

## EXCEPTION HANDLING

### Today

- Today we will look at:
  - How C++ allows you to handle errors
  - In particular, we will look at `assert`; and
  - How to `throw` and `catch` exceptions.
- This material is taken from Pohl, Chapter 10.

### Exceptions

- Exceptions are unexpected error conditions.
- A typical example is a “divide by zero”:  
$$x = y / z;$$
where  $z$  has value 0.
- Hitting such an exception causes your program to crash.
- C++ provides some mechanisms for recovering from such exceptions.

### “assert”

- The `assert` library `assert` or `cassert` provides a way of checking the correctness of input.
- For example, in our `point` class, as used in the `rabbit-world`, it doesn’t make much sense to allow values of  $x$  and  $y$  that are less than zero.
- `assert` allows us to make sure that this is not the case.
- For example, we can change the `set` method.

- Instead of:

```
void point::set( double u, double v ) {  
    x = u;  
    y = v;  
}
```

- we can use:

```
void point::set( double u, double v ) {  
    assert(u > 0);  
    assert(v > 0);  
    x = u;  
    y = v;  
}
```

(see point6.cpp)

- If the expression in the `assert` is not true, then the program will abort.
- The idea is that if things go wrong, it is better to detect them at source rather than have to backtrack from some later point in the program where the error shows up.

- You could, of course, do the same with conditionals:

```
void point::set( double u, double v ) {  
    if(u < 0 || v < 0){  
        exit(1);  
    }  
    x = u;  
    y = v;  
}
```

- `assert` is considered to be better style.

## "try", "throw" and "catch"

- `try`, `throw` and `catch` provide a mechanism for detecting and recovering from errors.
- For example we can change the way that we check for errors in our `point` class.
- (see point7.cpp)

```
void point::set( double u, double v ) {  
    try{  
        if(u < 0){  
            throw u;  
        }  
        else {  
            x = u;  
        }  
    }  
    catch(double u){  
        cout << "That value of x is no good" << endl;  
        cout << "I'm setting x to zero" << endl;  
        x = 0;  
    }  
}
```

- Note that we start with a `try`.
- This encloses a `throw`.
- Following the `try` and the `throw`, there is a `catch`.
- The `catch` is called an *exception handler*.
- The signature of the `catch` must match the type of the thing that is thrown

### Rethrowing exceptions

- If the `catch` can't handle the exception on its own, then it can pass the exception to another handler.
- It does this using a second `throw`.
- The second `throw` does not need an argument.

### Multiple handlers for an exception

- A `try` block can be followed by multiple `catches`.
- In this case, the thing that is thrown is tested against the `catches` in order.
- The first `catch` that has a signature that matches the thing that is thrown will be executed.
- A match is when:
  - The thrown object is the same type as the `catch` argument.
  - The thrown object is of a derived class of the `catch` argument.
  - The thrown object can be converted to a pointer type that is the same as the `catch` argument.

- Since a thrown object can potentially match several different `catches`, it is an error to order the `catches` so that a handler will never be called.

- For example:

```
catch(void *s)
catch(char *s)
```

is not allowed, but:

```
catch(char *s)
catch(void *s)
```

is okay.

- If no matching catch is found, the system looks to see if the try block that generated the exception is nested in another try.
- If so, it will try to match the exception against catches for the out try block.
- This is the same thing that happens when you rethrow an exception.
- If no matching exception handler is found, then a standard handler is called.
- On most systems this is terminate.

### More "catch"

- A catch looks like a function with one argument:

```
catch(double u){
    cout << "I'm setting x to zero" << endl;
    x = 0;
}
```

- The type of the "argument" determines whether the catch matches a given throw.
- You are allowed to have a catch that matches *any* argument:

```
catch(...){
    cout << "You have an error" << endl;
}
```

- That ... is the syntax for "match anything"

### "terminate"

- terminate() is called when there is an exception that does not have a handler.
- By default terminate() calls abort() to stop the program.
- You can redefine terminate() using set\_terminate()
- You call set\_terminate() with a pointer to the function you want terminate() to call when there is an exception that does not have a handler.

### Exception specification

- C++ allows you to declare the kinds of exception that a function will throw:
- For example:

```
void translate() throw(unknown_wd, bad_grammar) {
    .
    .
    <some stuff to do translation>
    .
    .
}
```

will only throw exceptions which are objects of type unknown\_wd and bad\_grammar.

- Convention says that if you don't list the exception types, your function can throw any kind of exception.
- If you have a list of exception types, and your function throws another kind of exception, then this other kind of exception is caught by `unexpected`.
- By default, `unexpected` calls `terminate`.
- You can redefine what `unexpected` calls using `set_unexpected()`
- You use this just like `set_terminate()`.

## Summary

- This lecture has looked at:
  - Using `assert` to do error checking.
  - Exception handling.
  - Exception handling introduced `throw`, `try` and `catch`.