P3)

//PROGRAM 3

#include<iostream>

using namespace std;

int main()

{

int a;

try

{

cout<<"Enter a no\n";

cin>>a;

if(a>0)

{

throw 1;

}

else if(a<0)

{

throw 1.0;

}

else

throw 'x';

}

catch(int y1)

{

cout<<">0";

}

catch(char y2)

{

cout<<"=0";

}

catch(double y3)

{

cout<<"<0";

}

return 0;

}

OUTPUT:





