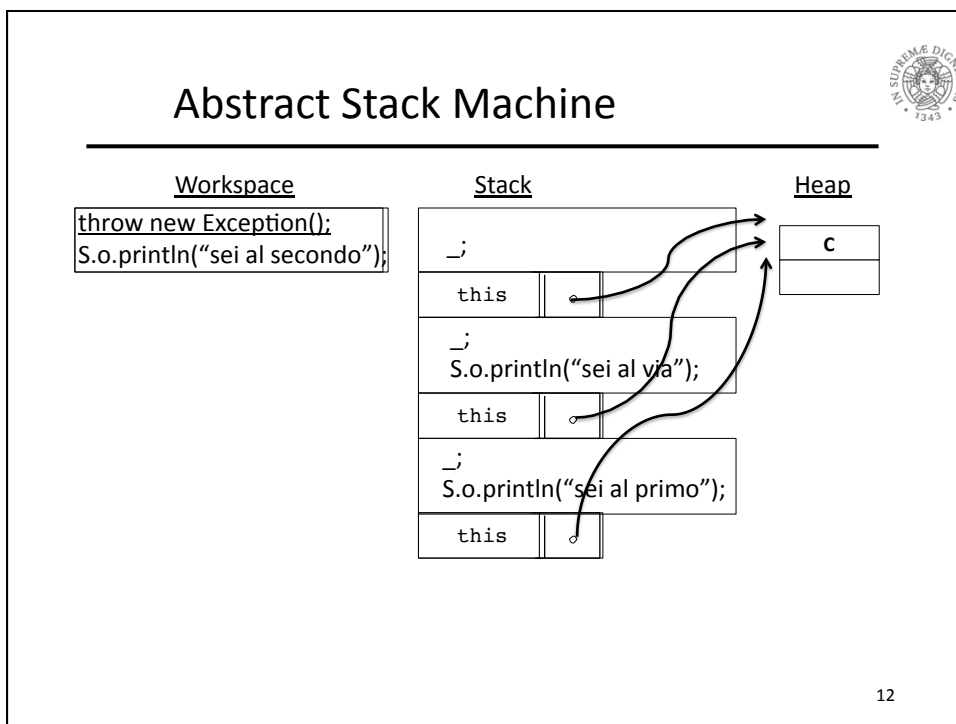
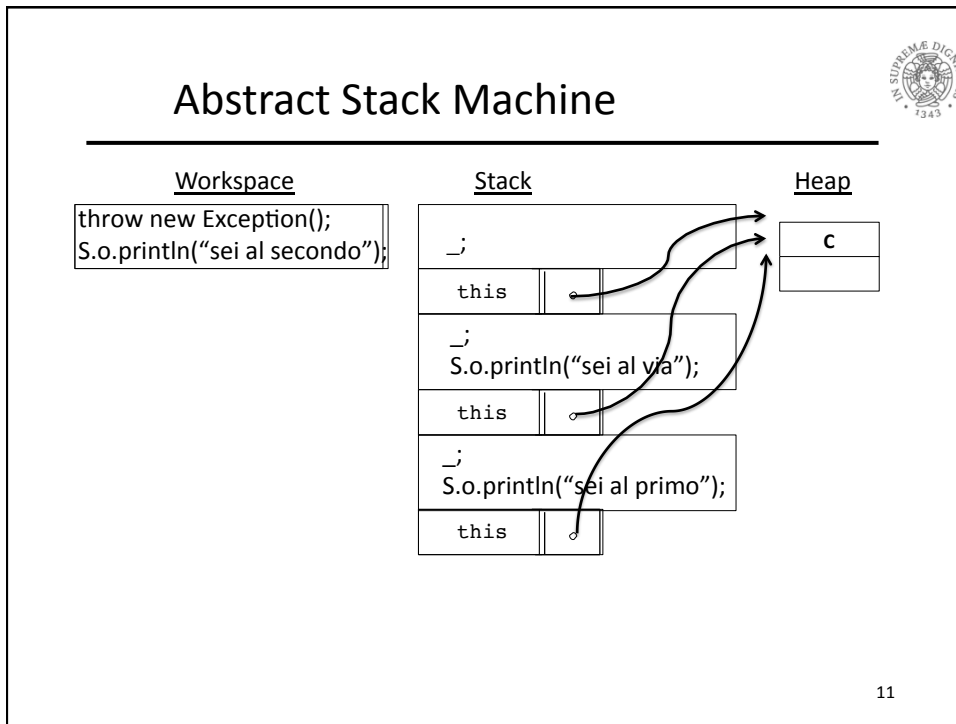
`(new C()).via();`

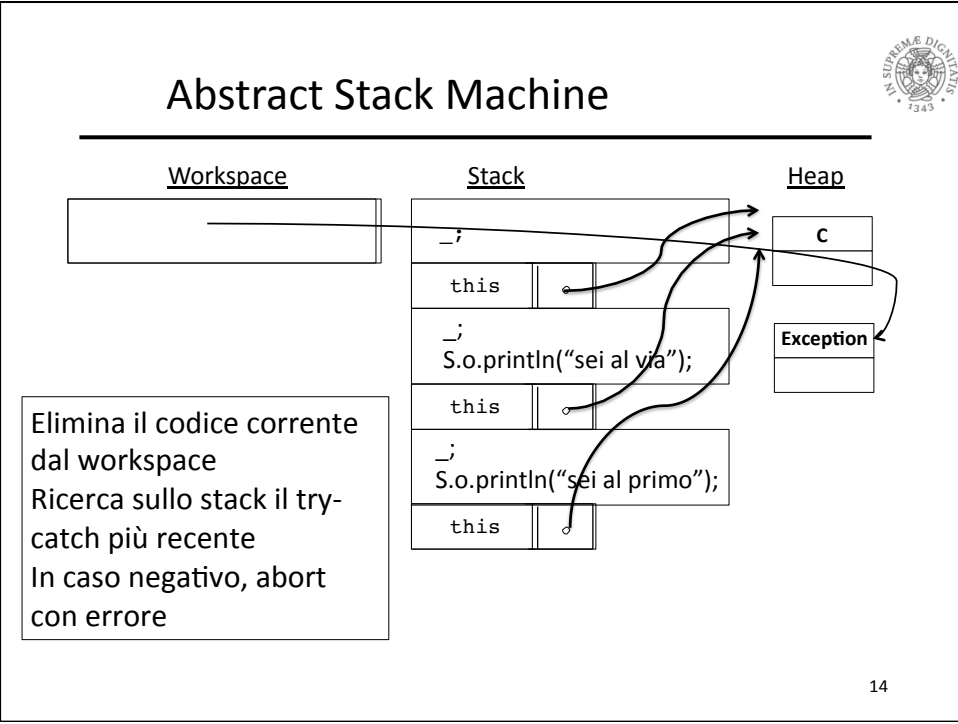
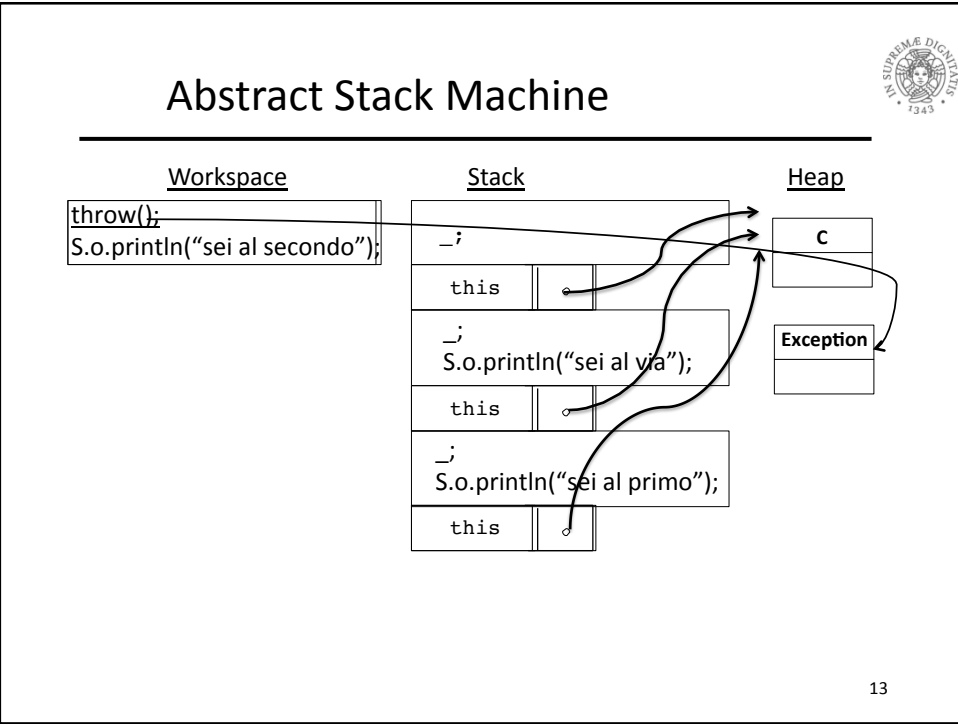
