Answers 16.09.2020

1. Exception is something that throwing to the air when the program meet code that it doesn't know how to handle like if we divide by zero or call to item from list in place bigger the its length.

2. The program will collapse

3. System Exceptions – Exceptions , Application Exceptions

System exceptions are derive directly from a base class System.SystemException. Application exceptions can be user defined exceptions thrown by the applications.

4. Its goal is to try some code and catch the Exception if happened.

5. No

6. using finally

7. There are several types of Exceptions. When we use more than one catch we make sure that one of the catch catch the Exception- if one of type of Exception doesn't fit than the other can fit.

8. To see to which functions the program called until the exception was happened.

9. throw new type_of_ Exception

10. Details about the Exception.

11. We must use catch. If we don't use catch (with the right type of Exception) there will be nothing to catch the Exception and the program will collapse.

12. **Debug > Windows > Exception Settings-> Common Language Runtime Exceptions**.