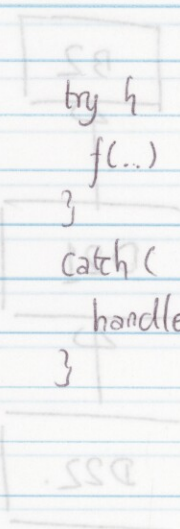


EXCEPTION HANDLING

Avoid ASSERT(...)! 

```
void f() {  
    if ( ) {  
        :  
    }  
    else {  
        throw exception;  
    }  
}  
  
try {  
    f(...)  
} catch ( ) {  
    handler;  
}
```

Advantages :

1. Don't have to handle immediately
 2. pass an object
 3. re-throw an exception
- ~ can be of different type

C++ ~~allows~~ ~~throws~~ allows throwing exception on anything

Java ~~throws~~ ~~exception~~ exception must be on objects

↳ or derived class of Exception