Exceptions

1. Implemente la funcion:

float division(const float a, const float b);

que retorna el valor de la division de a / b.

Implemente una exception derivada de std::exception que se llame ZeroDivision y que sea lanzada por esa función cuando se realiza una división por 0.

1. How exceptions thrown during global variables constructions can be caught?
2. What is the default exception-specification for functions?
3. What happens if an exception is thrown and during the stack unwinding an object destructor throws an exception while it is being destroyed?

* The control is handed to a new handler, the nearest to the new thrown exception
* The exception handling mechanism follows the normal flow of execution
* terminate() is invoked
* unexpected() is invoked

1. When is the original thrown object destroyed?

* When the exception is catched
* Either upon exiting the first handler for the exception thrown or before it is being re-thrown
* Upon exiting the ultimate handler for the exception thrown