4

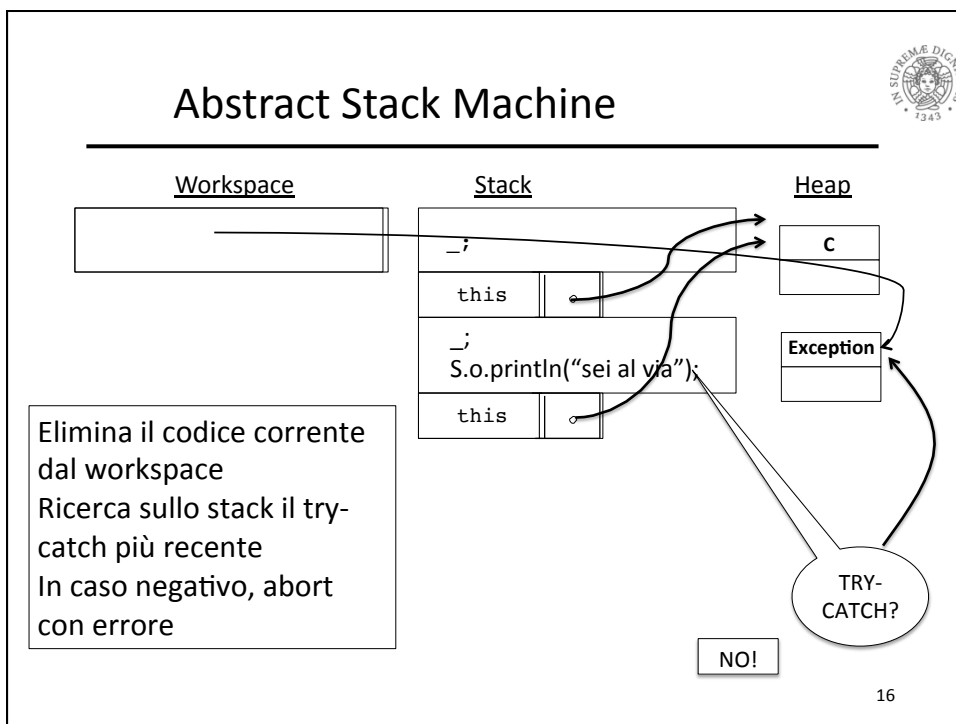
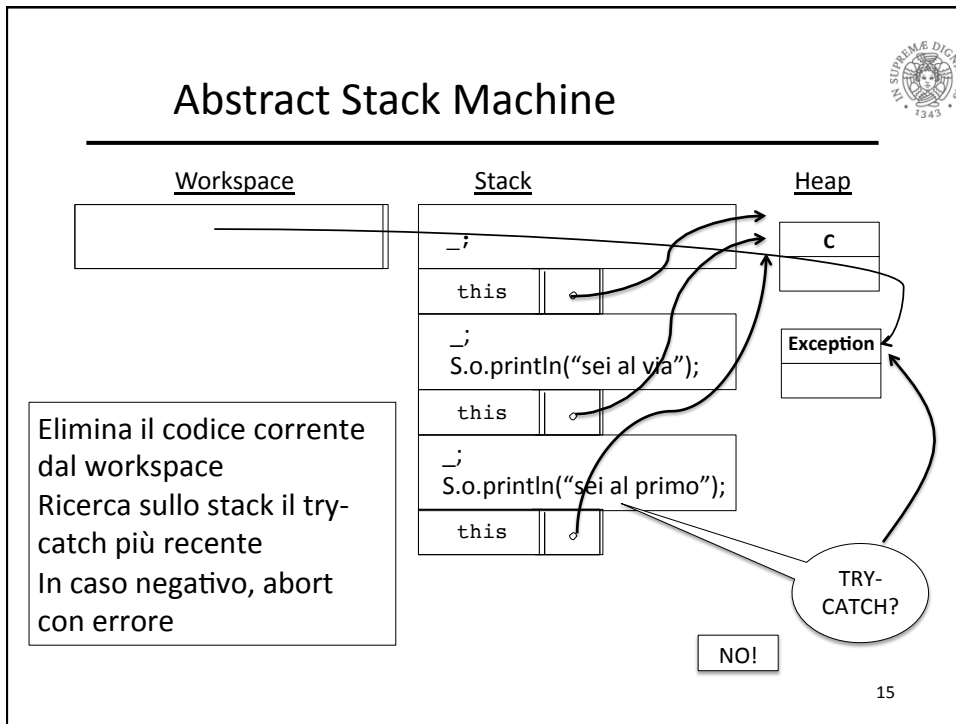




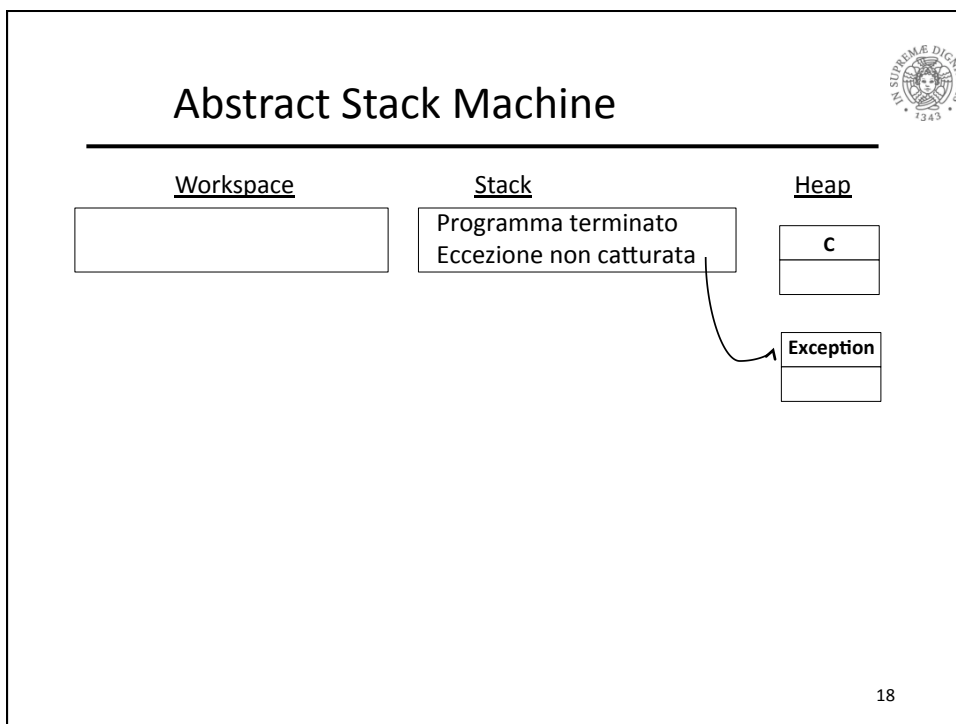
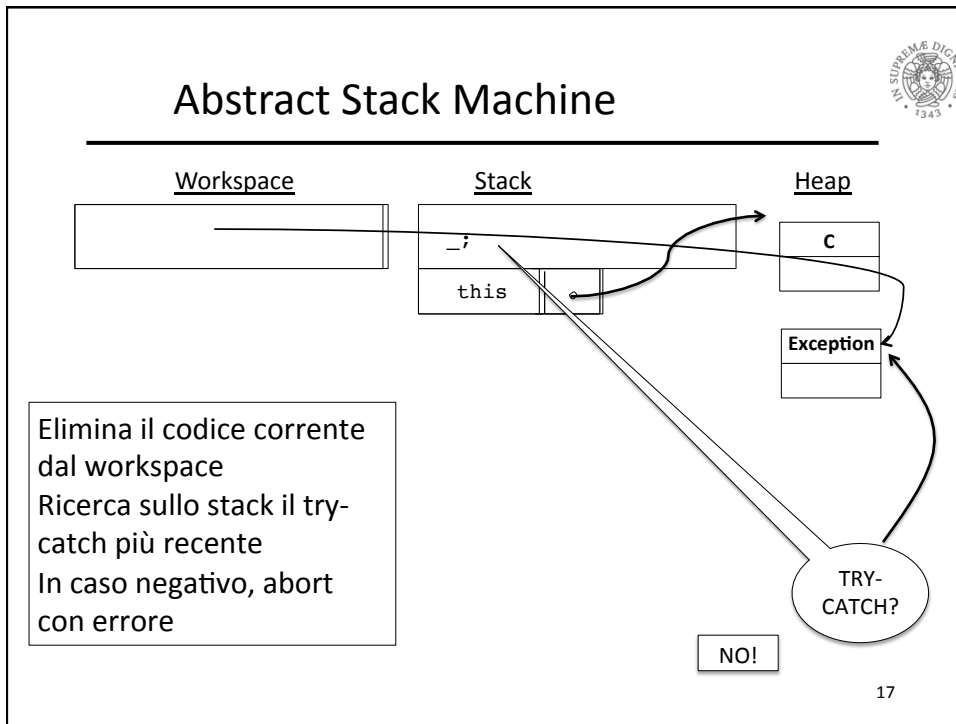












```

class C {
    public void via( ) {
        primo( );
        System.out.println("sei al via");
    }

    public void primo( ) {
        try { secondo( ); }
        catch (Exception e) {
            System.out.println("catturata " + e)
        }
        System.out.println("sei al primo");
    }

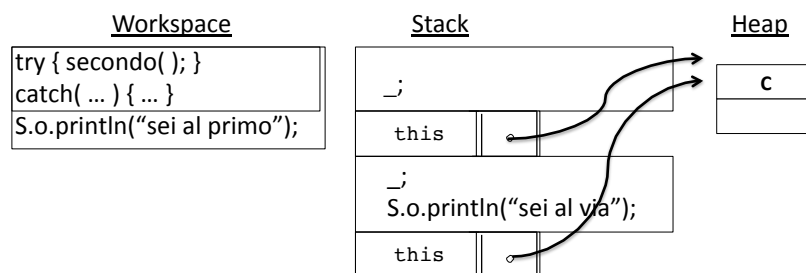
    public void secondo( ) {
        throw new Exception( );
        System.out.println("sei al secondo");
    }
}

```

Cosa succede con (new C( )).via( );?

19

## Abstract Stack Machine



20

