

```
1  #pragma once
2
3  #include <exception>
4  #include <string>
5
6  using namespace std;
7
8  namespace Hardware
9  {
10     namespace Exception
11     {
12         class FailedToCreateThreadException : public std::exception
13         {
14         public:
15             FailedToCreateThreadException(string m = "Couldn't create the thread!") : msg(m) {};
16             ~FailedToCreateThreadException() _GLIBCXX_USE_NOEXCEPT{};
17             const char* what() const _GLIBCXX_USE_NOEXCEPT{ return msg.c_str(); };
18         private:
19             string msg;
20         };
21     }
22 }
```