1. True/False

T/F: An exception is just a string.

Answer: False, an exception is an object that has a string member. (Page 227)

1. Multiple Choice

Which of the following is derived type of the exception class?

1. logic\_error
2. overflow\_error
3. length\_error
4. All of the above.
5. None of the above.

Answer: D. All of these are a derivation of the standard exception class.

1. Fill in the Blank

“By including assertions in your program, you facilitate the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ process.”

Answer: debugging. (Page 230)

1. Short Answer or Code

List 3 general guidelines for using exception handling.

Answer: (These are examples, others may exist)

Have few statements in a try block to isolate problems.

Place catch blocks for every type of exception that may be thrown by the code in the try block.

Deriving custom exception classes can help better classify/identify possible errors.

Avoid using new in a try block to prevent confusion about what memory may or may not have been allocated or deallocated.

Add a throw clause to function headers/prototypes so it is clear what exceptions may be thrown.

(Page 240)