

EXCEPTION HANDLING

Exceptions are errors that occur at run time.

Exceptions are run time anomalies or unusual conditions that a program may encounter while executing.

Anomalies (Unexpected situations) might include:

1. Division by zero.
2. An array outside of its bound.
3. Running out of memory.

The error handling code that performs the following tasks:

- a. Find the problem (with the exception)
- b. Inform that an error has occurred (throw the exception)
- c. Receive the error information (Catch the exception)
- d. Take corrective actions (Handle the exception)

Error Handling Code consists of two segments:

1. To detect error and to throw exception.
2. To catch the exception and to take appropriate actions

C++ Exception Handling Mechanism is built upon three keywords:

Try

Throw

Catch

1. **Try block:** This block contains program statements which may generate exception.
2. **Throw block:** When an exception is detected it is thrown using throw statement in try block.

3. Catch block: Catches the exception thrown by the throw statement in the try block and handle it appropriately.

Syntax:

```
try
{
    Throw exception; //block of statements which detects and
                    Throws an exception
}
catch (type arg) // Catches the exception
{
    Block of statements; // that handles the exception
}
```

For Multiple catches:

```
try {
// try block
}
catch (type1 arg) {
// catch block
}
catch (type2 arg) {
// catch block
}
catch (type3 arg) {
// catch block
}
..
.
catch (typeN arg) {
// catch block
}
```

Catching all exceptions:

```
Catch (...
{
```

```
// catch block
}
```

Program on try block throwing an exception

```
main()
{
int a,b;
cout<<" enter a and b values\n"
cin>>a>>b;

int x;
x=a-b;
try
{
if (x!=0)
{
cout<<"result a/x"<<a/x<<endl;
}
else
{
throw x;
}
}
catch( int i)
{
cout<<"exception caught\n";
}
cout<<"end";
}
```

Output:

First run:

Enter a and b values

20 15

Result a/x 4

End

Second run:

Enter a and b values

15 15

Exception caught

End

// multiple catch block (throwing different type of exceptions)

```
Void test(int );
main()
{
Test(0);
Test(1);
Test(-1);
}
Void test(int x)
{
Try
{
If(x==0)
Throw 1; // integer type
If(x==1)
Throw 'x'; // character type
If(x== -1)
Throw 1.0; // float type
}
}
Catch(int i)
{
Cout<<"exception caught\n";
```

```
}  
Catch(char j)  
{  
Cout<<"exception caught\n";  
}  
Catch(float k)  
{  
Cout<<"exception caught\n";  
}
```

```
Exception caught  
Exception caught  
Exception caught
```