Exception Handling

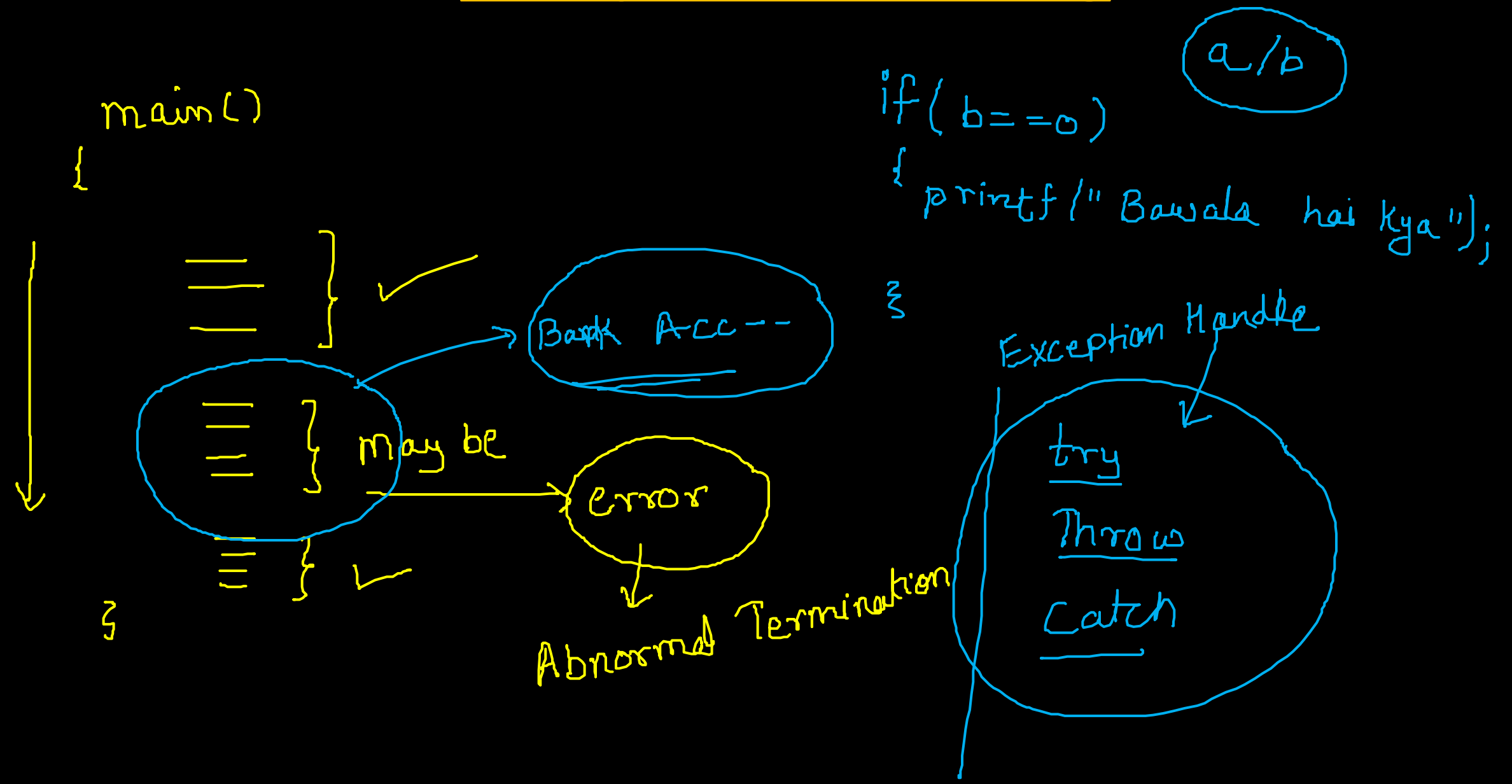
C++ provides the following specialized keywords for this purpose:

try: Represents a block of code that can throw an exception.

