Define a new exception

```cpp
void test4()
{
    class PEBKACXecption : public std::exception        (Polymorphisme)
    {
    public:                                             → specify what exception
        virtual const char * what() const throw()         the method can throw
        {
            return ("Problem exists between keyboard and chair");
        }
    };

    try
    {
        test3();
    }
    catch (PEBKACXception & e)        ← specific catch
    {
        // Handle the fact that the user is an idiot
    }
    catch (std::exception & e)        ← generic catch
    {
        // Handle other exceptions like std::exception (← or descendants)
    }
}
```

try-catch → consumes lots of resources so not to be used
when a function fails often, for rarer exceptions