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## FACULTY OF ENGINEERING & TECHNOLOGY

### CSPS103: Object Oriented Programming

#### Lecture-37

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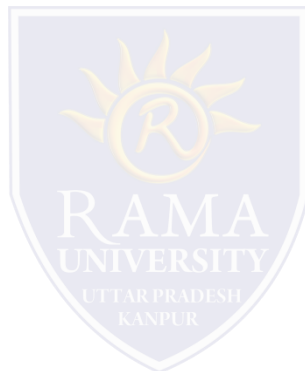
# OBJECTIVES

In this lecture, you will learn to:

❖ **Exception Handling**

❖ **Exception Classes**

❖ **Advantage**



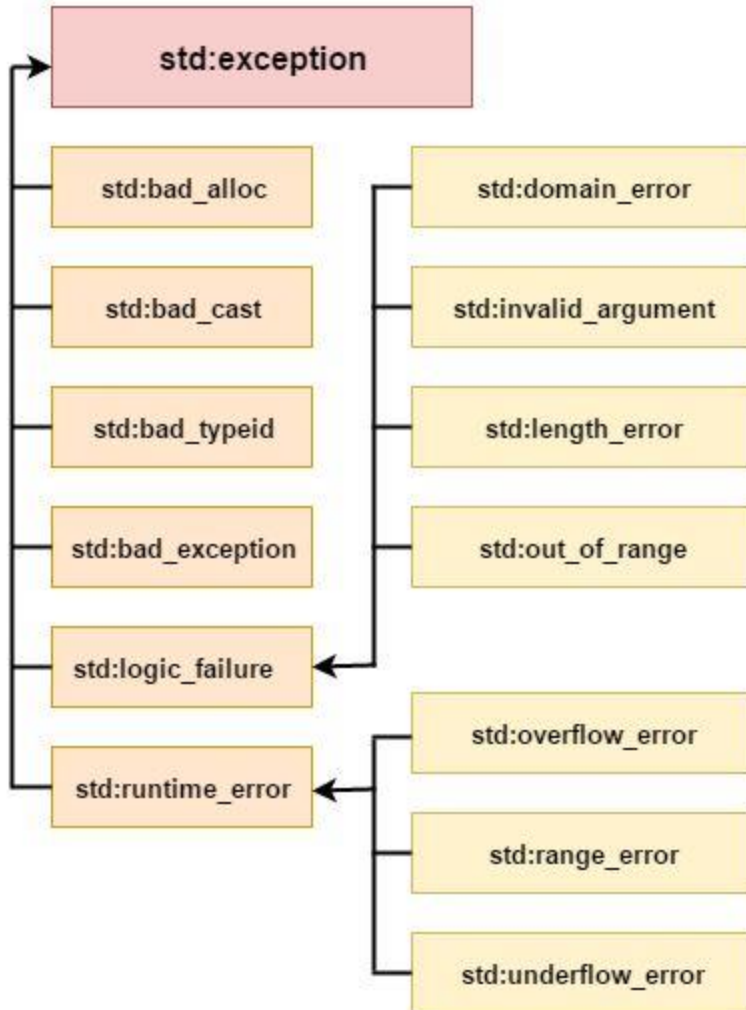
# EXCEPTION HANDLING

- Exception Handling in C++ is a process to handle runtime errors.
- We perform exception handling so the normal flow of the application can be maintained even after runtime errors.
- In C++, exception is an event or object which is thrown at runtime.
- All exceptions are derived from `std::exception` class.
- It is a runtime error which can be handled.
- If we don't handle the exception, it prints exception message and terminates the program.



# EXCEPTION CLASSES

In C++ standard exceptions are defined in `<exception>` class that we can use inside our programs. The arrangement of parent-child class hierarchy is shown below:



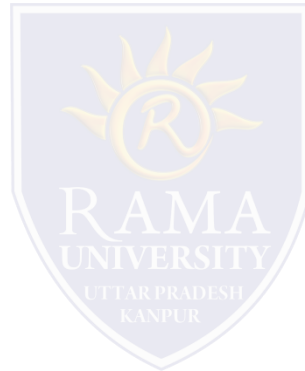
## EXCEPTION CLASSES (Contd.)

