

Exception handling

- Exceptions are Runtime errors
- Try and catch blocks are used for handling exceptions
- If exceptions are not handled then program may crash
- Exceptions must give a message to the user, giving correct reason on cause of exception
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- A try block can have Multiple catch blocks
- Catch-All can catch all exception
- Catch-All must be a last block
- If classes in inheritance are used in catch block then child class should come first

```
#include <iostream>
using namespace std;

int division(int a,int b)throw(int)
{
    if(b==0)
        throw 1;
    return a/b;
}

int main()
{
    int x=10,y=2,z;

    try
    {
        z=division(x,y);
        cout<<z<<endl;
    }
    catch(int e)
    {
        cout<<"Division by zero "<<e<<endl;
    }
    cout<<"Bye"<<endl;
}
```