

```

        """
    """

    catch?
        try
            catch

, - :

    " "
        .

        ' ?

delete pR;
    ' ' .

?

?

.

?

size()

, , , ,

.. -
STL

C++ ...

-

?

inline

( )?

???,
    this , .

, Student?
stack<Student> S;

?

void unexpected()?

,

catch?

?

back();

?

friend void F( X *, int);

?

set.h

```

?
 :
 - ?
catch(...)
 C++ ?
try
 ?
 , , ?
 ?
clear()
 , , ?
 ?
template <typename T> class C {},
template
 10 **vector<int> v?**
v.push_back(10);
 ...?
 : /
catch:
catch(int), catch(double&), catch(int exc), catch(...)
 ?
map.h
 , **void f()** ?
void f() throw();
 C++, :
try, catch, throw
 ?
 ?
virtual void Draw() = 0;
Frisky , **Cat, Meow()** - **Cat.** **Meow()** ?
Frisky.Meow();
 ?
template<class T>
 :: ?
 ?
 ,

```

-
???

, , ?

bool

?

?

"::"

this , ?

Book *pR = new Book; , , .

?

- void

?

template <typename T> void E() {} ,

int?

const int * p;

?

list.h

?

;

?

multimap.h

throw?

, /

?

« ' »: int * pR = new int; *pR = 72; pR = new int; *pR = 84;

?

vector.h

?

front();

?

push_back(x)

?

vector<int> v;

C++:

void abort(); void unexpected();

?

;

```



```

                                STACK?
,                                , .
    , cin                      ? .
    ? .
    , cout                    ? .
"    "?
    ? .
"    "?
    .
    ?
    , , ? ?
cin .
    ? ?
    ?

```