

Introduction to Exceptions Exercises

- Write a simple program that throws an exception but does not have any exception-related code
- What happens when this program is run? Explain your results

- What keyword is used to inform the compiler that some code may throw exceptions?
- What keyword is used to inform the compiler that some code should be used to handle an exception?
- How do we specify which type of exception the code should handle?
- How can dynamic binding be used with exception handlers?

- Rewrite your program so that it handles the exception by printing out a message which describes the error condition

- What keyword is used to raise an exception?
- Write a simple program which raises an exception if the user enters a negative number and handles the exception

- What difference would it make if `vector::at()` returned an error code instead of raising an exception?
- Would any changes be needed to the prototype of `vector::at()`?
- Write some sample code to show how this would be used