C++ Exceptions

CS2704: Object-Oriented Software Design and Construction

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Outline

• Normal control flow
• Handling errors in normal control flow
• Exceptions
  – Execution
  – Reporting errors (throwing exceptions)
  – Handling errors (catching exceptions)
• Guidelines
Normal Control Flow

- Program executes as sequence of statements
  - if conditional reached, will branch
  - if loop reached, stay in loop until condition false
  - if function call found, enter function
  - if end of function found, exit function
- If error occurs must break standard flow

Error Example

```cpp
void Rational::SetDenominator(int Denom) {
    if (Denom != 0) {
        DenominatorValue = Denom;
    } else {
        cerr << "Illegal denominator: " << Denom
             << ", using 1" << endl;
        DenominatorValue = 1;
    }
}
```
Errors in Normal Flow

- Can deal with exceptional conditions by having functions return a “bad” value
  - OK, if function ordinarily returns positive value, can just return negative value
  - Otherwise, have to have return value for error, plus reference parameter to return value
- Error flags considered bad style

Exceptions

- Exception based on idea that if error happens don’t want to continue with normal flow
- Two parts to exceptions
  - throw (or raise)
  - catch (or handle)
- Separates error reporting from error handling
Call Chain

- Sequence of procedure/function calls
- In C++ begins with main
- Next function is call from main
- Thrown exceptions cause exit from call chain looking for exception handler

Exceptional Execution

- Throwing exception causes execution to look for an enclosing catch clause
- If catch is not at the level of statement that caused exception, then exit function
- If catch is not at the level of function call that caused exception, then exit function
- If function is main and exception not caught, program will crash
Exception Values

- Exception is an object that may contain data
- Example:
  - vectors (as in linear alg) of ints
  - want to add two vectors
  - throw exception if dimensions not same
- Usually declared inside class
  - Example would occur inside “vector” class

Example Exception Class

class DimensionMismatch {
  public:
    DimensionMismatch(int a, int b) : fst(a), scd(b) {}  
    int firstOperand() { return fst; }
    int secondOperand() { return scd; }
  private:
    int fst, scd;
};
Throwing Exception

// Assumes vec has field vector<int> v
vec vec::operator+(const vec& b) {
    if (v.size() != b.v.size())
        throw DimensionMismatch(v.size(), b.v.size());
    else {
        // add code
    }
}

Catching Exception

void example(istream& is) {
    vec a = get_vec(is); // read in first vec
    vec b = get_vec(is); // read in second vec
    try {
        vec c = a + b;
    } catch (vec::DimensionMismatch) {
        cerr << "Dimensions don't match" << endl;
    }
}
Catching Exception (2)

void example(istream& is) {
    vec a = get_vec(is); //read in first vec
    vec b = get_vec(is); //read in second vec
    try {
        vec c = a + b;
    }
    catch (vec::DimensionMismatch dmerr) {
        cerr << “Dimensions don’t match: (“ << dmerr.first() << dmerr.second() << “)” << endl;
    }
}

Exception Handler

• Try block: try { /* statements */ }  
• Handler: catch ( /* class name */ ) { /* ... */ }  
• Handlers  
  – must follow try block, or another handler  
  – Can throw “caught” exception - do something  
    and then decide must be handled further up call chain  
• Catch-all: catch (...) { /* code */ }
Exception Guidelines

- Exceptions deal with non-local problems
  - if can deal with problem locally, do so
- Use exceptions to handle errors
- Have main() catch and report all exceptions
- Beware of memory leaks because of exception handling