

# Exception Handling

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# Exception Handling

## Outline

- No Error Handling
- Error Handling
- Throwing Exception
- Catching Exception
- Non-Standard Exception
- Standard Exception

# No Error Handling

```
int quotient(int dividend, int divisor) {  
    //Will throw Floating point exception if divisor is 0  
    //Potential error condition is not checked before doing the operation  
    return dividend/divisor;  
}
```

# No Error Handling

```
int main(int argc, char** argv) {
    int dividend;
    int divisor;

    while (true) {
        cout<<"Enter dividend and divisor: ";
        cin>>dividend;
        cin>>divisor;

        //Potential error condition is not checked before
        //calling 'quotient' function.
        //Program will crash at this point when error condition, divide by zero,
        //arises and the function throws an exception.
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<
                quotient(dividend, divisor)<<
                endl;

        cout<<"Continue? (yes/no): ";
        string response;
        cin>>response;
        if(response != "yes" && response != "YES" &&
            response != "y" && response != "Y" ){
            break;
        }
    }

    return 0;
}
```

# Error Handling

```
int quotient(int dividend, int divisor) {  
    //Will throw Floating point exception if divisor is 0  
    //Potential error condition is being checked before doing the  
operation  
    if(divisor == 0 ){  
        //Function must return an integer value, i.e.  
        //returning an incorrect quotient  
        return -1;  
    }  
    return dividend/divisor;  
}
```

# Error Handling

```
int main(int argc, char** argv) {
    int dividend;
    int divisor;

    while (true) {
        cout<<"Enter dividend and divisor: ";
        cin>>dividend;
        cin>>divisor;

        //Outputs incorrect quotient in an error condition
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<
                quotient(dividend, divisor)<<
                endl;

        cout<<"Continue? (yes/no): ";
        string response;
        cin>>response;
        if(response != "yes" && response != "YES" &&
            response != "y" && response != "Y" ){
            break;
        }
    }

    return 0;
}
```

# Throw Exception

```
int quotient(int dividend, int divisor) {  
    //Will throw Floating point exception if divisor is 0  
    //Potential error condition is being checked before doing the  
operation  
    if(divisor == 0 ){  
        //By throwing a 'const char*' exception like  
        //an error message to the user function does not need  
        //to return an incorrect quotient  
        throw "Error! divisor can't be zero";  
    }  
    return dividend/divisor;  
}
```

# Throw Exception

```
int main(int argc, char** argv) {
    int dividend;
    int divisor;

    while (true) {
        cout<<"Enter dividend and divisor: ";
        cin>>dividend;
        cin>>divisor;

        //Gets an exception in an error condition and program terminates abnormally
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<
                quotient(dividend, divisor)<<
                endl;

        cout<<"Continue? (yes/no): ";
        string response;
        cin>>response;
        if(response != "yes" && response != "YES" &&
            response != "y" && response != "Y" ){
            break;
        }
    }

    return 0;
}
```

# Catching Exception

```
int main(int argc, char** argv) {  
  
    .....  
  
    //Function that has potential to throw exception are  
    //put inside 'try' block.  
    //If no error condition exists, i.e. no exception is thrown by the statements  
    //inside 'try' block,  
    //these statements will be executed in usual manner.  
    //All the statements inside 'catch' block will be skipped.  
    //If an exception is thrown on an error condition by any  
    //function call or statement inside 'try' block rest of the  
    //statements inside 'try' block will be skipped and the  
    //statements inside 'catch' block will be executed..  
    try {  
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<  
            quotient(dividend, divisor)<<endl;  
  
    }  
    catch (const char* ex) {  
        //Skipped in normal conditions  
        //Executed only if exception is thrown while executing any statement  
        //inside associated try block  
        cout<<ex<<endl;  
    }  
  
    .....  
  
    return 0;  
}
```

# Non-Standard Exception

```
int quotient(int dividend, int divisor) {  
    //Will throw Floating point exception if divisor is 0  
    //Potential error condition is being checked before doing the  
operation  
    if(divisor == 0 ){  
        //By throwing a 'const char*' exception like  
        //an error message to the user function does not need  
        //to return an incorrect quotient  
        throw string("Error! divisor can't be zero");  
    }  
    return dividend/divisor;  
}
```

# Non-Standard Exception

```
int main(int argc, char** argv) {  
  
    .....  
  
    //Function that has potential to throw exception are  
    //put inside 'try' block.  
    //If no error condition exists, i.e. no exception is thrown by the statements  
    //inside 'try' block,  
    //these statements will be executed in usual manner.  
    //All the statements inside 'catch' block will be skipped.  
    //If an exception is thrown on an error condition by any  
    //function call or statement inside 'try' block rest of the  
    //statements inside 'try' block will be skipped and the  
    //statements inside 'catch' block will be executed..  
    try {  
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<  
            quotient(dividend, divisor)<<endl;  
  
    }  
    catch (string ex) {  
        //Skipped in normal conditions  
        //Executed only if exception is thrown while executing any statement  
        //inside associated try block  
        cout<<ex<<endl;  
    }  
  
    .....  
  
    return 0;  
  
}
```

# Standard Exception: Base Class

- All objects thrown by components of the standard library are derived from this class.
- All standard exceptions can be caught by catching this type by reference.

```
class exception {
public:
    exception () noexcept;           //default constructor
    exception (const exception&) noexcept; //copy constructor
    exception& operator= (const exception&) noexcept; //copy assignment
    virtual ~exception();           //destructor
    virtual const char* what() const noexcept;
    //returns cstring to identify the exception

};
```

# Standard Exception: Custom Class

```
class divide_by_zero_exception: public exception {  
    public:  
        const char* what() const noexcept override {  
            return "divide_by_zero_exception: divisor can't be zero";  
        }  
};
```

# Standard Exception

```
int quotient(int dividend, int divisor) {  
    //Will throw Floating point exception if divisor is 0  
    //Potential error condition is being checked before doing the  
operation  
    if(divisor == 0 ){  
        //By throwing an standard but customized exception function does  
        //not need to return an incorrect quotient  
        throw divide_by_zero_exception();  
    }  
    return dividend/divisor;  
}
```

# Standard Exception

```
int main(int argc, char** argv) {  
  
    .....  
  
    //Function that has potential to throw exception are  
    //put inside 'try' block.  
    //If no error condition exists, i.e. no exception is thrown by the statements  
    //inside 'try' block,  
    //these statements will be executed in usual manner.  
    //All the statements inside 'catch' block will be skipped.  
    //If an exception is thrown on an error condition by any  
    //function call or statement inside 'try' block rest of the  
    //statements inside 'try' block will be skipped and the  
    //statements inside 'catch' block will be executed..  
    try {  
        cout<<"quotient("<<dividend<<", "<<divisor<<"): "<<  
            quotient(dividend, divisor)<<endl;  
  
    }  
    //catch clause can use standard exception reference to  
    //catch any exception that has been derived from  
    //the standard exception, simplifies coding  
    catch (const exception& ex) {  
        cout<<ex.what()<<endl;  
    }  
  
    .....  
  
    return 0;  
  
}
```