



RAMA UNIVERSITY

www.ramauniversity.ac.in

FACULTY OF ENGINEERING & TECHNOLOGY

CSPS103: Object Oriented Programming

Lecture-38

Preeti Singh

Department of Computer Science & Engineering
Rama University, Kanpur

preeti.ru@ramauniversity.ac.in

OBJECTIVES

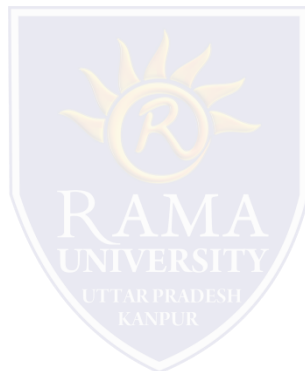
In this lecture, you will learn to:

❖ **Exception Handling Keywords**

❖ **try/catch**

❖ **try/catch example**

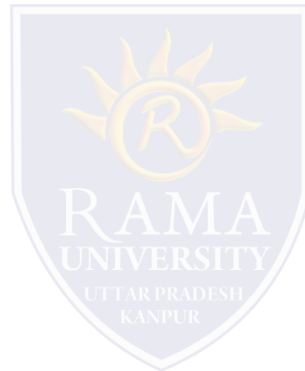
❖ **User-Defined Exceptions**



EXCEPTION HANDLING KEYWORDS

In C++, we use 3 keywords to perform exception handling:

1. try
2. catch, and
3. throw



TRY/CATCH

- In C++ programming, exception handling is performed using try/catch statement.
- The C++ try block is used to place the code that may occur exception.
- The catch block is used to handle the exception.

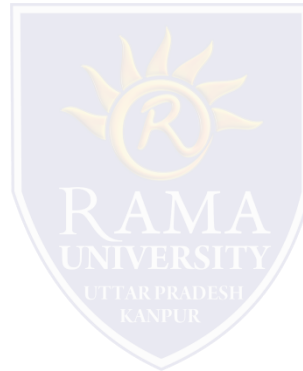


TRY/CATCH EXAMPLE

```
#include <iostream>

float division(int x, int y) {
    if( y == 0 ) {
        throw "Attempted to divide by zero!";
    }
    return (x/y);
}

int main () {
    int i = 25;
    int j = 0;
    float k = 0;
    try {
        k = division(i, j);
        cout << k << endl;
    }catch (const char* e) {
        cerr << e << endl;
    }
    return 0;
}
```



USER-DEFINED EXCEPTIONS

- ❑ The new exception can be defined by overriding and inheriting exception class functionality.

Example

```
#include <iostream>

#include <exception>

class MyException : public exception{

public:

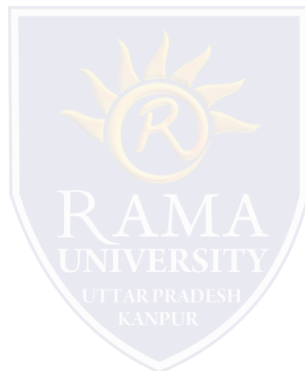
    const char * what() const throw()

    {

        return "Attempted to divide by zero!\n";

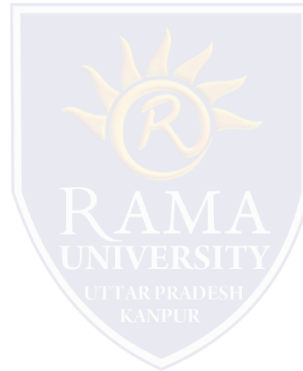
    }

};
```



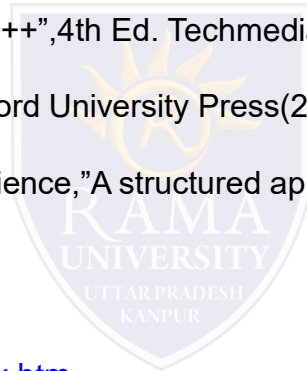
USER-DEFINED EXCEPTIONS (Contd.)

```
int main()
{
    try
    {
        int x, y;
        cout << "Enter the two numbers : \n";
        cin >> x >> y;
        if (y == 0)
        {
            MyException z;
            throw z;
        }
        else
        {
            cout << "x / y = " << x/y << endl;
        }
    }
    catch(exception& e)
    {
        cout << e.what();
    }
}
```



