Exception Handling

The run time error that may arise during the normal executin of the program is know as exception. example Division by zero, trying to excess the array out of bound, memory overflow, keyboard interrupt etc

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Types of Exception

- Synchronous:- Exception such as Division by error, array out of bound, memory overflow ect
- asynchronous:- The errors that are out of the control of the program such as keyboard interrupt.

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Here the proposed exception handline mechanism in c++ is designed to handle only synchronous exception

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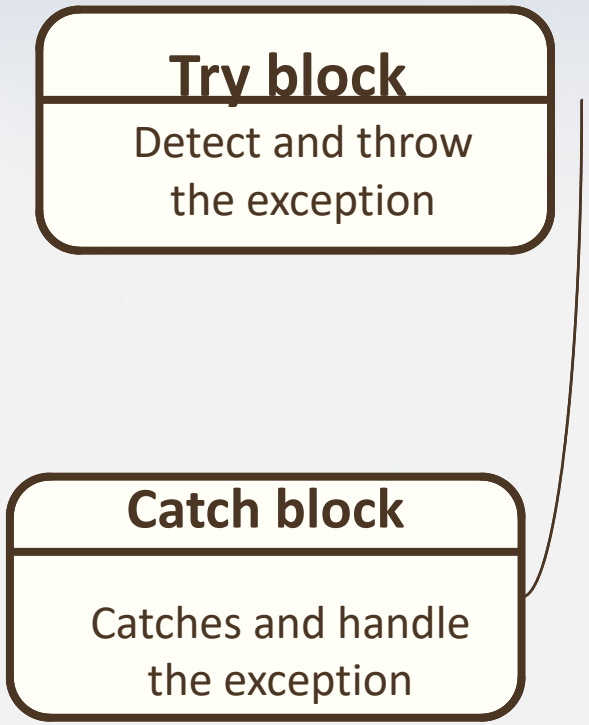
The exception handling mechansim in c++ is basically built upon three keywords ***try, throw and catch.*** The try is used to preface the statement(surrunded bu breaces) which may generate the exception. Then, if the exception is detected then it is thrown by the throw statement in the try block. Then the exception thrown by the throw staement in the try block is catches by the catch statement and haldles it appropriately.

The catch block that catches the exception should immediately follow the try block.



Function generating the exception

Most often the exception is thrown by the function which is invoked in the try block. The point where the exceptoin is thrown is know as throw point. Once the exception is thrown the contron cannot return to the throw point.