

```

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 CouldNotGrabImageException : public std::exception
12         {
13         public:
14             CouldNotGrabImageException(string m = "Unable to grab the next image!") : msg(m) {};
15             ~CouldNotGrabImageException() _GLIBCXX_USE_NOEXCEPT{};
16             const char* what() const _GLIBCXX_USE_NOEXCEPT{ return msg.c_str(); };
17         private:
18             string msg;
19         };
20     }
21 }

```