4-1 Activity: Exceptions

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**Overview**

In this activity, I learned that it is very crucial to understand, not just to learn but to learn how to learn the ideal requirements that are used for different exceptions. As I started to look deep in the emphasis of handling an exception where I had used “try”, “catch”, and “throw” to see the differences on each line of code in which would meet the necessary requirements to give appropriate results. As we know these exceptions are used to reference and correlate to give a different outcome, rather than what’s ideally intended. As we test code, we only want to test and see the outcome of the incorrect result so we cannot waste CPU, software Q&A tester, or my time before the code is committed and pushed. However, my attempt in this activity was to throw certain exceptions from the given program and catch them to insert a proper response on why there is a thrown exception. As I did this on every method given, I was able to use the “try” to input the code that I desired to test out by following with the catch and throw response. Although, for the modifications (TODOs) in this activity … it helped me to understand and to apply logical operators where it would work best when I ran the try, catch, and cout << throw exceptions responses, for a software engineer to best rational understand the why and what of an exception when it’s happening.

