

# Dr Strangebug or: How I Learned to Stop Worrying and Love the Exceptions



**mobile application design**  
week 7: RSS, RMS. Lots of code touring.

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# Presentation

# Tips'n'tricks: Return of the JADi

Tips'n'tricks: Know your SDKs

# Tips'n'tricks: Deployment

- Bluetooth
  - Drag + Drop on OS X
- OTA - upload to a server
- Email the URL
  - [phone\_number]@carrier\_email\_host.com
  - Get list here: <http://www.hiptools.net/sms/>

# Tips'n'tricks: Deployment

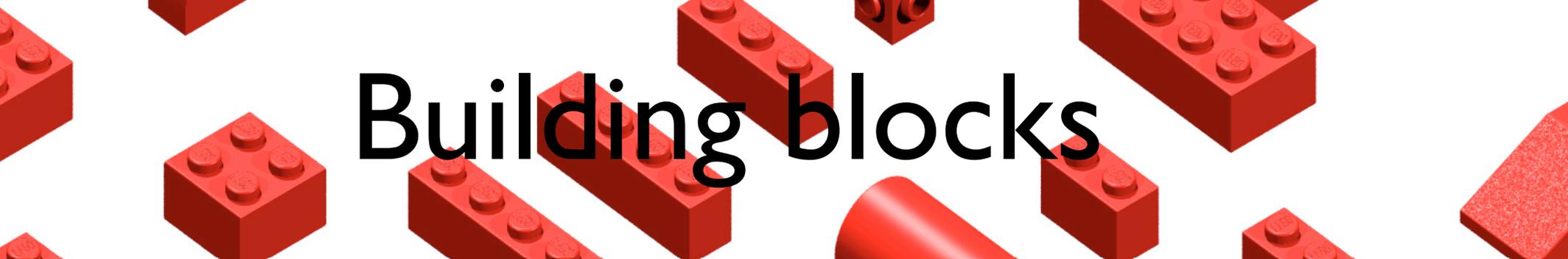
# Exceptions

- What are exceptions?
  - “an event that occurs in a program that disrupts the normal flow of operations”
- Use try, catch, finally to handle
- 1 - Checked exceptions - IllegalArgumentException
- 2 - Errors - serious errors
- 3 - Runtime exception - NullPointerException

# Why we love Exceptions

- Separate error handling code
- Grouping and differentiating error types
- Aids in debugging

# Building blocks



# Building blocks

Week 1 - HelloMIDlet (Form + Canvas skeleton)

Week 2 - ZombieDetector (Form, User Input)

Forms-A-Go-Go (UI components)

Week 3 - CanvasDemo (Threads, Canvases, Separate Files)

NameThatKeyMidlet (Key Events)

TastingCanvas (Canvas drawing examples)

VideoMidlet (Camera Canvas MMAPI)

Week 4 - ImageMonkey (HTTP Image downloads)

MediaInformationMidlet (MIME-Type support)

Week 5 - XMLDemon (HTTP + XML parsing)

Jesse Boyes Game (GameCanvas + Threads)

Week 6 - PosDemo - (GPS Positioning)