Add an exception handler (try/catch/throw) to the class that throws an error message (e.g. “Value out of range”) in the getValue function.

class subRange{

public:

    subRange( int, int );

    void getValue(int);

private:

    int lower, upper;

};

subRange::subRange( int low, int high ){

    lower = low;

    upper = high;

}

void subRange::getValue(int a){

    //TODO

}

**For example:**

| **Test** | **Result** |
| --- | --- |
| subRange x(1,10);  x.getValue(5); | Value: 5 |
| subRange x(1,10);  x.getValue(0);; | Value out of range |