
Subject: Re: Fatal error kills app in try/catch - - Why?
Posted by [cbpporter](#) on Mon, 20 Dec 2010 09:54:27 GMT
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Well I don't know. C++ has little to prevent use of exceptions but most libraries I saw don't use them. On the other hand, there is very little "real" C++ out there. Standard library and MFC does not use exceptions too much or at all if I'm not mistaken.

Qt does not either.

I never saw C++ throw exceptions when segfaulting, like Java, but would like to see it.
