

Agenda

- Revision
 - Association
 - upcasting & downcasting
 - overriding
 - virtual function
 - virtual destructor
 - dynamic memory allocation (example)
- Exception Handling
- Template

Revision (demo01 to dmeo04)

Exception Handling (demo05 to demo10)

- try
 - to check for an function if is genrating an exception
 - every try block should have atleast 1 catch block.
 - try block can have multiple catch blocks
- catch
 - it handles the exception
- throw
 - is used to generate an exception

Exception Specifications (demo11)

- it is a list the function tells which all exceptions it is going to throw.
- if the exception that function is throwing is not mentioned in the list then such exceptions are not handled and your program gets terminated after throwing an instance of that exception

Custom Exception class (demo12)

Template (demo13 to demo15)

- function template
- class template