

Exception Handling

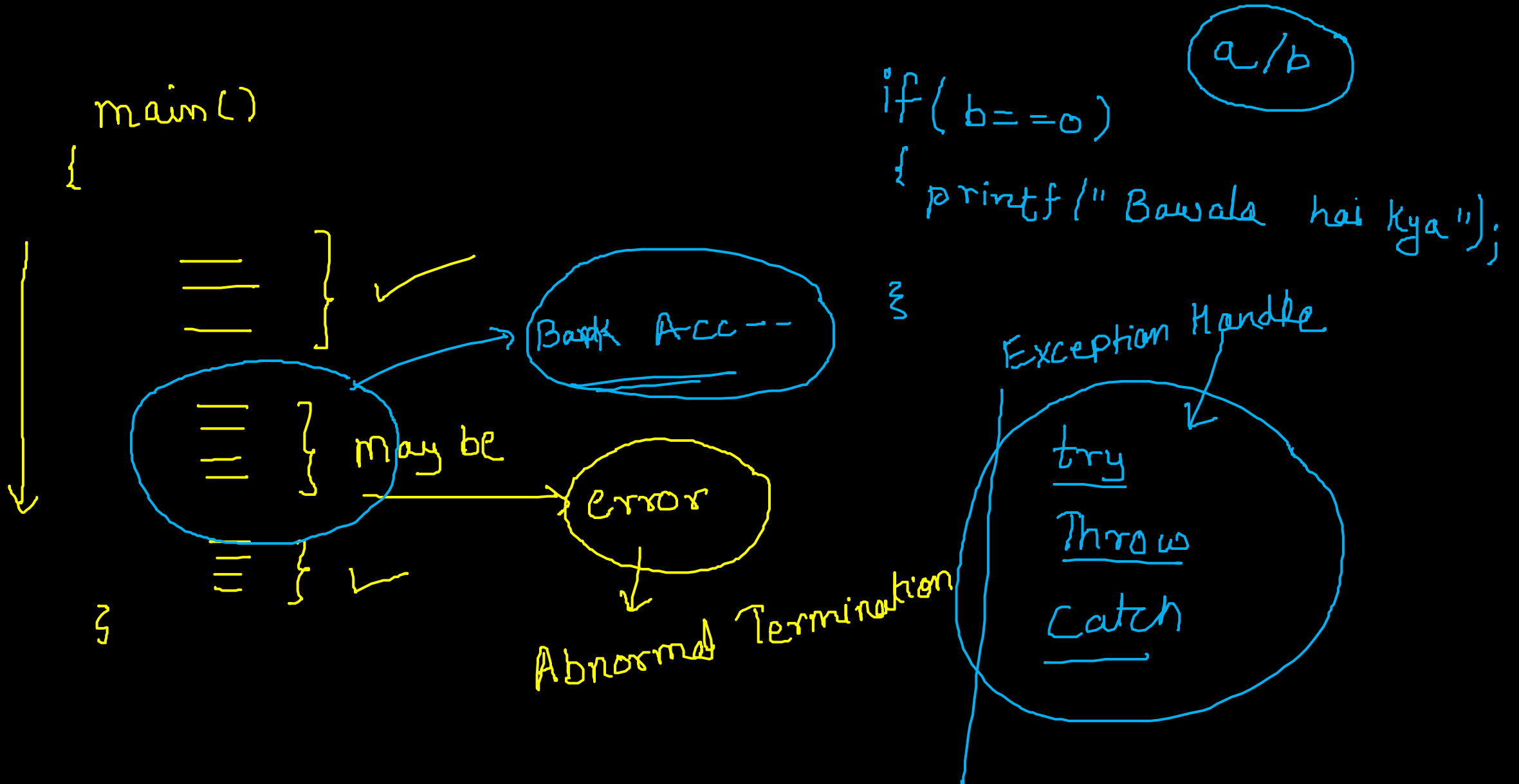
C++ provides the following specialized keywords for this purpose:

