

bad_alloc

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2007-12/msg00921.html>

- *From:* George <George@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 26 Dec 2007 05:38:03 -0800
-

Hello everyone,

Please help to comment whether my following understanding is correct,

1. whether or not we are using `auto_ptr` to allocate new object on heap (using `new`), there may be `bad_alloc` exceptions;
2. when we met with such exceptions, we catch it (`bad_alloc`) and try to minimize the operation in catch handler block (since when `bad_alloc` occurs, it means memory is running out, we can not do anything complex in handler).

Both are correct? Please feel free to correct me if I am wrong.

thanks in advance,
George

.