

Exception Handling

One of the most influential authors in the C++ world is Scott Meyers. His **Effective C++** series is the gold standard for learning how to use C++ correctly. He wrote:



"Forty years ago, goto-laden code was considered perfectly good practice. Now we strive to write structured control flows. Twenty years ago, globally accessible data was considered perfectly good practice. Now we strive to encapsulate data. Ten years ago, writing functions without thinking about the impact of exceptions was considered good practice. Now we strive to write exception-safe code.

Time goes on. We live. We learn."

– Scott Meyers, author of Effective C++ and one of the leading experts on C++. [Mey05]

In a perfect world, users would never mistype a URL, programs would have no bugs, disks would never fill up, and your Wi-Fi would never go down. We, however, don't live in a perfect world. You may wake up, planning to head off for school just like any other day, but sometimes, **something unexpected appears at your front door**.



Fragile code ignores that possibility, but **robust** code plans for any eventuality.



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