```csharp
private void DrawPolylineWithAngle(MapPoint startPoint, MapPoint endPoint, double angle)
    {
        try
        {
            // Create a graphics overlay for the polyline and angle text symbol
            GraphicsOverlay lineOverlay = new GraphicsOverlay();
            mapView.GraphicsOverlays.Add(lineOverlay);

            // Create a line symbol
            SimpleLineSymbol lineSymbol = new SimpleLineSymbol(SimpleLineSymbolStyle.Solid,
System.Drawing.Color.Blue, 2);

            // Create a polyline geometry
            Polyline polyline = new Polyline(new MapPoint[] { startPoint, endPoint });

            // Create a graphic for the polyline
            Graphic lineGraphic = new Graphic(polyline, lineSymbol);
            lineOverlay.Graphics.Add(lineGraphic);

            // Create a text symbol for the angle
            TextSymbol textSymbol = new TextSymbol($"{angle}°", System.Drawing.Color.Black, 12,
HorizontalAlignment.Center, VerticalAlignment.Middle);

            // Calculate the midpoint of the line
            MapPoint midPoint = new MapPoint((startPoint.X + endPoint.X) / 2, (startPoint.Y +
endPoint.Y) / 2, SpatialReferences.Wgs84);

            // Create a graphic for the text symbol at the end of the line
            Graphic textGraphic = new Graphic(midPoint, textSymbol);
            lineOverlay.Graphics.Add(textGraphic);
        }
        catch (Exception ex)
        {
            // Rethrow the exception or handle it as appropriate for your application
            throw new Exception("Error in DrawPolylineWithAngle function.", ex);
        }
    }
```