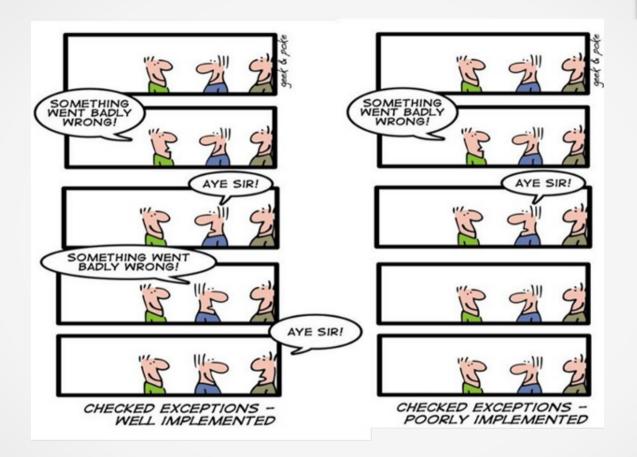
# C++ Exception Handling



http://geekandpoke.typepad.com/geekandpoke/2009/06/simply-explained-checked-exceptions.html

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# Range checking

```
int main () {
     std::vector<int> myvector (10); // 10
    zero-initialized ints
    // assign some values:
     for (unsigned i=0; i<myvector.size(); i++)
       myvector[i]=i;
     std::cout << "myvector contains:";</pre>
     for (unsigned i=0; i<=myvector.size(); i++)
       std::cout << ' ' << myvector[i];</pre>
     std::cout << '\n';
    return 0;
```

#### Output

- My vector contains:
- 01234567890

## Range checking ::at

```
int main () {
std::vector<int> myvector (10); // 10
zero-initialized ints
// assign some values:
for (unsigned i=0; i<myvector.size(); i++)
  myvector.at(i)=i;
std::cout << "myvector contains:";</pre>
for (unsigned i=0; i<=myvector.size(); i++)
  std::cout << myvector.at(i);</pre>
std::cout << '\n';
return 0;
```

### Output

terminating with uncaught exception of type std::out of range: vector

- My vector contains:
- 0 1 2 3 4 5 6 7 8 9 Abort trap

# Traditional Error Handling

Special class to handle error

```
struct Range_error {};
void f (int n) {
   if (n < 0 || max < n) throw Range_error{};
}</pre>
```

terminate a program:

```
if (something_wrong) exit(1);
if (argc != 2) {
std::cerr << "Incorrect number of arguments" << std::endl;
std::cerr << "Usage: ./factory course (C++/Java)" << std::endl;
std::exit(EXIT_FAILURE);
}</pre>
```

# Traditional Error Handling (cont...)

- Return an error value:
  - int get\_int(); // get next integer when no acceptable "error value is present".
- Return a legal value and leave program in error state: double d = sqrt(-1.0)
- Call an error handler:
  - if (something\_wrong) something\_handler; // possibly continue

# Exception Handling (Simple Example)

• Catching Exception:

```
• void f() {
     try {
         throw E {};
     catch(H) {
        // when do we get here?
```