Exception handling

#include <iostream>

using namespace std;

/\* run this program using the console pauser or add your own getch, system("pause") or input loop \*/

#include"calculator.h"

int main(int argc, char\*\* argv) {

calculator c;

int a,b;

while(1){

cout<<"1.+";

cout<<"2.-";

cout<<"3.\*";

cout<<"4.%";

cout<<"5./";

char sign;

cout<<"Enter the operation wants to perform";

cin>>sign;

cout<<sign;

int a='+'==sign;

cout<<a;

try{

if(sign!='+'&& sign!='-'&& sign!='\*' && sign!='/' && sign!='%'){

throw "Please enter the valid sign\n";

}

switch(sign){

case '+':{

int a,b;

cout<<"Enter the a";

cin>>a;

cout<<"Enter the b:";

cin>>b;

//if a n b invalid

try{

if(a<0 && b<0){

throw "Invalid number";

}

cout<<c.add(a,b);

}

catch(const char\* e){

cout<<e;

}

break;

}

case '-':{

int a,b;

cout<<"Enter the a";

cin>>a;

cout<<"Enter the b:";

cin>>b;

//if a n b invalid

try{

if(a<0 && b<0){

throw "Invalid number";

}

cout<<c.sub(a,b);

}

catch(const char\* e){

cout<<e;

}

break;

}

case '\*':{

int a,b;

cout<<"Enter the a";

cin>>a;

cout<<"Enter the b:";

cin>>b;

//if a n b invalid

try{

if(a<0 && b<0){

throw "Invalid number";

}

cout<<c.mul(a,b);

}

catch(const char\* e){

cout<<e;

}

break;

}

case '/':{

int a,b;

cout<<"Enter the a";

cin>>a;

cout<<"Enter the b:";

cin>>b;

//if a n b invalid

try{

if(b==0){

throw "Invalid number";

}

cout<<c.div(a,b);

}

catch(const char\* e){

cout<<e;

}

break;

}

case '%':{

int a,b;

cout<<"Enter the a";

cin>>a;

cout<<"Enter the b:";

cin>>b;

//if a n b invalid

try{

if(a<0 && b<0){

throw "Invalid number";

}

cout<<c.mod(a,b);

}

catch(const char\* e){

cout<<e;

}

break;

}

}//switch ends here

//if switch gets execute then break the loop here

break;

}

catch(const char\* c){

cout<<c;

}

}

return 0;

}

//header file

#include<iostream>

using namespace std;

class calculator{

public:

int add(int,int);

int sub(int ,int);

int mul(int,int);

int div(int,int);

int mod(int,int);

};

//defination

#include"calculator.h"

int calculator::add(int a ,int b){

return a+b;

}

int calculator::sub(int a ,int b){

return a-b;

}

int calculator::mul(int a,int b){

return a\*b;

}

int calculator::div(int a,int b){

return a/b;

}

int calculator::mod(int a,int b){

return a%b;

}

#include <iostream>

#include"television.h"

/\* run this program using the console pauser or add your own getch, system("pause") or input loop \*/

int main(int argc, char\*\* argv) {

Television t;

t.store();

try{

if(t.getModelNum()>9999)//max 4 digit 9999

{

throw "model num is more than 4 digit";

}

if(t.getSize()<12 || t.getSize()>70){

throw "Invalid size";

}

if(t.getPrice()<0 || t.getPrice()>50000){

throw "price is negative or greater then 50000";

}

t.display();

}catch(const char\* e){

cout<<e;

//jar throw zal tar zero ni initialize karych throw zalya vr control yeto catch block madhe

//so ethe zero all values set karyche

t.setModelNum(0);

t.setSize(0);

t.setPrice(0);

t.display();

}

return 0;

}

#include<iostream>

using namespace std;

class Television{

int modelNum;

int size;

double price;

public:

Television();

Television(int,int,double);

void setModelNum(int);

void setSize(int);

void setPrice(double);

int getModelNum();

int getSize();

double getPrice();

void store();

void display();

};

//definations

#include "television.h"

Television::Television(){

this->modelNum=0;

this->size=0;

this->price=0;

}

Television::Television(int n,int s,double p){

this->modelNum=n;

this->size=s;

this->price=p;

}

void Television::setModelNum(int n){

this->modelNum=n;

}

void Television::setSize(int s){

this->size=s;

}

void Television::setPrice(double p){

this->price=p;

}

int Television::getModelNum(){

return this->modelNum;

}

int Television::getSize(){

return this->size;

}

double Television::getPrice(){

return this->price;

}

void Television::store(){

int modelnum,size;

double price;

cout<<"Enter the model number:";

cin>>modelnum;

this->modelNum=modelnum;

cout<<"Enter the size:";

cin>>size;

this->size=size;

cout<<"Enter the price:";

cin>>price;

this->price=price;

}

void Television::display(){

cout<<"\nTelevison\n";

cout<<this->modelNum<<"\n";

cout<<this->size<<"\n";

cout<<this->price<<"\n";

}