P4)

//PROGRAM 4

#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(...)

{

if(a>0)

{

cout<<"a>0";

}

else if(a<0)

{

cout<<"a<0";

}

else

{

cout<<"a=0"<<endl;

}

}

return 0;

}

OUTPUT:





