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Exception Handling (Fundamentals)

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Errors

- ▶ There are two common types of Bugs
 - Logic errors
 - Poor understanding of the problem and
 - The solution you have come up with.
 - Syntax errors
 - Due to the poor understanding of the language.
- ▶ We can detect these errors
 - By exhaustive debugging and
 - Testing procedures

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Exceptions

- There are **peculiar problems** other than logic and syntax errors
- These are known as **exceptions**.
- Exceptions are
 - **runtime anomalies** or
 - **unusual conditions**that a program may encounter **during execution**.
- **Anomalies might include**
 - Division by zero
 - Access to an array out of its bounds
 - Running out of memory etc.

It's a good exercise to list some other anomalies.

Motivation

```
#include <iostream>
using namespace std;
int main()
{
    int a, b, d,r;
    cout<<"Enter the value of a\n";
    cin>>a;
    cout<<"Enter the value of b\n";
    cin>>b;
    d=a/b;
    cout<<"I am about to divide a by d\n";
    r=a/d;
    cout<<"Result of dividing a by d is "<<r<<"\n";
    cout<<"I am happy I am getting printed";
    return 0;
}
```

Enter the value of a

4

Enter the value of b

2

I am about to divide a by d

Result of dividing a by d is 2

I am happy I am getting printed

Enter the value of a

2

Enter the value of b

2

I am about to divide a by d

Floating point exception

Important

- ▶ When a program encounters exceptional condition,
 - It should be **identified** and **dealt** with effectively.
- ▶ C++ provides a mechanism to handle these kind of peculiar conditions.

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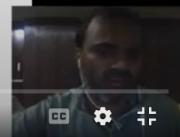


Two kinds of Exceptions

- ▶ There are two kinds of Exceptions
 - **Synchronous Exceptions**
 - Like, out of bound or division by zero
 - **Asynchronous exceptions**
 - Errors beyond the control of the program
 - Like, keyboard interrupts

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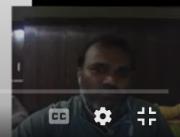
Exception Handling mechanism

- ▶ The purpose of Exception handling mechanism
 - Facilitate the **detection** and **notifying** of the error
 - So that, **appropriate action can be taken**
- ▶ **Handles Synchronous exceptions**



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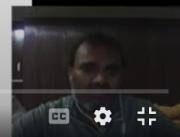
So, here we are...

- ▶ **An exceptional condition is,**
 - An error situation that occurs during **the normal flow of events** and **prevents the program from continuing correctly.**
- ▶ C++ supports exception handling mechanism
 - To **manage run-time errors** in an orderly fashion.
- ▶ Using exception handling,
 - The program can **automatically invoke** an **error-handling routine** when **an error occurs.**



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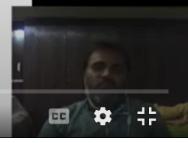


Tasks to be performed by an error-handling mechanism

- ▶ Detect the problem causing exception (**Hit the exception**).
- ▶ Inform that an error has occurred (**Throw the exception**).
- ▶ Receive the error information (**Catch the exception**).
- ▶ Take corrective actions (**Handle the exceptions**).

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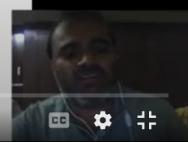
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Building blocks

- ▶ C++ exception handling is built upon three keywords:
 - **try**,
 - **catch**, and
 - **throw**.

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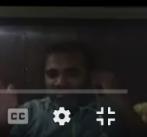
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How to handle?

- ▶ Program statements that you want to monitor for exceptions are contained in a **try block**.
- ▶ If an exception (**i.e., an error**) occurs **within the try block**, it is thrown (**using throw**).
- ▶ The **exception is caught**, using **catch**, and **processed**.

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Handled

```
#include <iostream>
using namespace std;
int main()
{
    int a, b, d,r;
    cout<<"Enter the value of a\n";
    cin>>a;
    cout<<"Enter the value of b\n";
    cin>>b;
    d=a-b;
    cout<<"I am about to divide a by d\n";
    try
    {
        if (d==0)
        {
            throw 100;
        }
        else
        {
            r=a/d;
            cout<<"Result of dividing a by d is "<<r<<"\n";
        }
    }
    catch(int errorcode)
    {
        cout<<"You cannot divide anything by 0\n";
    }
    cout<<"I am happy I am getting printed";
    return 0;
}
```

Enter the value of a

4

Enter the value of b

2

I am about to divide a by d

Result of dividing a by d is 2

I am happy I am getting printed

Enter the value of a

2

Enter the value of b

2

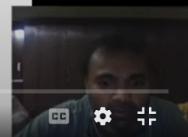
I am about to divide a by d

You cannot divide anything by 0

I am happy I am getting printed

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General Form of try and catch

```
try {  
    // try block  
}  
catch (type1 arg) {  
    // catch block  
}  
catch (type2 arg) {  
    // catch block  
}  
catch (type3 arg) {  
    // catch block  
}  
.  
. .  
catch (typeN arg) {  
    // catch block  
}
```

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How it is done?

- ▶ When an exception is thrown,
 - It is caught by its corresponding catch statement, which processes the exception.
- ▶ There can be more than one catch statement associated with a try.
- ▶ Which catch statement is used is determined by the type of the exception.?

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How it is done?

- ▶ If the **data type specified by a catch** matches that of **the exception**,
 - Then that catch statement is executed (**and all others are bypassed**).
- ▶ **When an exception is caught,**
 - **arg** will receive its value. Any type of data may be caught, including classes that you create.
- ▶ **If no exception is thrown** (that is, no error occurs within the try block),

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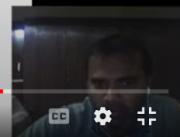


How it is done?

- ▶ The general form of the throw statement.
throw exception;
- ▶ **throw** generates the exception specified by **exception**.
- ▶ **If this exception is to be caught,**
 - Then throw must be executed either from within a try block itself, or
 - From any function called from within the try block (**directly or indirectly**).

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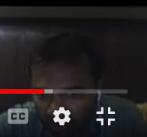


If no matching catch?

- ▶ If we **throw an exception** for which there is no applicable **catch** statement,
 - **An abnormal program termination may occur.**
- ▶ **Throwing an unhandled exception,**
 - Causes the standard library function **terminate()** to be invoked.
- ▶ By default, **terminate()** calls **abort()** to stop your program.

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If no matching catch?

- ▶ If we **throw an exception** for which there is no applicable **catch** statement,
 - **An abnormal program termination may occur.**
- ▶ **Throwing an unhandled exception,**
 - Causes the standard library function **terminate()** to be invoked.
- ▶ By default, **terminate()** calls **abort()** to stop your program.
- ▶ But we can specify your **own termination handler.**

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