

Lab 15

Using Exceptions

In this exercise you will modify the template version of a stack class and its test program to use exception handling. The starter version prints an error message and aborts when error occurs. The exception handler version will print an error message and then prompt for a new command.

Suggested time: 30 minutes

Instructions:

1. In the working directory is the template version of a stack class, with a test program that exercises an integer stack. If an error occurs in the stack functions, the program prints an error message and aborts. Verify this functionality.
2. Modify both the stack class and the test program to make use of exception handling. The stack class should throw an exception (of type **char***) on a stack error. The test program should use a **try** block. On detecting an error, the program should print an error message (which is passed as an argument of the exception) and then prompt for a new command.