In this scenario I used a catch all handler. Noticing catch in C++ is a bad practice. It can make the debugging process difficult because it catches all exceptions including those from std::exception, and also ones that are not. It makes it hard to determine the type of exception and the cause of the error at times.

In this code given exceptions were used to handle the specific error conditions like the divide by zero situation. This allows for the exception to be thrown and so they are caught and handled accordingly. Hence how each try and catch block was tailored to a specific exception or set of exceptions. This made the code much easier to debug and, in this case, not cause the application to crash.

