For this activity, I was a bit confused as I’ve had little experience dealing with exceptions, more specifically in C++. For my custom exception, I implemented a class with a public `what` function that would return a string, “a custom return!”. This fulfilled the custom exception requirement as I was able to call e.what() to keep the uniformity of the other exception handlings. The code worked as I believe would be expected, in that it properly threw exceptions for dividing by 0, a random standard exception, and a custom exception.

Text

Description automatically generated