CSCI 104
Exceptions
Mark Redekopp
David Kempe
Code for Today

• On your VM:
  – $ mkdir except
  – $ cd except
  – $ wget http://ee.usc.edu/~redekopp/cs104/except.tar
  – $ tar xvf except.tar
Recall

• Remember the List ADT as embodied by the 'vector' class

• Now consider error conditions
  – What member functions could cause an error?
  – How do I communicate the error to the user?

```cpp
#ifndef INTVECTOR_H
#define INTVECTOR_H

class IntVector {
    public:
        IntVector();
        ~IntVector();
        void push_back(int val);
        void insert(int loc, int val);
        bool remove(int val);
        int pop(int loc);
        int& at(int loc) const;
        bool empty() const;
        int size() const;
        void clear();
        int find(int val) const;
    };

#endif
```

`int_vector.h`
Insert() Error

• What if I insert to a non-existent location

```
#include "int_vector.h"

void IntVector::insert(int loc, int val)
{
    // Invalid location
    if(loc > size_){
        // What should I do?
    }
}
```

insert(7, 99);

We can hijack the return value and return an error code.

But how does the client know what those codes mean? What if I change those codes?
get() Error

• What if I try to get an item at an invalid location

```cpp
#include "int_vector.h"
int IntVector::get(int loc)
{
    // Invalid location
    if(loc >= size_){
        // What should I do?
    }
    return data_[loc];
}
```

```
get(7);
```

I can't use the return value, since it's already being used.

Could provide another reference parameter, but that's clunky.
```
int get(int loc, int &error);
```
EXCEPTIONS
Exception Handling

• When something goes wrong in one of your functions, how should you notify the function caller?
  – Return a special value from the function?
  – Return a bool indicating success/failure?
  – Set a global variable?
  – Print out an error message?
  – Print an error and exit the program?
  – Set a failure flag somewhere (like “cin” does)?
  – Handle the problem and just don't tell the caller?
What Should I do?

- There's something wrong with all those options...
  - You should **always** notify the caller something happened. Silence is not an option.
  - What if something goes wrong in a Constructor?
    - You don't have a return value available
  - What if the function where the error happens isn't equipped to handle the error

- All the previous strategies are **passive**. They require the caller to actively check if something went wrong.
- You shouldn't necessarily handle the error yourself...the caller may want to deal with it?
The "assert" Statement

- The `assert` statement allows you to make sure certain conditions are true and immediately halt your program if they're not
  - Good sanity checks for development/testing
  - Not ideal for an end product

```cpp
#include <cassert>

int divide(int num, int denom)
{
    assert(denom != 0);
    // if false, exit program

    return(num/denom);
}
```
Exception Handling

• Use C++ Exceptions!!

• Give the function caller a choice on how (or if) they want to handle an error
  – Don't assume you know what the caller wants

• Decouple and CLEARLY separate the exception processing logic from the normal control flow of the code

• They make for much cleaner code (usually)

```cpp
// try function call
int retVal = doit();
if(retVal == 0){
}
else if(retVal < 0){
}
else {
}
```

Which portion of the if statement is for error handling vs. actual follow-on operations to be performed.
The "throw" Statement

• Used when code has encountered a problem, but the current code can't handle that problem itself

• 'throw' interrupts the normal flow of execution and can return a value
  – Like 'return' but special
  – If no piece of code deals with it, the program will terminate
  – Gives the caller the opportunity to catch and handle it

• What can you give to the throw statement?
  – Anything (int, string, etc.)! But some things are better than others...

```cpp
int main()
{
    int x; cin >> x;
    divide(5,x);
}

int divide(int num, int denom)
{
    if(denom == 0)
    {
        throw denom;
        return(num/denom);
    }
}
The "try" and "catch" Statements

• try & catch are the companions to throw
• A try block surrounds the calling of any code that may throw an exception
• A catch block lets you handle exceptions if a throw does happen
  – You can have multiple catch blocks...but think of catch like an overloaded function where they must be differentiated based on number and type of parameters.

