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4-1 Activity: Exceptions

In this Project, we were tasked with practicing exception catching. Exceptions are a programmer’s way of catching runtime errors in their code before they reach the user of their program. This method helps the programmer to be in control of what the user sees and also prevents the system from terminating the program in some cases or showing an undesirable output to the user due to the exception. C++ comes with different methods for catching exceptions. Most exceptions are usually placed in a try() and catch() block of code. The two methods work together to enable a programmer successfully catch an exception that was about to happen. The ex.what() method is usually the method for getting the exact exception that was caught, in a situation where the exception in question is not known. In this project, we were tasked with throwing varieties of exceptions. The first one I threw was that of “invalid argument” exception, this was of choice as I was required to throw any standard C++ exception. The next exception that was written was the one for custom exception that was needed to be caught and the specific error displayed using the ex.what() function. This was used to catch a division by zero exception. Exceptions come in handle as a tool available to any programmer for catching errors. The screenshot of the running program is as shown below:

A screenshot of a computer

Description automatically generated