9/3/24, 10:27 PM Courses | CodeCrafters



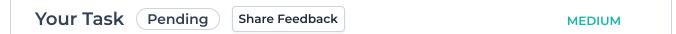
Runtime Errors: Binary Operators (1/2) #YU6 (Pending)

Complete previous stages to gain access to this stage.









In this stage, you'll add support for handling runtime errors while evaluating the binary operators * & /.

Book reference

The code for this stage is implemented in **Section 7.3: Runtime Errors**.

Tests

The tester will test your program using a test.lox file that contains an expression with the binary operators * or / . This expression will contain a usage of the * or / operator that should throw a runtime error.

The binary operators * & / will throw a runtime error if the operands are not both numbers.

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