

9. try與catch

try與catch的機制，可以讓我們在try的程式區塊中throw結果給catch區塊處理，請參考下面的程式：

```
using namespace std;
#include <iostream>
#include <cmath>

int main ()
{
    int a, b;

    cout << "Type a number: ";
    cin >> a;
    cout << endl;

    try
    {
        if (a > 100) throw 100;
        if (a < 10)  throw 10;
        throw a / 3;
    }
    catch (int result)
    {
        cout << "Result is: " << result << endl;
        b = result + 1;
    }

    cout << "b contains: " << b << endl;

    cout << endl;

    // another example of exception use:

    char zero []    = "zero";
    char pair []   = "pair";
    char notprime [] = "not prime";
    char prime []  = "prime";

    try
    {
        if (a == 0) throw zero;
        if ((a / 2) * 2 == a) throw pair;
    }
```

```
    for (int i = 3; i <= sqrt (a); i++)
    {
        if ((a / i) * i == a) throw notprime;
    }
    throw prime;
}
catch (char *conclusion)
{
    cout << "The number you typed is " << conclusion << endl;
}

cout << endl;

return 0;
}
```

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