

```
effect Exc : string -->> empty;;
```

```
let h = handler
```

```
| val x -> x
```

```
| effect (Exc msg) k ->
```

```
    "got exception " ^ msg
```

```
| finally msg -> "Error: " ^ msg
```

```
;;
```

```
with h handle
```

```
    perform (Exc "oops!")
```

```
;;
```

SHADEcode:

```
makehlosure 0, Lval, Lfin, [(Lexc, 1)]
```

```
push
```

```
push
```

```
makeclosure Lwith, 0
```

```
castshadow
```

```
fin
```

```
halt
```

Lwith:

```
const "oops!"
```

```
throw 1
```

```
killshadow
```

Lval:

```
ret2
```

Lexc:

```
push
```

```
const "got exception "
```

```
strconcat
```

```
ret2
```

Lfin:

```
push
```

```
const "Error: "
```

```
strconcat
```

```
ret
```

