Subject: Try / catch
Posted by pippo on Mon, 29 Oct 2007 09:56:40 GMT
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Hello guru!
I have a question: try/catch handles only throw command or all exceptions?

I write this code:

```
int main()
{
  printf("start\n");
  try
  {
    int a = 0;
    int b = 0 / a;
  }
  catch(...)
  {
    printf("error\n");
  }
  printf("end\n");
  return(0);
}
```

Then, my program crash at line with "b=0/a".
With Ubuntu and U++ (debug mode and release mode)
and also with Windows Xp and Microsoft Visual Studio!!!
(Visual studio show a pop-up, to inform about exception).

WHY???

But, if I insert a "throw", then it jump correctly to catch(...).
I must verify all possible errors and insert my "throw"??? I don't belive!!!
Maybe I must active some flag?

Subject: Re: Try / catch
Posted by cbpporter on Mon, 29 Oct 2007 10:37:58 GMT
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On Windows Xp, U++ dev 10, it displays the correct functionality and there where no crashes. But if I try to debug it in a line-by-line mode, once it hits the exception, the cursor no longer moves when I press F10. Is step-over/step-through not supported after an exception?

Subject: Re: Try / catch
Posted by mirek on Tue, 30 Oct 2007 08:37:58 GMT
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pippo wrote on Mon, 29 October 2007 05:56Hello guru!
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WHY???

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Maybe I must active some flag?

C++ and system exception are not the same thing.

Mirek

Subject: Re: Try / catch
Posted by mirek on Tue, 30 Oct 2007 08:39:55 GMT
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cbpporter wrote on Mon, 29 October 2007 06:37On Windows Xp, U++ dev 10, it displays the

correct functionality and there where no crashes. But if I try to debug it in a line-by-line mode, once it hits the exception, the cursor no longer moves when I press F10. Is step-over/step-through not supported after an exception?

Well, when exception occurs, it stops at instruction that caused exception. F10 tries to perform it again - this is standard behaviour with all debugers I know...

If you want to skip it (which most likely will break the program logic anyway), you need to change the IP.

Mirek

Subject: Re: Try / catch
Posted by mdelfede on Tue, 30 Oct 2007 11:26:31 GMT
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luzr wrote on Tue, 30 October 2007 09:39
Well, when exception occurs, it stops at instruction that caused exception. F10 tries to perform it again - this is standard behaviour with all debugers I know...

If you want to skip it (which most likely will break the program logic anyway), you need to change the IP.

In theory (IMHO) the debugger should step to catch block... I don't know very well GDB, but the Borland debugger had options to catch exceptions OR to leave the handling to the debugged program.

Ciao

Max
