Hands-On Activity 4.1 – Throw Statement	
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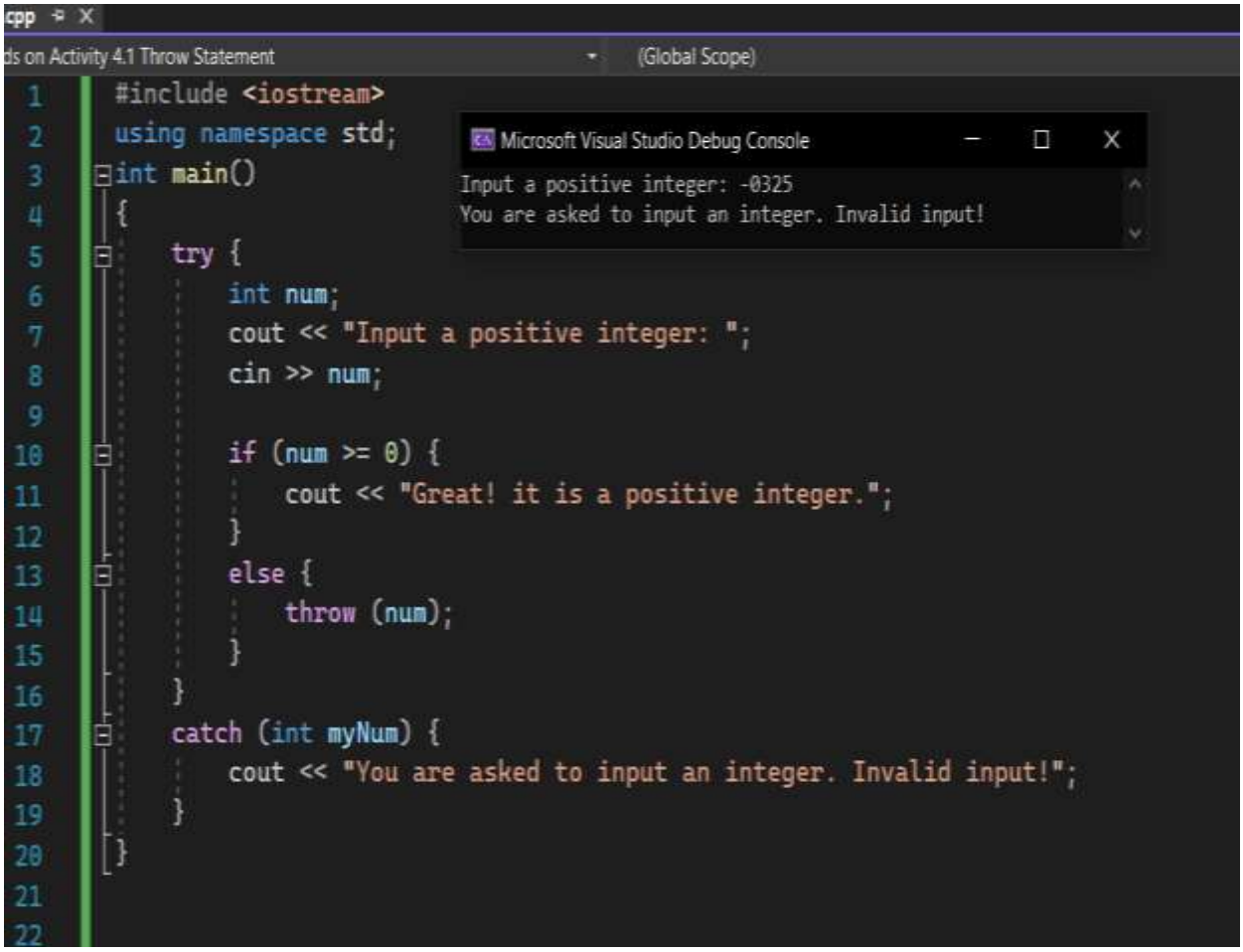

Conclusions:

In this activity, it says that I need to write a program that will throw a statement if the user did not input a positive integer. I then used the sample program that our professor had shown us at the previous meeting. I've learned that throw statement is an exception that occurs is recorded to the calling environment by means of a throw statement. The try statement in C++ enables the user to specify a block of code that will be executed and checked for problems as it goes. When a problem is found, the throw keyword throws an exception. The catch statement then handles any exceptions or allows you to provide a block of code that will run if the try block fails.

As you can see, I test my codes using the try block in my program. If the int variable (num) is less than 0, it will then throw an exception and the catch block will take

care of the rest. As a result, the catch block, as I mentioned, catches the problem, and takes the necessary action. When I tried to input a negative number/integer, it prints out “You are asked to input an integer. Invalid input!”. But if no error occurs in your program like if the number is greater or equal than zero then the catch block is skipped.

I affirm that I will not give or receive any unauthorized help in this activity/exam and that all work will be my own.