* Namespace :- In C++, namespace are used to organise too many classes so that it can be easy to handle the applicatio for accessing the class of a namespace, we need to use namespace name, class name

We can use it using keywords so that we don't have to use complete name all the time.

Example of namespace –

```
namespace first()
{
void sayhello()
{
cout<<"Hello first namespace"<<endl;
}}
namespace second()
{
void sayhello()
{
cout<<"Hello second namespace"<<endl;
}}
void main()
{
first :: sayhello();
second :: sayhello();
getch();
}
```

Output – Hello first namespace
Hello second namespace

* Exception handling — Exception handling in C++ is a process to handle run time errors. We perform exception handling so the normal flow of the application can be maintained even after errors.

All the exception classes in C++ are derived from std:: exception class. Let's see the list of C++ common exception classes.

1. Logic failure — It is an exception that can be detected by reading a code.

2. Runtime error — It is an exception that cannot be detected by reading a code.

3. Bed exception — It is used to hadle the unexpected exception in C++ program.

• C++ exception handling keywords — In C++ we use 3 keywords to perform exception handling.

1- try
2- catch
3- throw

C++ try/catch — Exception handling is performed using try/catch statement. The C++ try block is used to place the code

that may occur exception. The catch block is used to handle the exceptions
Ex- try / catch / block

try[] block – This block captures series of errors in any program at runtime and throw it to the catch block where user can customize the error message.

```
try
{

}
```

Catch[] block– This block catches the errors thrown by try block. This block contains method to customize error.
Syntax–

```
catch
{

}
```

throw function – This function is used to transfer the error from try block to catch block. This function plays major role to save program from crushing.