1. Write a c++ program to demonstrate to use of the finally block for handling exceptions

```
#include <iostream>
class Finally {
public:
  ~Finally() {
     std::cout << "Executing finally block" << std::endl;
  }
};
void functionWithFinally() {
  Finally f;
  try {
     throw std::runtime_error("An error occurred");
  } catch (const std::exception &e) {
     std::cout << "Caught exception: " << e.what() << std::endl;
  }
}
int main() {
  functionWithFinally();
  return 0;
}
Output: Caught exception: An error occurred
```

Executing finally block

2. Write a c++ program to demonstrate to use of nested try-catch blocks for handling exceptions

```
#include <iostream>
#include <stdexcept>

void nestedTryCatch() {
    try {
        throw std::runtime_error("Inner exception");
    } catch (const std::runtime_error &e) {
        std::cout << "Caught inner exception: " << e.what() << std::endl;
        throw; // rethrow the exception
    }
} catch (const std::exception &e) {
    std::cout << "Caught outer exception: " << e.what() << std::endl;</pre>
```

```
}
}
int main() {
  nestedTryCatch();
  return 0;
}

Output : Caught inner exception: Inner exception
Caught outer exception: Inner exception
```

3. Write a c++ program to demonstrate to use of user-defined exception for handling

```
custom exception
#include <iostream>
#include <exception>
class MyException : public std::exception {
public:
  const char* what() const noexcept override {
     return "My custom exception";
  }
};
void functionWithCustomException() {
  throw MyException();
}
int main() {
  try {
     functionWithCustomException();
  } catch (const MyException &e) {
     std::cout << "Caught custom exception: " << e.what() << std::endl;
  return 0;
}
```

Output: Caught custom exception: My custom exception

4. Write a c++ program to demonstrate to use of the standard class for handling exceptions

```
#include <iostream>
#include <stdexcept>
void functionWithStandardException() {
```

```
throw std::runtime_error("Standard runtime error");
}
int main() {
   try {
      functionWithStandardException();
   } catch (const std::runtime_error &e) {
      std::cout << "Caught standard exception: " << e.what() << std::endl;
   }
   return 0;
}</pre>
```

Output: Caught standard exception: Standard runtime error

#include <iostream>

5. Write a c++ program to demonstrate to use of the keyword to throw an exception

```
#include <stdexcept>

void functionThrowingException() {
    throw std::runtime_error("Thrown exception");
}

int main() {
    try {
       functionThrowingException();
    } catch (const std::exception &e) {
       std::cout << "Caught exception: " << e.what() << std::endl;
    }
    return 0;
}</pre>
```

Output: Caught exception: Thrown exception

6. Write a c++ program to demonstrate to use of multiple catch blocks for handling different types of exceptions

```
#include <iostream>
#include <stdexcept>

void functionWithMultipleExceptions(int errorType) {
   if (errorType == 1) {
      throw std::runtime_error("Runtime error");
   } else if (errorType == 2) {
      throw std::logic_error("Logic error");
   } else {
```

```
throw std::exception();
}

int main() {
  try {
    functionWithMultipleExceptions(1);
  } catch (const std::runtime_error &e) {
    std::cout << "Caught runtime error: " << e.what() << std::endl;
  } catch (const std::logic_error &e) {
    std::cout << "Caught logic error: " << e.what() << std::endl;
  } catch (const std::exception &e) {
    std::cout << "Caught general exception" << std::endl;
  }
  return 0;
}</pre>
```

Output: Caught runtime error: Runtime error

7. Write a c++ program to demonstrate to use of try-catch blocks for handling exceptions

```
#include <iostream>
#include <stdexcept>

void functionWithTryCatch() {
    try {
        throw std::runtime_error("Exception in function");
    } catch (const std::exception &e) {
        std::cout << "Caught exception: " << e.what() << std::endl;
    }
}

int main() {
    functionWithTryCatch();
    return 0;
}</pre>
```

Output: Caught exception: Exception in function