**Practical-1**

**Aim: WAP to create a class which illustrate the concept of handling all types of exceptions using general exception.**

**Program:**

#include<iostream>

using namespace std;

class Calculator

{

public:

int x;

public:

void setData()

{

cout << "\* Enter value :- "; cin >> this->x;

}

void getData()

{

cout << endl << "=> Sum :- " << this->x;

}

Calculator operator+(Calculator n)

{

Calculator temp;

temp.x = this->x + n.x;

return temp;

}

Calculator operator-(Calculator n)

{

Calculator temp;

temp.x = this->x - n.x;

return temp;

}

Calculator operator\*(Calculator n)

{

Calculator temp;

temp.x = this->x \* n.x;

return temp;

}

Calculator operator/(Calculator n)

{

Calculator temp;

temp.x = this->x / n.x;

return temp;

}

Calculator operator%(Calculator n)

{

Calculator temp;

temp.x = this->x % n.x;

return temp;

}

};

int main()

{

Calculator c1,c2,c3;

int choice;

do

{

cout << "=> Press 1 for addition." << endl;

cout << "=> Press 2 for substraction." << endl;

cout << "=> Press 3 for multiplication." << endl;

cout << "=> Press 4 for division." << endl;

cout << "=> Press 5 for modulus." << endl;

cout << "=> Press 0 for exit this program." << endl;

cout << endl << "\* Enter your choice :- "; cin >> choice;

switch(choice)

{

case 1:

cout << endl;

c1.setData();

c2.setData();

c3 = c1 + c2;

c3.getData();

break;

case 2:

cout << endl;

c1.setData();

c2.setData();

c3 = c1 - c2;

c3.getData();

break;

case 3:

cout << endl;

c1.setData();

c2.setData();

c3 = c1 \* c2;

c3.getData();

break;

case 4:

cout << endl;

c1.setData();

c2.setData();

try

{

if(c2.x == 0)

{

throw 1;

}

else

{

c3 = c1 / c2;

c3.getData();

}

}

catch(...)

{

cout << endl << "=> General Encaption block....";

}

break;

case 5:

cout << endl;

c1.setData();

c2.setData();

try

{

if(c2.x == 0)

{

throw 1;

}

else

{

c3 = c1 % c2;

c3.getData();

}

}

catch(...)

{

cout << endl << "=> General Encaption block....";

}

break;

case 0:

cout << endl << "Thank you.....";

break;

default:

cout << endl << "=> Invalid choice......";

break;

}

cout<<endl<<endl<<"==========================="<<endl << endl;

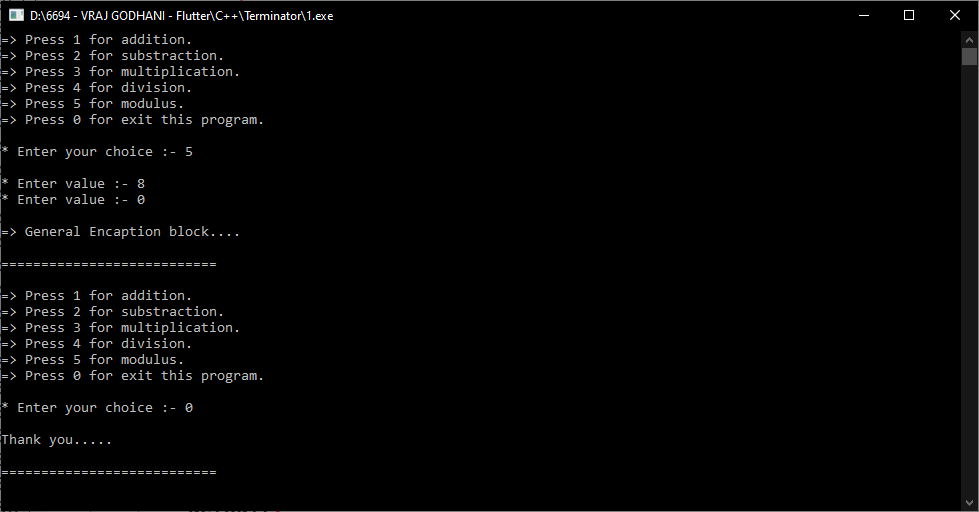
}

while(choice!=0);

return 0;

}

**Output:**

****