Exercise 3e - Exception handling

Beskrivning

We will in this course just focus on the basics on exceptions. Python Java etc. have good built-in exception when something goes wrong. C++ also have exceptions, but you need to do a lot more work yourself.

To create "throw" an exception we need to be inside a *catch* block a generate an exception with the command *throw*.

The exception will then be "catched" by the *catch* statement.

```cpp
#include <iostream>

int main()
{
    try
    {
        throw 10;
    }
    catch (int e)
    {
        std::cout << "Exception Nr. " << e << std::endl;
    }
}
```

The above code will always throw exception 10.

Exercise 3f

- Copy the above code to your editor
- Modify it so the program fist asks for an integer value named *input*
- The text to the user shall be "Enter a number:"
- Create an exception and throw 0 if the user enters 0 as value
- Create an exception and throw -1 if the user enters a negative value