

*ML provides an elegant  
exception handling mechanism*

1. built-in exceptions
2. partial functions
3. user-defined exceptions
4. exception handling

# Built-in Exceptions

```
- 5 div 0;  
uncaught exception Div [divide by zero]  
  raised at: ...  
  
- chr(500);  
uncaught exception Chr  
  raised at: ...  
  
- hd(nil: int list);  
uncaught exception Empty  
  raised at: ...
```

# Exceptions for Non-Total Functions

Some functions are naturally **un**defined for some input.  
Dealing with that can be awkward:

```
fun lookup_table x nil = NONE
  | lookup_table x ((x',v')::t)
    = if x = x' then SOME v'
      else lookup_table x t;

(* 'a -> ('a * 'b) list -> 'b option *)
```

Instead, one may **explicitly raise** an exception:

```
exception Empty_table;

fun lookup_table x nil = raise Empty_table
  | lookup_table x ((x',v')::t)
    = if x = x' then v'
      else lookup_table x t;

(* 'a -> ('a * 'b) list -> 'b *)
```

# Exceptions with Parameters

```
exception Empty_table of string;  
fun lookup_table x nil  
    = raise Empty_table(x)  
  | lookup_table x ((x',v')::t)  
    = if x = x' then v'  
      else lookup_table x t;  
(* string -> (string * 'a) list -> 'a *)
```

Note: polymorphism of function has been lost

```
uncaught exception Empty_table  
  raised at: lookup_table-3.sml:3.32-3.46  
/usr/local/bin/sml: Fatal error — Uncaught  
exception Empty_table with "mary" raised  
  at lookup_table-3.sml:3.32-3.46
```

```
- Empty_table;  
val it = fn : string -> exn
```

```
- raise Empty_table;  
Error: argument of raise is not an exception
```

# Exception Handling

Wrap a **handler** around an exception returning expression:

```
fun lookup_table ' x v
  = lookup_table x v
    handle Empty_table(s)
      => (print("Entry not found: ");
          print(x);
          print("\n");
          0);
(* string -> (string * int) list -> int *)
```

```
- lookup_table "ed" [("joe",12),("ed",7)];
val it = 7 : int
```

```
- lookup_table "mary" [("joe",12),("ed",7)];
Entry not found: mary
val it = 0 : int
```