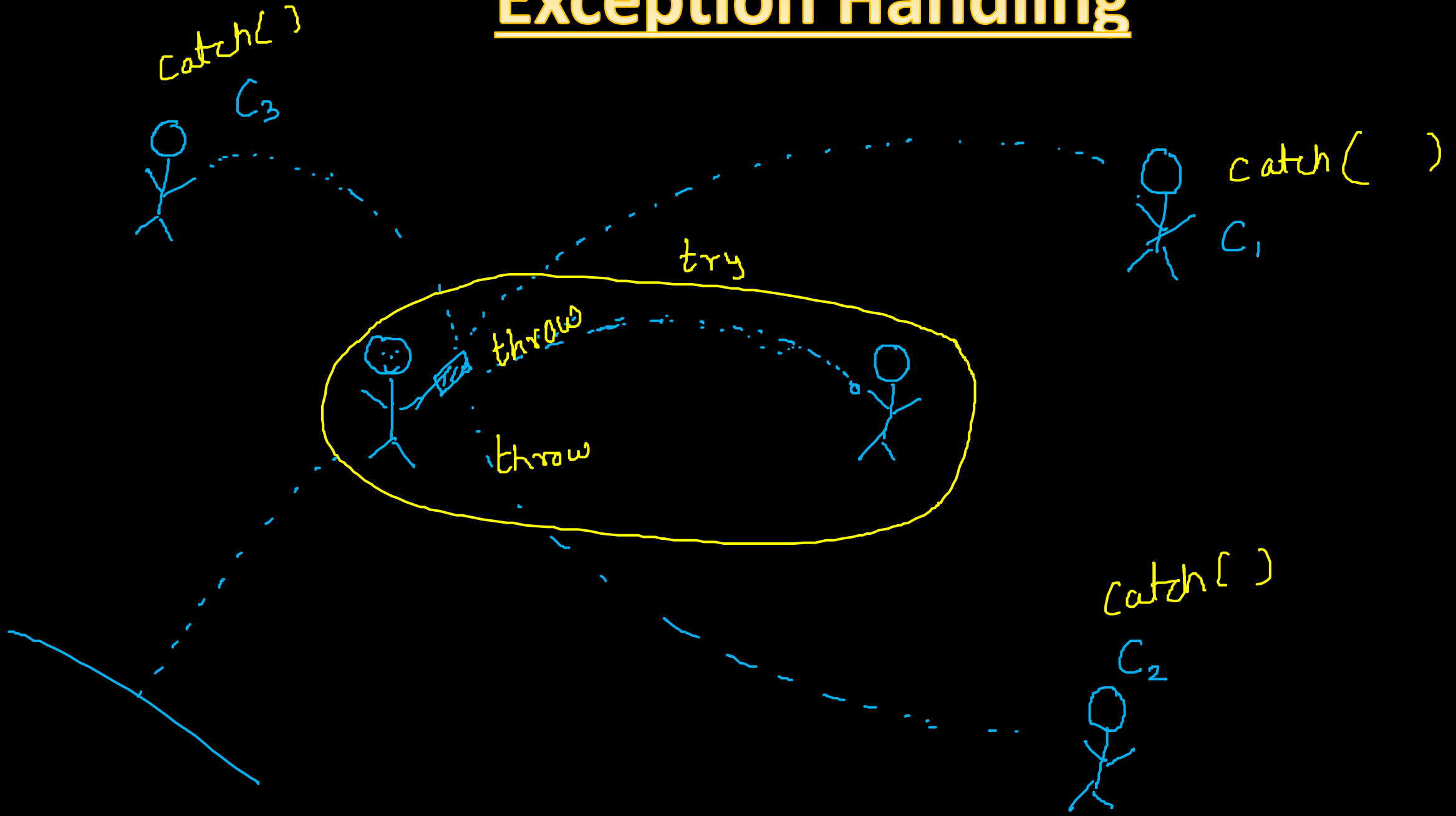
catch: Represents a block of code that is executed when a particular exception is thrown.

throw: Used to throw an exception. Also used to list the exceptions that a function throws but doesn’t handle itself.

Exception Handling



Exception Handling



Type Casting Operator Overloading

```
int x = 5;
float y = x;
```

float ← float, int ← int → implicit Type Casting.

```
Complex(int x)
{
  real = x;
  img = x;
}
```

C

real	img
5	5

```
float y = (float) x;
```

→ Explicit Type Casting.

→ Parametrized Const.

```
Complex c = 5;
```

int → Complex

Initializer List

- For initialization of non-static const data members
- For initialization of reference members
- For initialization of member objects which do not have default constructor
- For initialization of base class members
- When constructor's parameter name is same as data member
- For Performance reasons

```
ABC a(2,3);
```

(1)

```
class ABC
{   int x,y;
public:
    ABC(int a, int b) {x=a; y=b;}
};
```

(2)

```
ABC(int a,int b) : x(a), y(b)
{

}
```