

```
1 #pragma once
2 #include <exception>
3 #include <string>
4
5 using namespace std;
6
7 namespace Hardware
8 {
9     namespace Exception
10    {
11        class ADCReadException : public std::exception
12        {
13        public:
14            ADCReadException(string m = "Can't read ADC data!") : msg(m) {};
15            ~ADCReadException() _GLIBCXX_USE_NOEXCEPT{};
16            const char* what() const _GLIBCXX_USE_NOEXCEPT{ return msg.c_str(); };
17        private:
18            string msg;
19        };
20    }
21 }
```