REFERENCES

- Kernighan, Brian W., and Dennis M. Richie. The C Programming Language. Vol. 2. Englewood Cliffs: Prentice-Hall, 1988.
- King, Kim N., and Kim King. C programming: A Modern Approach. Norton, 1996.
- Bjarne Stroustrup, "C++ Programming language", 3rd edition, Pearson education Asia (1997)
- Lafore R. "Object oriented Programming in C++", 4th Ed. Techmedia, New Delhi (2002).
- Yashwant Kenetkar, "Let us C++", 1st Ed., Oxford University Press (2006)
- B.A. Forouzan and R.F. Gilberg, Compiler Science, "A structured approach using C++" Cengage Learning, New Delhi.
- <https://www.javatpoint.com/cpp-tutorial>
- <https://www.tutorialspoint.com/cplusplus/index.htm>
- <https://ambedkarcollegevasai.com/wp-content/uploads/2019/03/CPP.pdf>
- https://onlinecourses.nptel.ac.in/noc20_cs07/unit?unit=3&lesson=19

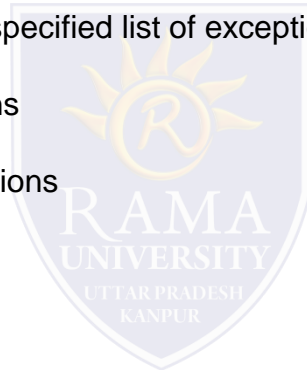


MULTIPLE CHOICE QUESTION

Multiple Choice Question:

Q1. What is meant by exception specification?

- a) A function is limited to throwing only a specified list of exceptions
- b) A catch can catch all types of exceptions
- c) A function can throw any type of exceptions
- d) A try can catch all types of exceptions

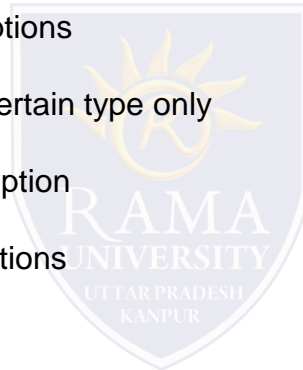


MULTIPLE CHOICE QUESTION

Multiple Choice Question:

Q2. Identify the correct statement about throw(type).

- a) A function can throw any type of exceptions
- b) A function can throw an exception of certain type only
- c) A function can't throw any type of exception
- d) A function can catch all types of exceptions

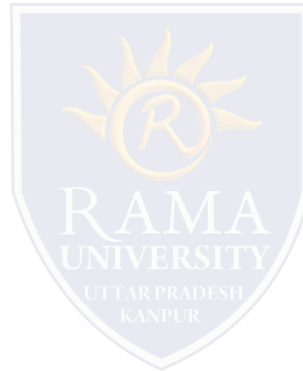


MULTIPLE CHOICE QUESTION

Multiple Choice Question:

Q3. What will happen when a programs throws any other type of exception other than specified?

- a) terminate
- b) arise an error
- c) run
- d) throw



MULTIPLE CHOICE QUESTION

Multiple Choice Question:

Q4. What do you mean by “No exception specification”?

- a) It throws nothing
- b) It can throw anything
- c) It can catch anything
- d) It can try anything



MULTIPLE CHOICE QUESTION

Multiple Choice Question:

Q5. Which operations don't throw anything?

- a) Operations which are reversible
- b) Operations which are irreversible
- c) Operations which are static
- d) Operations which are dynamic



Summary

In this lecture, you learned that:

- The new exception can be defined by overriding and inheriting exception class functionality.

