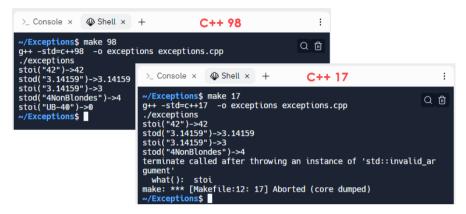
Handling Errors

We finished the last lesson with a question: what should the stoi() and stod() functions do when given invalid input? The C++ 17 version, from the standard library, does one thing, while the version we wrote does something else entirely when given the invalid input "UB-40".



To answer this question, first consider what **should** happen when you try to:

- Print the square root of -2?
- Open a file that doesn't exist? Read data from that file?
- Convert a string that doesn't contain a number to a number?

Each of these is **handled in a different** way. None of them are syntax or linker errors. Instead, they are **runtime errors**. The compiler and linker produced an executable, but when it runs, an error occurs.

Let's examine a few ways to **handle** such errors.



This course content is offered under a CC Attribution Non-Commercial license. Content in

_			
-			