Serendipity Booksellers Software Development Project— Part 16: A Problem-Solving Exercise

For this chapter's exercise, you are to implement exception handlers to intercept critical errors (such as memory allocation failures, file open failures, etc.).

First, locate each point in the program where the inventory file is opened. If the program fails to open the file, an exception should be thrown. The exception handler should display an urgent error message indicating the nature of the problem, and terminate the program.

The second modification will be in the `cashier` function. In Chapter 15 you modified that function to ask how many titles the customer is purchasing, and dynamically allocate an array of `SoldBook` objects large enough to hold that many titles. In the event that the `new` operator fails to allocate the required memory, the `cashier` function should throw an exception. Once again, the exception handler should display an urgent message and terminate the program.