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

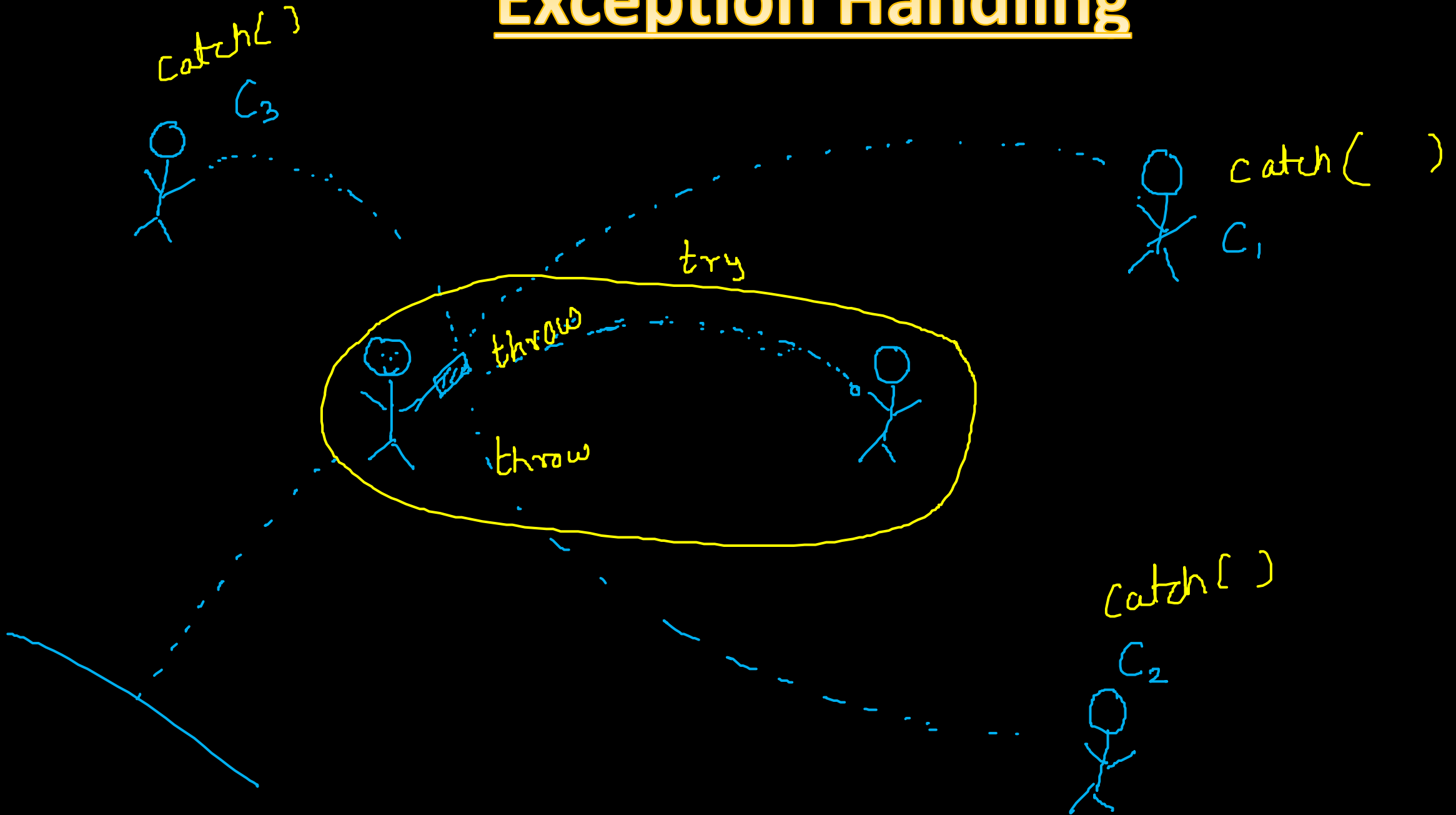
catch: Represents a block of code that is executed when a particular exception is thrown.

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

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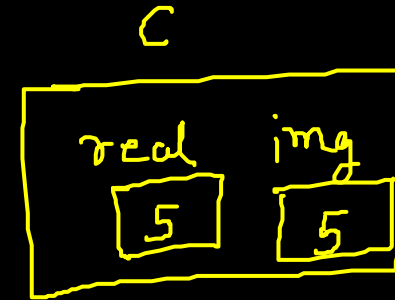
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Type Casting Operator Overloading

int x = 5;
float y = x; → implicit Type Casting.

↑ ↑
float int



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

float y = (float) x; → Explicit Type Casting.

→ Parametrized Const.

Complex c = 5;

int → Complex