

```
1 #pragma once
2 #include <exception>
3 #include <string>
4
5 using namespace std;
6
7 namespace SoilMath
8 {
9     namespace Exception
10     {
11         class MathException : public std::exception
12         {
13         public:
14             MathException(string m = "Math Exception!") : msg(m) {};
15             ~MathException() _GLIBCXX_USE_NOEXCEPT{};
16             const char* what() const _GLIBCXX_USE_NOEXCEPT{ return msg.c_str(); };
17         private:
18             string msg;
19         };
20     }
21 }
```