```c++
int divide(int num, int denom)
{
    if (denom == 0)
        throw denom;
    return(num/denom);
}
```

```c++
try {
    x = divide(numerator, denominator);
}
catch(int badValue){
    cerr << "Can't use value " << badValue << endl;
    x = 0;
}
```
The "try" & "catch" Flow

- catch(...) is like an 'else' or default clause that will catch any thrown type
- This example is not good style...we would never throw something deliberately in our try block...it just illustrates the concept

```cpp
try {
    cout << "This code is fine." << endl;
    throw 0; //some code that always throws
    cout << "This will never print." << endl;
}

catch(int &x) {
    cerr << "The throw immediately comes here." << endl;
}

catch(string &y) {
    cerr << "We won't hit this catch." << endl;
}

catch(...) {
    cerr << "Printed if the type thrown doesn't match";
    cerr << " any catch clauses" << endl;
}

cout << "Everything goes back to normal here." << endl;
```
Catch & The Stack

- When an exception is thrown, the program will work its way up the stack of function calls until it hits a catch() block
- If no catch() block exists in the call stack, the program will quit

```cpp
int divide(int num, int denom)
{
    if(denom == 0)
        throw denom;
    return(num/denom);
}
int f1(int x)
{
    return divide(x, x-2);
}
int main()
{
    int res, a;
    cin >> a;
    try {
        res = f1(a);
    }
    catch(int& v) {
        cout << "Problem!" << endl;
    }
}
```
Catch & The Stack

• When an exception is thrown, the program will work its way up the stack of function calls until it hits a catch() block

• If no catch() block exists in the call stack, the program will quit

```cpp
int divide(int num, int denom)
{
    if(denom == 0)
        throw denom;
    return(num/denom);
}
int f1(int x)
{
    return divide(x, x-2);
}
int main()
{
    int res, a = 2;
    try {
        res = f1(a);
    } catch(int& v) {
        cout << "Problem!" << endl;
    }
}
```
Catch & The Stack

• When an exception is thrown, the program will work its way up the stack of function calls until it hits a catch() block

• If no catch() block exists in the call stack, the program will quit

```c++
int divide(int num, int denom)
{
    if(denom == 0)
        throw denom;
    return (num/denom);
}
int f1(int x)
{
    return divide(x, x-2);
}
int main()
{
    int res, a;
    cin >> a;
    try {
        res = f1(a);
    }
    catch(int& v) {
        cout << "Caught here" << endl;
    }
    return 0;
}
```
Catch & The Stack

• You can use catch() blocks to actually resolve the problem

```cpp
int divide(int num, int denom)
{
    if(denom == 0)
        throw denom;
    return(num/denom);
}
int f1(int x)
{
    return divide(x, x-2);
}

int main()
{
    int res, a;
    cin >> a;
    while(1){
        try {
            res = f1(a);
            break;
        } catch(int& v) {
            cin >> a;
        }
    }
}
```
What Should You "Throw"

• Usually, don't throw primitive values (e.g. an “int”)
  – throw 123;
  – The value that is thrown may not always be meaningful
  – Provides no other context (what happened & where?)

• Usually, don't throw “string”
  – throw “Someone passed in a 0 and stuff broke!”;
  – Works for a human, but not much help to an application

• Use a class, some are defined already in <stdexcept> header file
  – throw std::invalid_argument("Denominator can't be 0!");
    throw std::runtime_error("Epic Fail!");
  – Serves as the basis for building your own exceptions
  – Have a method called “what()” with extra details
  – You can always make your own exception class too!
Exception class types

- exception
  - logic_error (something that could be avoided by the programmer)
    - invalid_argument
    - length_error
    - out_of_range
  - runtime_error (something that can't be detected until runtime)
    - overflow_error
    - underflow_error

