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Subject: Re: How to respond when memory is exceeded

Posted by [Lance](#) on Mon, 18 Nov 2024 04:24:08 GMT

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I see.

Now the question is: if a programmer opt to use memory allocation utility provided by the language or standard library, is an `std::bad_alloc` exception guaranteed to be thrown and able to be caught afterwards? Or similar thing will happen that a supposedly-successfully-allocated memory fails when trying to write to it later and no mechanism to catch the memory exception exists?