All the exception classes in C++ are derived from `std::exception` class.

Exception	Description
<code>std::exception</code>	It is an exception and parent class of all standard C++ exceptions.
<code>std::logic_failure</code>	It is an exception that can be detected by reading a code.
<code>std::runtime_error</code>	It is an exception that cannot be detected by reading a code.
<code>std::bad_exception</code>	It is used to handle the unexpected exceptions in a c++ program.
<code>std::bad_cast</code>	This exception is generally be thrown by <b><code>dynamic_cast</code></b> .
<code>std::bad_typeid</code>	This exception is generally be thrown by <b><code>typeid</code></b> .
<code>std::bad_alloc</code>	This exception is generally be thrown by <b><code>new</code></b> .

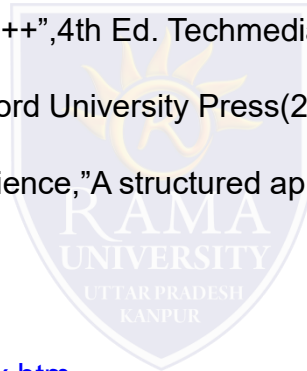
# ADVANTAGE

- It maintains the normal flow of the application.
- In such case, rest of the code is executed even after exception.



# REFERENCES

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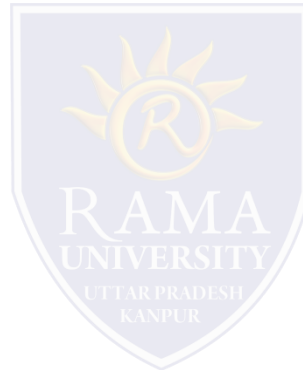


# MULTIPLE CHOICE QUESTION

## Multiple Choice Question:

**Q1. Which is used to handle the exceptions in c++?**

- a) catch handler
- b) handler
- c) exception handler
- d) throw



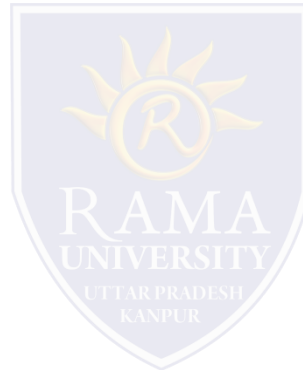


# MULTIPLE CHOICE QUESTION

## Multiple Choice Question:

**Q2. Which type of program is recommended to include in try block?**

- a) static memory allocation
- b) dynamic memory allocation
- c) const reference
- d) pointer



# MULTIPLE CHOICE QUESTION

## Multiple Choice Question:

**Q3. Which statement is used to catch all types of exceptions?**

- a) catch()
- b) catch(Test t)
- c) catch(...)
- d) catch(Test)

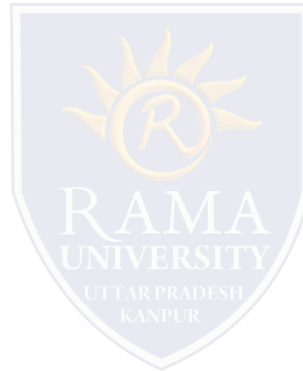


# MULTIPLE CHOICE QUESTION

## Multiple Choice Question:

**Q4. How to handle error in the destructor?**

- a) throwing
- b) terminate
- c) both throwing & terminate
- d) try



# MULTIPLE CHOICE QUESTION

## Multiple Choice Question:

**Q5. What kind of exceptions are available in c++?**

- a) handled
- b) unhandled
- c) static
- d) dynamic



# Summary

## In this lecture, you learned that:

- Exception Handling in C++ is a process to handle runtime errors.
- It maintains the normal flow of the application.