```cpp
#include <iostream>
#include <stdexcept>
using namespace std;
int divide(int num, int denom)
{
    if(denom == 0)
        throw invalid_argument("Div by 0");
    return(num/denom);
}
int f1(int x)
{
    return divide(x, x-2);
}
int main()
{
    int res, a;
    cin >> a;
    while(1){
        try {
            res = f1(a);
            break;
        } catch(invalid_argument& e) {
            cout << e.what() << endl;
            cin >> a;
        }
    }
}
```
#include <iostream>
using namespace std;

int main()
{
    int number = 0;
    cout << "Enter a number: ";
    cin >> number;

    if(cin.fail()) {
        cerr << "That was not a number.\n";
        cin.clear();
        cin.ignore(1000,'\n');
    }
}
#include <iostream>

using namespace std;

int main()
{
    cin.exceptions(ios::failbit); //tell “cin” it should throw
    int number = 0;
    try {
        cout << “Enter a number: “;
        cin >> number; // cin may throw if can’t get an int
    }
    catch(ios::failure& ex) {
        cerr << “That was not a number.” << endl;
        cin.clear();
        // clear out the buffer until a ‘\n’
        cin.ignore( std::numeric_limits<int>::max(), '\n');
    }
}

cin Error Handling (New)
# include <iostream>
# include <vector>
using namespace std;

int main()
{
    int index = -1;
    vector<int> list(5);

    if(index < 0 || index >= list.size()) {
        cerr << "Your index was out of range!" << endl;
    }
    else {
        cout << "Value is: " << list[index] << endl;
    }
}
Vector Indexing (New Way)

```cpp
#include <iostream>
#include <vector>
#include <stdexcept>
using namespace std;

int main()
{
    int index = -1;
    vector<int> list(5);
    try {
        cout << "Value is: " << list[index] << endl;
    } catch(out_of_range &ex) {
        cerr << "Your index was out of range!" << endl;
    }
}
```
Notes

• Where does break go in each case?
• In 2\textsuperscript{nd} option, if there is an exception, will we break?
  – No, an exception immediately ejects from the try {...} and goes to the catch {...}

```cpp
do {
    cout << "Enter an int: ";
    cin >> x;
    if( ! cin.fail()){
        break;
    }
    else {
        cin.clear();
        cin.ignore(1000,'\n');
    }
} while(1);
```

```cpp
do {
    cin.exceptions(ios::failbit);
    cout << "Enter an int: ";
    try {
        cin >> x;
        break;
    } catch(ios::failure& ex) {
        cerr << "Error" << endl;
        cin.clear();
        cin.ignore(1000,'\n');
    }
} while(1);
```
Other "throw"/"catch" Notes

- Do not use throw from a destructor. Your code will go into an inconsistent (and unpleasant) state. Or just crash.
- You can re-throw an exception you've caught
  - Useful if you want to take intermediate action, but can't actually handle the exception
  - Exceptions will propagate up the call hierarchy ("Unwinding the call stack")

```cpp
#include <iostream>
#include <stdexcept>
using namespace std;

int divide(int num, int denom)
{
    if(denom == 0)
        throw invalid_argument("Div by 0");
    return(num/denom);
}

int f1(int x)
{
    int y;
    try { y = divide(x, x-2); }
    catch(invalid_argument& e){
        cout << "Caught first here!" << endl;
        throw; // throws 'e' again
    }
}

int main()
{
    int res, a;
    cin >> a;
    while(1){
        try {
            res = f1(a);
            break;
        }
        catch(invalid_argument& e) {
            cout << "Caught again" << endl;
            cin >> a;
        }
    }
}
```
Other Exceptions Notes

• Think about where you want to handle the error
  – If you can handle it, handle it...
  – If you can't, then let the caller

```cpp
#include <iostream>
#include <stdexcept>
using namespace std;

int f1(char* filename)
{
    ifstream ifile;
    ifile.exceptions(ios::failbit);
    // will throw if opening fails
    ifile.open(filename);

    // Should you catch exception here
    // Or should you catch it in main()
}

int main(int argc, char* argv[])
{
    readFile(argv[1]);
    ...
}
```