#include <iostream>

Using namespace std;

Class books {

Private:

String title;

Int price;

Public:

Void getb() {

Try {

Cout << “Enter book title: “;

Cin >> title;

Cout << “Enter book price: “;

Cin >> price;

If (price > 500 && price < 1000) {

Displayb();

} else {

Throw 1;

}

} catch (int i) {

Cout << “Caught exception in getb()” << endl;

Cout << “Invalid data entered” << endl;

Title = “”;

Price = 0;

Displayb();

Throw;

}

}

Void displayb() {

Cout << “The details of the book you entered are:” << endl;

Cout << “Title: “ << title << endl;

Cout << “Price: “ << price << endl;

}

};

Class tape {

Private:

String title;

Float price;

Float min;

Public:

Void gett() {

Try {

Cout << “Enter tape title: “;

Cin >> title;

Cout << “Enter tape price: “;

Cin >> price;

Cout << “Enter play time (in minutes): “;

Cin >> min;

If (price > 500 && price < 1000) {

Displayt();

} else {

Throw 0.0f;

}

} catch (float f) {

Cout << “Caught exception in gett()” << endl;

Cout << “Invalid data entered” << endl;

Title = “”;

Price = 0.0;

Min = 0.0;

Displayt();

Throw;

}

}

Void displayt() {

Cout << “The details of the tape you entered are:” << endl;

Cout << “Title: “ << title << endl;

Cout << “Price: “ << price << endl;

Cout << “Play time: “ << min << “ minutes” << endl;

}

};

Int main() {

Books b;

Tape t;

Int choice;

Cout << “Do you want to buy a book (Press 1) or a tape (Press 2): “;

Cin >> choice;

Switch (choice) {

Case 1:

Try {

b.getb();

} catch (…) {

Cout << “Caught exception in main()” << endl;

}

Break;

Case 2:

Try {

t.gett();

} catch (…) {

Cout << “Caught exception in main()” << endl;

}

Break;

Default:

Cout << “Invalid choice! Please try again.” << endl;

Break;

}

Return 0;

}