

# Custom Exception Class Solutions

# Custom Exception Class

- When we write our own exception class, why is it better to derive from a subclass of `std::exception` hierarchy than to write a completely new class?
  - If we derive from `std::exception`, we can use its interface instead of having to design our own
  - We can inherit an existing implementation instead of having to write our own
  - Our exception will automatically be handled by existing `std::exception` catch blocks, without having to add any code
- Why do we not derive directly from `std::exception`?
  - It only has a default constructor
  - No provision for passing a custom error message

# Custom Exception Class Requirements

- When we write our own exception class, which member functions should we consider implementing?
  - Constructor which takes a `const std::string`
  - Constructor which takes a `const char *`
  - Copy constructor
  - Override of `what()` virtual function

# invalid\_student\_grade Members

- In the invalid\_student\_grade class, why did we not provide any data members?
  - The only data needed is the error string, which is a member of `std::out_of_range`
- Why did we not implement a copy constructor or destructor for the class?
  - There are no data members, so we do not need to do anything special when copying or destroying objects of this class
  - The compiler generated defaults will be acceptable
  - Or we can use `=default`

# invalid\_student\_grade Example

- Implement a suitable invalid\_student\_grade exception class
- Write a program which reads a number from standard input and stores it in a StudentGrade object
- If an invalid grade is entered, an invalid\_student\_grade exception is thrown
- Your program should handle any exceptions which are thrown during this process
- Test your program, entering both valid and invalid grades
- (The source code for the StudentGrade classes is provided on the next page)

# StudentGrade Class Definition

```
class StudentGrade {  
    int grade;  
    public:  
        StudentGrade(int grade) : grade(grade) {  
            if (grade < 0)  
                throw invalid_student_grade("Invalid grade");  
            if (grade > 100)  
                throw invalid_student_grade();  
        }  
};
```