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Abstract

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Assignment 2 – Runner Game

Object Oriented Programming

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# 3.4 Research and describe Exception Handling

In Object-Oriented Programming, exception handling is a dominant mechanism for centralized processing of issues and unusual situations which let the exceptions to be thrown and caught. This type of mechanism is controlled by the Common Language Runtime (CLR) which changes the procedure-oriented method or error handling in which each method or function returns a code that suggests a successful execution or an issue. Exception handling will answer to the exceptions when the program starts running. The exception will occur when the unpredictable event appears that it needs certain processing. For instance, a developer will produce an abnormal input, when the method is trying to attempt an answer to divide by zero or else a file system error is experienced throughout the write or read a file.

<https://www.tutorialspoint.com/csharp/csharp_exception_handling.htm>

<https://www.computerhope.com/jargon/e/exception-handling.htm>