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Data Structures (CS 2028C)

Lab 5

1. The objectives/concepts explored in this assignment were the use of catching and throwing exceptions as well as templates. Exceptions are important because they allow our programs to continue running and act appropriately when something goes wrong in execution, such as improper data types being used or unexpected user input. They act as a safeguard and can also alert users or designers of issues that arise during program runtime. Templates are useful in that they allow us to create blueprints for certain classes or functions that are modular. We can write a template class and then let the compiler generate code to use it for different data types. This can save time and space by reducing need for redundant code that performs the same operations on two different data types.